

APPENDIX I

STRATEGIC AND TACTICAL CARDS

You can spend up to 6 points in cards for every 100 points of Army. So 24 pts for the a standard game at 400pts. Cards can be Tactical or Strategical. Tactical Card cost 3 pts each, Strategic Cards the double. To keep it simple the Player chooses before each game the cards he prefers (according to budget) discarding 2 Tactical Cards for a Strategic Card.

Cards can be hidden to opponent until revealed.

You can download cards from www.dadiepiombo.com

STRATEGICA CARDS

You can choose only one Strategic Card. Poor and Incompetent CiCs cannot buy any Strategic Card. A Genius CinC can get it free.

STRATEGIC CARD

SC₁ - FLANK MARCH

This card facilitates a Flank March giving a **+2** modifier

Show time: Before deployment starts.

STRATEGIC CARD

SC₂ - RESERVE

This card facilitates the entrance of a Command placed in Reserve with a **+2** modifier.

Show time: Before deployment starts.

STRATEGIC CARD

SC₃ – AMBUSH

This card allows the Player to place ambushes also in the opponent's half of the field, with the exception of terrain features that are mostly in the opponent's deployment area.

Show time: Before deployment starts.

If both players have this Card the Defender prevails.

STRATEGIC CARD

SC₄ - FORWARD DEPLOYMENT

This card allows the Player to forward deploy 1 Command 2H closer to the mid line.

Show time: When the Command is deployed.

STRATEGIC CARD

SC₅ - DELAYED DEPLOYMENT

This card allows a Player to pass when he has to deploy one of his Commands.

Show time: When the Player has to deploy one of his Command

STRATEGIC CARD

SC₆ - SCOUTING

This card allows the Player to choose among

- 1) Place anywhere a Small Terrain piece
- 2) Remove any Small Terrain piece
- 3) Move any Terrain piece (not a River)
- 4) Change deployment side with the opponent with a roll of 4+

Show time: After terrain is done.

If both Players has the same card, roll a die to decide who can use the card.

APPENDIX I

TACTICAL CARDS

You can spend part of the budget in Tactical Cards. Each card costs 3pts and you can buy, for example, 4 cards at 12pts. You can choose which cards to use before any game starts, but you cannot choose the same cards for more than 3 times for the same game. Some cards can be used only once per game as noted in the card description.

Also, cards cannot combine their effects for the same situation. For example, you can use TC1 to roll 3 more dice in melee and if dice are unsatisfactory (next situation) you can use TC7 (re-roll all dice) but you will not be allowed to re-roll the extra dice (as used for the previous situation).

TACTICAL CARD

TC₁ - Furious Melee

Add **3** dice
in melee



TACTICAL CARD

TC₂ - Faith

Reroll a Cohesion Test



TACTICAL CARD

TC₃ - Betrayal

Make an Opponent
reroll a Cohesion Test



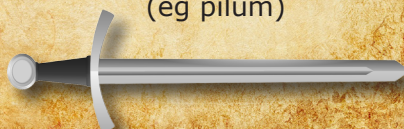
max 1 per game

TACTICAL CARD

TC₄ - Storm of arrows

Add 3 dice when
shooting and re-roll
the 1s and 2s.

Can be used also for
Defensive Fire.
Not for Point Blank Weapons
(eg pilum)



TACTICAL CARD

TC₅ - Iron Discipline

Re-roll a failed Discipline
Test with a **+1** modifier.

You can use this card, as an
alternative, to try to rally
while in melee (but with no +1
modifier).



