

LIGHT BOBS QUICK REFERENCE FLOWCHART

Turn Sequence, Command, Unit Reference, and Morale

1. COMMAND COSTS (7.4)

- 1 CP: Maneuver, Fire, remove 1 DIS, charge Skirmishers, or charge flank/rear
- 2 CP: Charge frontally

2. UNIT PROXIMITY & PASSING THROUGH

- **Friends:** keep at least 1 inch apart.
- **Enemy:** keep at least 3 inches apart unless charging.
- **Passing Through Friends:** see 9.1.7.

3. FREE REORDER (12.6)

During Phase 5, Units more than 8 inches from the enemy may remove 1 DIS.

4. TRAINING VALUES

Training	BV	Goes First	Unit Loss	DIS
A - Elite	1,2*	1-5	4 MM	3
B - Veteran	2	1-4	3 MM	2
C - Average	3	1-3	2 MM	2
D - Poor	4	1-2	2 MM	1

Militia: +1 to BV. * Additional Unit BV.

5. ABBREVIATIONS

BV = Break Value
 CP = Command Point
 DIS = Disorder
 MM = Morale Marker
 MR = Military Rank
 CL = Close Order
 LS = Loose Order
 SK = Skirmish Order

START TURN

1. FIRST MOVE DETERMINATION (7)

Determine which side acts first.

2. COMMAND POINT DETERMINATION

No Command Cards (8.1)

Command Card Transfer (8.2)

3. ACTION PHASE

Move • Fire • Melee/Combat • Rally

4. MORALE CHECKS

Both sides resolve if required.

5. FREE REORDER

Eligible Units remove DIS.

END TURN

6. UNIT PROFILE

Type	Move	Ord	Range	Save Fire	Save Melee
Guards / Grenadiers	6	CL	6/12	1-2	1-4
Light Infantry	9	LS/CL	6/12	1-3	1-4
Jägers / Rifles / Skr	12	SK	10/20	1-4	1-2
A/D Troops	9	LS	6/12	1-3	1-4
C/D Troops	6	CL	6/12	1-2	1-4
Militia / Loyalists	6	CL	6/12	1-2	1-4
Cavalry	15	NA	NA	1-3+	1-3+
Natives	12	SK	10	1-4	1-2
Light Artillery	6	SK	6/30	1-4	1-2

7. MORALE MARKER CAUSES (10.5)

- Each unsaved hit in Combat: +1 MM
- Unit lost: add Unit Loss value +1 Permanent MM
- Leader lost: +2 × Leader MR
- Unit reaches over 50% lost: +1 Permanent MM on Unit

8. WHEN TO TEST MORALE (10.1)

- A Unit takes one or more hits.
- A Leader is lost.
- A Unit is lost.
- Exception: lost Skirmishers do not trigger a Morale Check.

9. MORALE PROCEDURE

Each remaining unspent Unit rolls 1d6.

Apply modifiers to the die roll.

Result ≥ Unit BV: Pass

Result below BV: Fail

Natural 1: reroll until result is 2 or better.

10. MORALE MODIFIERS

- -1 per 3 Morale Markers, rounded up
- -1 per DIS in the Regiment
- -1 per Permanent Morale Marker
- -1 per Unit not in the Battle Line, except SKR
- +1 per Unit in Cover

11. MORALE CHECK RESULTS

Compare the modified roll to it's BV:
 For each failure an Outcome Move must be performed by a Unit.

- 1pt.: Retire
- 2pts: Retreat
- 3pts: A Unit Breaks

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Combat, Damage, Saves, and Leader Risk

1. WHO MAY FIRE OR MELEE BACK (9.2.1)

- Fire is at close range or the combat is Melee.
- An Officer / Leader is attached.
- A Command Card or Staff Card orders return fire.

2. WHO GOES FIRST (9.6)

- Both succeed or both fail: simultaneous combat.
- One succeeds and one fails: successful Unit resolves first.
- Both succeed and one rolls a natural 1: that Unit resolves first.
- If tied, defender resolves first.

3. TRAINING VALUE MODIFIERS

- +1 Leader attached
- +3 facing flank or rear
- +1 facing Militia
- -1 per DIS on the testing Unit

4. COMBAT DICE (9.7)

- Artillery: dice = number of gunners
- Cavalry: dice = number of figures
- Good Order: roll 1/2 dice
- Disordered: roll 1/3 dice
- Spent: roll 1/4 dice

5. BONUS DICE

- +1d6 Leader attached
- +3d6 attacking flank or rear
- +1d6 Veteran Unit
- +2d6 Elite Unit
- +3d6 first close-range volley OR first Melee of the game
- +1d6 facing Poor Unit
- +1d6 facing Militia

6. MELEE ONLY

- +3d6 Bayonet vs. non-bayonet infantry, gun, or cavalry
- +3d6 Cavalry charging non-bayonet infantry
- -1d6 if this Unit has more DIS than opponent

1. COMBAT STARTS

2. REACTION OR EVADE (9.2.5)

Use the Reaction / Evade flowchart for the full sequence.

3. WHO MAY FIRE OR MELEE BACK? (9.2.1)

A Unit may respond if any one condition applies.

4. WHO GOES FIRST? (9.6)

Roll 1d6 against modified Training Value.

5. DETERMINE COMBAT DICE (9.7)

6. ADD BONUS DICE

7. ROLL TO HIT

8. RESOLVE DAMAGE

9. MAKE SAVING ROLLS / CONVERSIONS

10. LEADER RISK / CAPTURE

11. COMBAT ENDS

7. HIT NUMBERS

Hits On	Situation
1	Skirmisher fired upon or firing at any range
1	Firing at long range
1	Firing at unlimbered artillery
1	Firing at cover
1-2	Firing at close range and in the open
1-2	In Melee
1-2	Vs. Column formation
1-2	Vs. limbered artillery

8. DAMAGE

The first hit must be resolved as a saving throw if possible.

Remaining hits may be mixed:

1. Make saving rolls.
2. Convert to Outcome Movement (10.1.3).
3. Convert to DIS.

9. FIRE & MELEE SAVING ROLLS

Save	Situation
1-4	Skirmisher fired on in the open
1-4	Skirmisher in Cover +
1-4	Artillery fired on
1-4	Close Order, other than Militia, in Melee
1-4	Any Unit in Cover
1-3	Loose Order infantry
1-3	Cavalry +
1-3	Heavy cavalry ++
1-2	Close Order fired on in the open
1-2	Close Order Militia in Melee in the open
1-2	Skirmisher in Melee in the open
1-2	Artillery in Melee

10. LEADER RISK / CAPTURE

Leader Risk Test: roll 1d6. Result ≤ Leader MR passes.

If a wound / capture card draw is required, use this table:

Card	Result
Joker	Unharmed / Not captured
Red Ace	Killed
Red Face	Wounded / Captured
Red 2-10	Wounded / Not captured
Black Card	Unharmed / Not captured