

Turn Sequence	Lnf/Cav/Art	Move or Shoot (AA or Ground)		Land Ironclads Reference Sheet	
Flying move/fire & AA Fire ¹	Con	Move and Shoot (AA or Ground)		By Terrence Rideau 4/30/08	
Command 6 units move/fire ¹	LI	Move and Shoot (AA and Ground)			
Command 5 units move/fire ¹	Weather Effects (Rnd/up)	Clear	Inclement		
Command 4 units move/fire ¹	Max. Shooting Distance	36	24	12	6
Command 3 units move/fire ¹	Movement Penalty (Land)	none	none	-25%	-50%
Command 2 units move/fire ¹	Accumulated Damage: Lnf/Cav/Art	Can retire 1" backward. If retiring is not possible or you don't want to retire then: 1d6; If roll <= Cmd: Remain in place & hit(s) stay; If roll > Cmd: Destroyed			
Command 1 units move/fire ¹	Accumulated Damage: Con	1d6; If roll <= (number of hits) on Con: Destroyed			
Melee	Notes: ¹ If both sides have units with same Cmd value: Roll-Off				
Resolve Accumulated Damage	² Attack dice may include (Shoot, AA, Bomb, Melee, Gun, etc) it depend on the situation				
Morale Check and Rallying					
D10 LI Damage Result (Rnd/dw)	D10 LI Critical Damage Result (Rnd/dw)				
1 Speed reduced by 1	1	Lots of creaking noises but no further results			
2 Shooting reduced by 25%	2	Smoke! – unit comes to dead halt as engines fail. Roll 1 dice at the beginning of each turn. On a roll of 5+ the engines are started and the unit may attempt to move again			
3 AA reduced by 25%	3	Shock damage disables gun crews – no Shooting or AA allowed for 1d3 turns			
4 Command reduced by 1	4	Gas leak - crew incapacitated – unit may not move or shoot and has a Melee value of zero for 1d6 turns			
5 Speed reduced by 2	5	Ranging equipment destroyed – Shooting range reduced to 6 inches			
6 Shooting reduced by 50%	6	Ammunition winch destroyed – unit may use Shooting and AA fire ONCE more each for the rest of the game			
7 AA reduced by 50%	7	Boiler cracked – all movement distances are halved for the rest of the game			
8 Command reduced by 2	8	Steering destroyed. Unit may only move directly forward for the rest of the game			
9 Roll again twice on this table.	9	Bridge destroyed - Units Command value is reduced to 1 for the rest of the game			
10 Critical Problem Roll D10 and consult Critical Table	10	Anarchist bomb in the magazine explodes – unit destroyed!			
Terrain Type	Open	Difficult	Impassable	Terrain Effect	
Light Woods	Inf	Cav/Con/LI	Art	2	
Heavy Woods		Inf/LI	Art/Cav/Con	2	
Built-up Area		Art/Cav/Con/Inf/LI		3	
Gentle Hill or Dune	Cav/Inf	Art/Con/LI		1	
Steep Hill		Inf	Art/Cav/Con/LI	1	
Marsh or Swamp		Inf	Art/Cav/Con/LI	1	
Crops, Hedged Fields or Broken Ground		Art/Cav/Con/Inf/LI		1	
Column Movement	Speed + 1 (Min. 3 units; At Speed of slowest unit)				
March Movement	Speed x 2 (Must be 12" away from visible enemy unit at all times)				
Marching Unit (Attacked)	Attack dice ² x 2				
LI/Terranef Movement	(LI 1d6; If roll <= Speed: Move rolled number; If roll > Speed: No move); (Terranef 1d6 underground; Terranef 3" to surface)				
Ramming (LI/Terranef only)	Both (1d6) – Class + Melee; Con(Class 5); Terranef (Surface: Melee dice x 4); Resolved as Melee; LI: Continue move if unit destroyed; Terranef: Stop move after surface				
LI/Terranef Move or Surface through Unit	LI: 1d6 If roll <= Cmd: Remain in place; If roll > Cmd: Destroyed; Terranef: Unit's Cmd-2				
Melee	1d6 per Melee point (6 = 1 hit+reroll); Terranef: Ram&Melee underground; Inf in Fort: ?Attack dice ² ÷ terrain effect; (Rnd/dw)				
Melee (Side/Rear Attacked)	½ Melee dice; (Rnd/dw)				
Melee (Attacked by 2+ Units)	Divide against attacking units (side/rear attacked still applies)				
Breaking Melee	1d6 (If LI/Con Cmd+2); If roll <= Cmd: Remain in place; If roll > Cmd: Move (Free melee attack against breaking unit); Breaking unit (0 Melee dice)				
Fire Arc & Target (Inf/Cav/Art)	45 degree front; Must fire at nearest target				
Fire Arc & Target (LI/Cont)	Front (Shoot/AA dice); Side/Back (½ Shoot/AA); (Rnd/dw); May choose any target in range and not block by other units				
Shooting	1d6 per Shoot point (6 = 1 hit + reroll); Terranef: 0 Shoot/AA underground;				
Shooting Range & Terrain Effect	Inf/Cav (6"); Flying/AA/Others (12"); Unit in terrain: Attack dice ² ÷ terrain effect; (Rnd/dw)				
Shooting Chemicals	Inf/Cav/Art (4,5,6 = hit+reroll); Mart (5,6 = hit+reroll); LI/Cont (6 = hit+reroll)				
Shooting Chemicals in Weather	Inclement (½ Shoot dice); Beastly/Ghastly (0 Shoot dice); (Rnd/dw); Normal shooting can be used				
(Inf/Cav) shooting (LI/Fort)	½ Shoot/AA dice; (Rnd/dw)				
Inf shooting while riding LI	0 Shoot/AA dice				
LI shooting with Inf riding on top	½ Shoot/AA dice; (Rnd/dw)				
Strafing (Flying Unit)	¼ Gun dice (6 = 1 hit+reroll); (Rnd/dw); Only 1 unit attacked; No other shooting				
Bombing (Flying Unit)	1d6 per Bomb point (5,6 = 1 hit+reroll); May still shoot/strafe; Determine number of Bombs to use = Used bombs				
Gas Bombs (Flying Unit)	Same as Bombing; All units within 1" are effected; Roll number of bombs for each unit; Inf/Cav/Art (4,5,6 = hit+reroll); Mart (5,6 = hit+reroll); LI/Cont (6 = hit+reroll)				
> 24" to supply	½ Shoot/AA; (Rnd/dw)				
No Line to supply	½ Shoot/AA; (Rnd/dw)				
(> 24") & (No Line) to supply	¼ Shoot/AA; (Rnd/dw)				
All HQ units destroyed	Cmd: 2 for all units in force for rest of the game				
Morale	Determine Break Point; (LI/Last HQ = 5; Con/Supply = 2; Other = 1; Flying = 0) (If Broken then Rallied make Rally roll any time any subsequent unit is lost)				
Routing	Ground not in Base to Base contact; Move at double speed towards their line or off the table; LI still roll for movement; Continue to rout until rallied				
Routing Unit Attacked	Attack dice ² x 2				
Rally	During 1 st Cmd Level Phase; (1d6); Must have 1+ HQ to rally; If roll < (highest Cmd in force); Rallied; Stationary for turn; No shooting or engaging in melee; If forced into melee (0 Melee dice) If roll >= (highest Cmd in force); Failed Rally; +1 to Rally dice score during next move (Cumulative)				