TACTICAL CARD

TC₆ - Die hard

Remove one hit
received on shooting
or in melee



APPENDIX I

TACTICAL CARD

TC7 - Motivated Troops

Re-roll all dice in melee or shooting. Including the hits



TACTICAL CARD

TC8 - Charge by opportunity

You can automatically charge by opportunity with any troop (that is allowed to charge) if conditions apply



TACTICAL CARD

TC9 - Last Stand

Add **+2** to Cohesion Test

use before roll the die



TACTICAL CARD

TC10 - Bloodthirsty

Add up to 2H to a pursuit (if allowed)

You can use this card after the roll of the dice



TACTICAL CARD

TC11 - Retreat in good order

Add **1H** in retreat and end the move in good order (even if the Unit was previously in disorder)

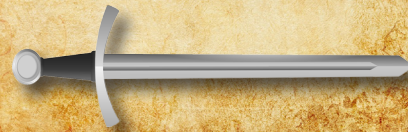


TACTICAL CARD

TC12 - Decisive Initiative

Roll **3 dice** for initiative

Cannot be use for a re-roll, even in case of a draw. No change of level for General when throwing 3 dice

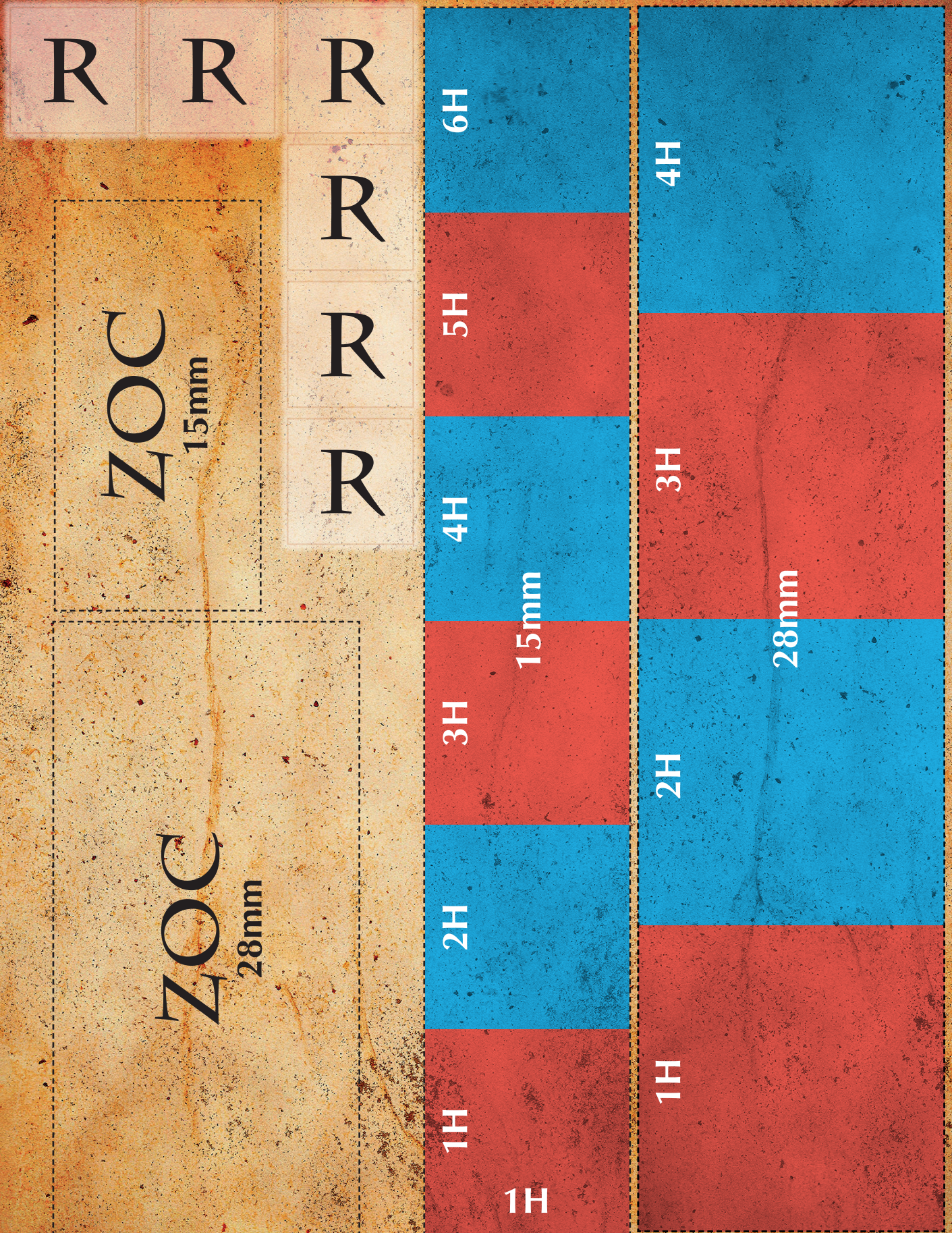


max 1 per game



Photo/Coll. Nathan Vinson

APPENDIX II



1	1	1	1	1	1	1	1	1
1	1	1	2	2	2	2	2	2
2	2	2	2	3	3	3	AMBUSH 1	
3	3	3	4	4	4	4		
4	4	5	5	5	5	5	AMBUSH 2	
6	6	6	6	6	7	7		
D	D	D	D	D	D	D	AMBUSH 3	
D	D	D	D	D	D	D		

Ambush 1
Units
Command

Ambush 2
Units
Command

Ambush 3
Units
Command

BATTLE PLAN

Flank March
Command

Reserve
Command

Flank March
Command

APPENDIX III - QUICK REFERENCE SHEETS

Quality of Leaders				If attached	
Leader	Leadership Bonus	Discipline Test Modifier	Extra Initiative	Melee	Cohesion Test
Genious/Charismatic	4	2	Re-roll 1 or 2 dice	+1 /+3 (Brave)	+1
Expert	3	2	Re-roll 2 dice	+1 /+3 (Brave)	+1
Reliable	2	2		+1 /+3 (Brave)	+1
Poor	1	1		+1 /+3 (Brave)	+1
Incompetent	0	1	No activation with a "double"	+1	+1

