

TERRIBLE SWIFT SWORD (2ND ED.)

STANDARD RULES CHARTS & TABLES

[9.16] FIRE COMBAT RESULTS TABLE

Grapeshot	3 or less	4 to 8	9 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63 +
Small Arms & CB	0 or less	1 to 3	4 to 6	7 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51+
Ammo Dep? 1	-	-	-	-	P	R	P/R	1	1	1	1*
2	-	-	-	P	R	P/R	1	1	1	1*	2*
3	-	-	P	R	P/R	1	1	1	1*	2*	2*
4	-	P	R	P/R	1	1	1	1*	2*	2*	2*
5	-	P/R	P/R	1	1	1	1*	2*	2*	2*	3*
6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*	3*

- = No effect.

P/R = Pin or Rout. Roll one die; if result is equal to or lower than the units morale, the unit is pinned; if higher, the unit routs.

P = Possible Pin; Roll a die; if the result is higher than the unit's morale, unit is pinned.

R = Possible Rout; Roll a die; if the result is higher than the unit's morale, unit routs.

= Lose indicated number of Combat Strength Points / Guns and make a Morale Check.

#* = Lose indicated number of Combat Strength Points / Guns and make a Morale Check. If unit passes the Morale Check, roll again; if higher than the unit's Morale, unit is pinned. If lower, it is not pinned.

[8.35] DENSITY ADJUSTMENT CHART

Number of Strength Points in Hex

1-2 3-6 7-9 10+

Effect: -1 0 +1 +2

The Effect is the number of column shifts applied to the Fire Combat Results Table either to the left (-) or the right (+).

Note: For density purposes a Battery counts as 1 SP, and a Wagon counts as 4 SP.

[13.15] SEEING THE ELEPHANT TABLE (Green units only)

DIE MORALE RATING

1 2

2 2

3 3

4 3

5 4

6 5

Each time a Green units (Morale rating '?') is required to make a morale check, roll on this chart. Use one die. Green units retain this morale rating only to the end of the current phase. Green units must re-roll every game phase if morale is required. See TSS 13.14.

[12.98] MELEE COMBAT RESULTS TABLE

Melee Strength Differential (Attacker minus Defender)

die		-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
1	Attacker:	R2	Rpls	Eng	K1	-	-	K1	-	-	-	-	-	-	-
	Defender:	-	Rpls	Eng	K1R2	R2	C1R2	C1R3	C2R3	C2R3	C2R3	C2R3	C3R3	C3R3	C3R3
2	Attacker:	K1R2	R2	Rpls	Eng	K1	-	-	K1	-	-	-	-	-	-
	Defender:	-	-	Rpls	Eng	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3	C2R2	C3R3	C3R3
3	Attacker:	C1R2	K1R2	R2	Rpls	Eng	K1	-	-	K1	-	-	-	-	-
	Defender:	-	-	-	Rpls	Eng	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3	C2R2	C2R3
4	Attacker:	C1R2	C1R2	K1R2	R2	Rpls	Eng	K1	-	-	K1	-	-	-	-
	Defender:	-	-	-	-	Rpls	Eng	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3	C2R3
5	Attacker:	C2R2	C2R2	C1R2	K1R2	R2	Rpls	Eng	K1	-	-	K1	-	-	-
	Defender:	-	-	-	-	-	Rpls	Eng	K1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R3
6	Attacker:	C3R3	C3R2	C2R2	C1R2	K1R2	R2	Rpls	Eng	K1	-	-	K1	-	-
	Defender:	-	-	-	-	-	-	Rpls	Eng	K1R2	R2	C1R2	C1R2	C2R2	C2R2

Attacker = Effect on Attacker. Defender = Effect on Defender. - = No Effect.

K1 = Strength Point becomes a casualty.

C1, 2, or 3 = Number of Strength Points captured by the enemy.

R2 or 3 = Units must retreat that number of hexes then perform a Morale Check. If MC is failed, units retreat an additional 3 hexes.

Rpls = Units are Repulsed. Attacker retreats 2 hexes and checks morale. If fails, retreats an additional 3 hexes. Defender then checks morale; if fails, retreat 3 hexes.

Eng = Units are Engaged. (See 12.94)

Notes:

Attacks are less than -4 are treated as -4. Greater than +9 treated as +9.

Retreats are always executed after losses; thus C2R2 means two SP are captured and remaining units retreat 2 hexes, and then check morale. Pass, they stand, fail, they rout an additional 3 hexes.

Terrain, Leaders, and unit status effects on Melee: See Melee Modifiers on flip side of this chart. Also see 12..3 and 12.4.