



With Hot Lead and Cold Steel *Quick Reference Sheets*

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With Hot Lead *and* Cold Steel Quick Reference Sheets

Game Round

- | | |
|-------------------------------------|--------------------|
| 1. Determine number of ADCs: 1d5 +1 | 5. Order (p.15) |
| 2. Determine Initiative: 1d10 | 6. Movement (p.24) |
| 3. Rally (p.43) | 7. Shooting (p.30) |
| 4. Artillery (p.44) | 8. Melee (p.34) |

Commander Ability

Officer Level	Effect
Excellent	+2 on Order Rolls and Rally Tests
Great	+1 on Order Rolls and Rally Tests
Competent	No Modifiers
Incompetent	-1 on Order Rolls and Rally Tests

Orders (within 10" radius from Brigadier General)

Type of Order	Number of Moves	Success
Forward	1 Move or Manoeuvre, may shoot	4+
Quick Time	2 Moves and/or Manoeuvre, may not shoot	5+
Double Quick	3 Moves and/or Manoeuvre, may not shoot. 1 Fatigue	6+
Charge!	Up to 3 Moves and/or Manoeuvre, may not shoot	8+

Order Modifiers

Modifier	Effect
Aide de Camp Present	+1 for each ADC
Multiple Lines: Formation Brigade	+1
Excellent Officer	+2 may reroll 1 order per turn
Great Officer	+1 may reroll 1 order per turn
Competent Officer	May reroll 1 order per turn
Incompetent Officer	-1 on Order Rolls and Rally Tests

Lost Officer Table

Die Roll	Effect
1-2	No officer present, roll again next turn. Brigade suffers -2 on the order table until a new officer takes command.
3-4	Incompetent Officer
5-6	Average Officer
7-8	Great Officer
9-10	Excellent Officer

Unexpected Event

- "They can't hit an elephant at this distance."**
The Brigadier General is killed in the midst of battle. Roll on the Lost Officer Table.
- "Lost Special Order 191."**
The enemy is aware of your plans! An enemy brigade that is in one move or shooting range of the brigade you just tried to give an order to may charge or fire at you.
- "It is well that war is so terrible."**
The brigade is about to be hit by murderous fire and is ordered to retreat to a position of safety. If it is already in cover, the brigade does nothing. If it is not already in cover, the entire brigade moves back 12" facing the enemy. It will try to get in cover where possible.
- "Gone with the wind."**
No new orders arrived. Brigadier General is consulting with his staff officers. Brigade halts for this turn and may not move any further.
- "Confused and stunned, like a duck hit on the head"**
The Brigadier General tries to plug a hole in the line that is not there. The entire brigade takes up a position to its flank, facing the enemy.
If there is no room, the brigade stays where it is. Roll 1D10: 1-5: move one move to the left; 6-10: move one move to the right
- "Ole Dan Butterfield."**
Half the brigade (rounding up units closest to the enemy) moves 12" forward towards the closest enemy and counts as a charge if it moves into contact. The other half retreats one move away. In the next round, the retreating units may act normally and must try to re-join their brigade.
- "Get there firstest with the mostest."**
The Brigade may make one forward move. In addition, the closest friendly brigade may also move forward, even if it has already moved this turn. No fatigue penalties are suffered by either brigade because of this move.
- "Let's start thinking about what we are going to do to them."**
The Brigadier General is hit by a moment of clarity. You may redeploy the entire brigade as you wish on the spot and up to a maximum of 12". Units may change formation and/or facing. If a move brings them into contact with the enemy, it is considered to be a charge.
- "Though I walk through the shadow of the valley of death, I will fear no evil."**
Having recently suffered the loss of a beloved commander, the brigade takes matters into its own hands during the confusion of battle. The entire brigade may advance up to two moves. If this brings them into contact with the enemy, it counts as a successful charge.
- "Give them the cold steel!"**
The entire brigade charges up to three moves forward with dash and élan, ignoring fatigue penalties. Each unit that contacts an enemy unit receives +1 To Hit. The enemy is taken completely by surprise and may only use half of its shoot dice to fire at the onrushing enemy.

Generals

Move Before Issuing Orders and up to 20''

Infantry

Size	Move	Shoot	Melee	U.C.	Morale
Large	10''	8 (6+)	8 (6+)	24	6+
Average	10''	6 (6+)	6 (6+)	18	7+
Small	10''	4 (6+)	4 (6+)	12	8+
Tiny	10''	2 (6+)	2 (6+)	6	9+

Infantry Small Arms

Weapon	Point Blank	Short	Effective
Smoothbore Musket	<6''	6''-11''	11''-18''
Rifled Musket	<6''	6''-12''	12''-24''
Repeating Rifle (*)	<6''	6''-12''	12''-24''

Cavalry

Size	Move	Shoot	Melee	U.C.	Morale
Large Mounted	16	4 (6+)	8 (6+)	24	6+
Large Dismounted	10	8 (6+)	4 (6+)	24	6+
Average Mounted	16	3 (6+)	6 (6+)	18	7+
Average Dismounted	10	6 (6+)	3 (6+)	18	7+
Small Mounted	16	2 (6+)	4 (6+)	12	8+
Small Dismounted	10	4 (6+)	2 (6+)	12	8+

Cavalry Long Arms

Carabines	Point Blank	Short Range	Effective Range	Special
Breech Loading (Union Only)	<6''	6''-11''	11''-18''	Rapid Fire (*)
Cavalry Carabines	<6''	6''-11''	11''-18''	None

*Use extra D10 to Shoot. If anytime a Double 1 is rolled the Special Rule is lost for the remainder of the game.