Command Structure (CS)	
Quality	Range
Good	8H
Average	4H
Poor	2H

ZONE OF CONTROL
These actions, if performed inside a ZoC, trigger an Opponent reaction (automatic or, if in Disorder, after a Discipline Test)
1) Shoot
2) Wheel
3) Move sideways or oblique
4) Enter with no possibility to charge due to direction taken (don't consider obstacles or Units)

Terrain Table A	
<i>If the army has more Foot Units</i>	
2D6	Terrain
2-4	Nothing
5-7	An area of Small Broken terrain or a Small Gentle Hill or any Small Difficult terrain
8-9	An area of Difficult terrain (Small or Large) or a Road or Nothing
10-11	A Large area Difficult or Broken terrain or of Impassable terrain (Small or Large)
12	A River or a Village or Nothing

Terrain Table B	
<i>If the army has more Mtd Units with exception of EI and W</i>	
2D6	Terrain
2-4	A Large area of Broken Terrain
5-6	Nothing or a Gentle Hill (Small or Large) or Small area of Broken Terrain or a Road
7-9	Nothing or an area of Difficult terrain (Small or Large) or of Impassable terrain (Small or Large)
10-11	Can move a Terrain feature placed by the opponent or place a bridge/ford or place Nothing
12	Can remove a Terrain feature placed by the opponent

SEQUENCE OF PLAY (1 Turn)
1) Deciding the Initiative (4.1.1) and the Command that can be activated
2) The Active Player, that is, the one that won the initiative, selects and activates one by one the Units/Groups within the Command activated. The Non-Active Player can try to react and / or evade
3) Initiative is reassessed until all the Commands on the battlefield have been activated

UNIT STATUS			
VBU Fresh	VBU Worn	VBU Exhausted	VBU Routed
8	7-5	4	0
7	6-5	4	0
6	5-4	3	0
5	4	3	0
4	3	2	0
3	2	2	0
2	-	1	0

