

A Really Good Cheat Sheet For Loyaulte Me Lie: Bosworth Field, 1485

Weapon/Die Rolls>	1	2	6
Retinue Archers	If rolled, reduces ammo supply. If no 1 rolled, fire again. In a second fire, if a 1 is rolled they are out-of-ammo.		Hits
Cannon		Explodes only if a 4-6 is not rolled.	Hits

*Ranged weapons include Archers, artillery and small arms. Field cannons have a near and far range. Archers also have a near and far range, plus they may fire over units and the type of target they aim at affects their ability.

Morale Checks are Needed:

- In order for a full-strength infantry unit to leave an EZOC.
- In order for a half strength cavalry unit to leave an EZOC.
(Full-strength cavalry only pays 2 MPs to leave).
 - In order for full-strength Cavalry to **Charge**
 - In order for a full-strength Infantry unit to **Shock**

Commanders:

Dismounting reduces their command range but increases a leader's ability to rally troops. It also reduces his Movement Allowance. Once dismounted, leaders and men-at-arms cannot re-mount. Commanders also add dice when units are within range during melee or when they charge or shock. Rabge is the number in the Commander's upper right corner.

Morale Effects

Mounted	Dismounted
- 1 DRM	- 2 DRM

Thanks to Fred W. Manzo, The Boardgaming Life.