

QUICK REFERENCE SHEET

INITIATIVE

2d6 + Leadership bonus

DISCIPLINE TEST (1d6)

Discipline	1 d6
A	3+
B	4+
C	5+

Modifiers

+1 to the roll for Unit or Group that includes the Commander

-1 to the roll for Units beyond the range of the Command Structure

FAILURE OF THE DISCIPLINE TEST

Test required to

Rally
Place on opportunity
More than one movement phase
Dismount
Counter-charge
Disengage
About face
Line relief (Hastati/Principes)
Occupy a Build up Area
Harquebusiers/Musketeers going out a square
Close to enemy baggage

COMMANDERS

Type	Leadership bonus
Genius/Charismatic	4
Expert	3
Fair	2
Poor	1
Incompetent	0
Cowardly	0

COMMAND STRUCTURE

	range
Good	50U
Average	30U
Poor	10U

Consequences of failing the Test

No effect
No effect
Disorder at the end of the move
No effect and Disorder
No effect and Disorder
No effect and Disorder
No effect
No effect
No effect
No effect
Compulsory movement

TERRAIN: MOVEMENT

Troop type	Broken Ground	Difficult Ground
S-FL	No effect	Group movement only if in column. Half speed.
T	No effect	Disorder and half speed
CF	Destroyed	Destroyed
W	Disorder	Cannot enter
Altri	Disorder	Disorder and half speed

TERRAIN: VISIBILITY AND COMBAT

Terrain type	Visibility	Effects on combat
Gentle hills	15U or 5U with an intervening crest	+1d6 for being uphill
Steep hills	5U	Mounted troops have a -1 penalty, while for Pikemen and War Chariots the penalty is -2. This penalty also applies when fighting troops that are completely within this sort of terrain.
Woods and forests	5U	Mounted troops have a -1 penalty, while for Pikemen and War Chariots the penalty is -2. This penalty also applies when fighting troops that are completely within this sort of terrain. -2 if firing at Units on the edge of a wood (less than 5U).
Broken ground	No limitation	No penalties apart from possible Disorder

VOLUNTARY INTERPENETRATION

Skirmishers can move through and be moved through by any types of troops.

Missile Troops can move through and be moved through by **Heavy Infantry**, except for Pikemen, Schiltron and impetuous troops.

Artillery and **Wagenburg** can be moved through by any type of troops.

Light Cavalry can move through or be moved through by **Light, Medium and Heavy Cavalry**

FIRING TABLE

Distance	5 U Point Blank	15U Short	30U Long	80U Extreme
Longbow A	3/5	0/2	-1/1	No
Longbow B	2/4	0/1	-2/0	No
Short Bow A	2/4	0/1	-3/0	No
Short Bow B	2/3	-1/0	No/-1	No
Composite Bow A	3/5	0/1	-2/-1	No
Composite Bow B	2/4	0/1	-4/-3	No
Composite Bow C	1/2	-2/0	-4/-3	No
Crossbow A	4/5	0/2	-2/0	No
Crossbow B	2/3	0/1	No	No
Handgun	2/3	-1/0	No	No
Harquebus A	4/5	1/2	-2/-1	No
Harquebus B	3/4	1/2	No	No
Musket	4/5	2/3	-1/0	No
Javelin	2/3	-1/0	No	No
Slings	2/3	0/1	No	No
Artillery A	2	4	3	0
Artillery B	3	3	2	No
Artillery C	No	3	2	0
Various Weapons	1	0	No	No

MODIFIERS TO THE NUMBER OF DICE

-1 for each movement phase performed that turn by the firer, except for S and FL armed with javelins that can move (only 1 phase) and fire without penalties.

-1 if the firer is Disordered.

-2 for indirect fire (6.4), unless otherwise specified in the Army List

-2 when firing at S, CL and Art. If S or CL are firing at other S or CL then the penalty is only **-1**.

-2 when firing at Units on the edge of a wood.

-2 for non-artillery firing at Units behind fortifications.

-1 if Artillery is firing at Units behind fortifications.

-1 when firing at troops that have declared they are Evading.

-1 when non-Artillery fire at Wagenburg or troops behind pavises or other wooden protection.