Movement

Modifier	Effect
Difficult Terrain	Half Move
Infantry in March Column	+2''
Infantry in March Column on Road	+4''
Limbered Artillery on Road	+4''
Cavalry in Column on Road	+4''

Passing of the Lines

Score	Result
1	The units become hopelessly entangled and disorganised. Arrange the bases of both units in an appropriately unformed mass e.g. with 1'' separating each base and slightly altered facings. Neither unit may do anything for the rest of the turn. During the next turn, both units reform on the spot and may act normally. The unit wanting to pass remains behind the other unit.
2	The unit that is about to be passed through is unable to provide enough space for its comrades. The unit wanting to pass stops on contact with the other unit. Bases may touch, but not overlap.
3-5	With great difficulty, the unit passing through succeeds and clears the other unit. It takes the rest of the turn to redress its ranks. It may do nothing else for this turn. Bases may touch, but not overlap.
6-10	The unit passing through does so without difficulty and quickly reforms on the other side of the unit it has just passed through. It may fire as normal. Bases may touch, but not overlap.

Shoot Modifiers

Modifier	Effect
First Fire	+1
Point Blank Range	+2
Short Range	+1
Aimed Fire	+1
Soft Cover	-1
Hard Cover	-2
Stand & Fire when Charged at 1 Move	-1

Damage Chart - Natural 10

Range	Damage Inflicted
Point Blank	3
Short	2
Effective	1

Charge Morale Modifiers

Situation	Modifier
Defender Charged in the Flank	-1
Defender Charged in the Rear	-2

Roll to Hit

Situation	Modifier
Charging	+1
Charged in the Flank	-1 No Reaction, ½ Dice
Charged in the Rear	-2 No Reaction, No Fight 1st Round
Fighting Behind Cover	+1 to hit only if Charged

Combat Result

Circumstance	Modifier
Defender in earthworks/trenches (*)	+5
Defender in hardcover	+2
Defender in light cover	+1
Per supporting unit (maximum of 4 units)	+1

Break Test

Difference	Result
0-4	Unit is routed and removed from the table. Supporting units must take Morale test.
5-10	Unit becomes panicked and moves away from combat 2 full moves. In losing the player's next turn, the player may attempt to rally the unit. Supporting units must take Morale test.
11-15	Unit becomes unnerved and moves away 1 move. In losing player's next turn, player may attempt to rally the unit. Supporting units must take Morale test.
16-20	Orderly withdrawal. Losing unit moves away 1 move and rallies immediately.

Morale Test Modifiers

Circumstance	Modifier
Steady Friendly Unit Within 12"	+1
Shot or charged in flank arc	-1
Rifled gun firing canister, rolling 8+	-1
Per point of damage from shell ammunition	-1
Shot or Charged in the Rear Arc	-2
Smoothbore gun or howitzer firing canister, rolling 8+	-2

Artillery Moves

Move (Man Handled); **Move** (Limbered); **Limber**; **Unlimber**; **Turn** (once Deployed).

Artillery Number of Moves

Number	Success
One Move	4+
Two Moves	5+
Three Moves	6+

Artillery Types and Ranges

Type	Short Range	Medium Range	Max Range
Smoothbore	8"	30"	60"
Rifled	8"	40"	80"
Howitzer	8"	16"	32"
Siege	12"	50"	100"

Canister

Artillery Type	Effect
Smoothbore	1 Damage per Hit + Morale Test. On 8+ : 3 Damages per Hit & Morale Test -2
Rifle	1 Damage per Hit + Morale Test On 8+ : 2 Damages per Hit & Morale Test -1
Howitzer	3 Damages per Hit + Morale Test On 8+ : 3 Damages per Hit & Morale Test -2

Shell

Artillery Type	Effect
Smoothbore	1 Damage per Hit + Morale Test
Rifle	1 Damage per Hit + Morale Test
Howitzer	1 Damage per Hit + Morale Test

Heavy & Siege Artillery

Ammunition Type	Effect
Solid Shot	1D5 Hit + 1
Shell	1D5 Hit + Morale Test

Artillery Size, Moves, Shooting, Attack

Size	Move	Shoot	Melee	U.C.	Morale
Large	14"/6"	3 (7+)	3 (7+)	18	4+
Average	14"/6"	2 (7+)	2 (7+)	12	5+
Small	14"/6"	1 (7+)	1 (7+)	6	6+

Artillery to Hit Modifiers

Modifier	Effect
Canister	+3
Rifled gun returning fire vs Artillery	+1
Case-shot or shell against moving target	-1
Long range	-1
Turned/manhandled battery	-1
Shooting at troops in fieldworks (except Howitzers)	-2

Solid Shot

Artillery Type	Effect
Smoothbore	1 Damage per Hit + Bounce. Counter Battery 2 Damages per Hit
Rifle	1 Damage per Hit. Counter Battery 2 Damages per Hit
Howitzer	N/A

Case Shot

Artillery Type	Effect
Smoothbore	2 Damage per Hit
Rifle	2 Damage per Hit
Howitzer	2 Damage per Hit