

This is my modifications for Neil Thomas' One Hour Wargames.

### Turn Sequence

Move  
Shoot if allowed  
Melee if in contact  
Morale for target if it took damage this turn

### Move rates and Shooting Ranges

Infantry Move 6" Shoot 12"  
Artillery Move 6" Shoot 36"  
Cavalry Move 12" Shoot 6"

### Combat

| Die Roll | -2  | 0   | +2  |
|----------|-----|-----|-----|
| 1        | 0/0 | 0/0 | 0/0 |
| 2        | 0/0 | 0/0 | 1/0 |
| 3        | 0/0 | 1/0 | 1/0 |
| 4        | 0/0 | 1/0 | 1/1 |
| 5        | 1/0 | 1/1 | 1/1 |
| 6        | 1/1 | 1/1 | 2/1 |

-2 column is for D6-2 combat. 0 column is for D6 combat. +2 column is for D6+2 combat.  
The first number is damage for no cover/armor. The second number is damage for cover/armor/hill.  
For double damage, simply roll twice and add the combat results together.  
Units are eliminated after 3 hits.

### Morale

Target unit retreats on a 5+ if it took damage in combat.  
Cavalry will fall back if in contact with infantry at the end of combat.