+2 for Artillery when firing at Large Units or Groups in column or Wagenburg.

+1 when firing at stationary Chariots.

FIRING LIMITATIONS

Firing Priorities:

1) Units with whom they are exchanging fire or enemy Units that have declared a charge on the firing Unit.

2) The enemy Unit that is closest to the front if within Short range.

3) The enemy Unit that is closest within the firing arc.

4) The enemy Unit that fires at or charges an adjacent friendly Unit.

5) Other enemy Units within range.

Firing arc:

45° = S, T, CM, ART, CL with crossbows, handguns or harquebus; **360°** = other CL, CGL, CGP, W

PILUM

Only if Legionary Unit is Fresh

1d6 if the legionaries charged

3d6 if the legionaries are charged

Modifiers

-1d6 if the legionaries are Disordered.

Support Units roll only **1d6** if charged, and none if Disordered

MELEE

d6 = VBU + eventual Impetus bonus

Tactical modifiers

-1d6 if Disordered

-1d6 if Chariots that are charged while stationary

+2d6 if charging the enemy on his flank or rear, except for Schiltron and Wagenburg

+1d6 for who is highest on a "gentle" hill

-1d6 for Mounted troops fighting in Difficult ground or against troops that are entirely within this sort of terrain.

-2d6 for Pikemen and Chariots fighting in Difficult ground or against troops that are entirely within this sort of terrain.

-1d6 for troops that charge Units defended by fortifications or protections

Depth bonus (only Large Units)

+3d6 for Pikes vs Mounted for each Unit of Depth (up to 3).

+1d6 for Pikes vs Infantry for each Unit of Depth (up to 3).

+2d6 for Schiltron and FP with Long spears vs. Mounted.

+1d6 for Schiltron and FP with Long spears vs. Mounted

+2d6 for CP and Warbands (FP or FL) vs Infantry.

Support Units roll half the dice (rounded up)

CAPTURE OR DEATH OF A COMMANDER

When a Unit with an attached General fails its Cohesion Test with a roll of 6, perform the following test. Roll 2d6 and add the modifiers below:

ROLL	EFFECT
2-6	No effect
7-8	Commander captured with no consequences for the troops
9-10	Commander killed with no consequences for the troops
11-12	Commander captured and Command routed
13-14	Commander killed and Command routed

DAMAGE INFLICTED

1 DAMAGE for every 6
and 1 for every **double 5** rolled on the dice

COESHION TEST AND PERMANENT LOSSES (1d6)

PERMANENT LOSSES = D6 – CRITICAL NUMBER

CRITICAL NUMBER (never less than 1) = VBU – DAMAGE + MODIFIERS

Modifiers

-1 if in Disorder

+1 a Commander (of any level) is attached

+1 if from Point Blank or Short range shooting

+2 if from Long or Extreme range shooting

The test is always considered as passed on a roll of "1", and failed with a roll of "6".

LOSS OF MELEE AND RETREAT

The Unit that suffers the most permanent losses to their VBU after a failed Cohesion Test (and not due to accumulation of Disorder) has lost the melee and must retreat.

Retreat= 1d6xU if Mounted, 1d6xU halved by 2 (rounded up) if Infantry.

PURSUIT

Compulsory for CP and Impetuous troop = 1d6xU (halved and rounded up for Impetuous Infantry)

Other troops with I>0 MAY pursue by 1d6xU (halved and rounded up for Infantry).

VICTORY CONDITIONS

An army is defeated when Units Rout with a value of at least 50% of its initial Total Demoralisation Value. In the total you should also count Routed Commands (50% losses), where you must count the VD of all the Units in that Command. The Rout of a Command or the whole army is calculated at the end of a turn.

Baggage and Built-Up Areas occupied by the attacker have a VD of 3. The value of Baggage or the Village only counts if they are lost.

15+ Commander killed and whole army is routed if he was the Commander-in-Chief, otherwise as above.

Dice roll modifiers

+ Commander Leadership.

- Sum of the other Commander's Leaderships.

- Command Structure (Good = 4; Average = 2; Poor = 0).

+ Losses taken by the General's Unit calculated in the last Cohesion Test.

- 2 if the Commander is mounted.