MOVEMENT TABLE				
Troop Type	Basic Movement	Charge Speed	Broken Terrain	Difficult Terrain
FP, EL	2H	2H	2H+D	1H+D
T	2H	2H	2H	1H+D
FL	2H	2H	2H	2H
Impetuous FL	2H	3H	2H	2H
S	3H	3H	3H	3H
W, Art, CGP, CF	2H	2H	2H+D (NO CF)	NO
CP1	2H	3H	2H+D	1H+D
CM	3H	4H	2H+D	1H+D
CGL	3H	3H	2H+D	NO
CP2	3H	4H	2H+D	1H+D
CL	4H	4H	2H+D	1H+D

VOLUNTARY INTERPENETRATIONS

- 1) **Skirmishers** can interpenetrate any troop-type and be interpenetrated by any troop-type.
- 2) **Light infantry** that is not impetuous and is not in a Large Unit, **Missile Troops** that are not part of a Large Unit, and **Artillery** can be interpenetrated by any troop type and can interpenetrate any other foot that are not impetuous.
- 3) **Wagenburgs** can be interpenetrated by any troop type with the exception of Elephants and other Wagenburgs. They can interpenetrate non-Impetuous FL, T (not in Large Units), S and Art.
- 4) **Light Cavalry** can interpenetrate and be interpenetrated by any Mounted with exception of Elephants.

Retreat Table			
D6	Foot	Mounted	CL
1	1	1	1
2	1	1	2
3	1	1	2
4	1	2	2
5	2	2	3
6	2	2	3

Pursuit Table			
D6	Foot	Mounted	CL
1	0	0	0
2	0	0	1
3	0	1	1
4	1	1	2
5	1	2	2
6	2	2	3

Impetuous troops can re-roll if the pursuit is not enough to contact the enemy.

Who can pursue		
Troops	If Main Unit	If Supporting Unit
CP, CF, CGP, Impetuous troops	Compulsory	Option
Other troops with I>0	Option	Option if Main Unit pursues
Troops with I=0	No	No
Foot with Close Ranks	No	No

SHOOTING TABLE			
Weapon/D6	4H (Short)	8H (Long)	12H (Extreme)
Longbow A	1/2	0/1	NO
Longbow B	0/1	-1/0	NO
Short Bow A	0/1	-1/0	NO
Short Bow B	-1/0	-3/-2	NO
Composite Bow A	1/2	0/1	NO
Composite Bow B	0/1	-1/0	NO
Composite Bow C	-2/-1	-3/-2	NO
Crossbow A	1/2	-1/0	NO
Crossbow B	0/1	-2/-1	NO
Handgun	-1/0	NO	NO
Arquebus A	1/2	-1/0	NO
Arquebus B	0/1	-2/-1	NO
Musket	1/2	0/1	NO
Javelin	0/1	NO	NO
Sling	0/1	-1/0	NO
Artillery A	4	3	2
Artillery B	3	2	0
Artillery C	3	2	1
Various Weapons	-1	NO	NO

Shooting Priorities
1) Closest enemy Unit within the front projection at Short Distance (4H)
2) Other enemy Units within range and arc

Firing Limitations
Troops with firing capabilities fire at 45°. Light Cavalry (CL) with bow or javelin, War Chariots and Wagenburgs all fire at 360°.
A Unit in melee cannot fire or be fired at.
Difficult Terrain (not flat) limit visibility to 1H. Impassable Terrain (not flat) nullify visibility.

Shooting Modifiers
<p>-1 for each movement action performed that turn by the firer, except for all CL and javelin armed Infantry. These can move (only 1 action) and fire without penalties.</p> <p>-1 if the firer is Disordered.</p> <p>-2 for indirect fire (6.4), unless otherwise specified in the Army List</p> <p>-1 when firing at S, CL and Art. -2 if at Long range or more</p> <p>-1 when firing at troops that are Evading</p> <p>-1 when firing (not with Artillery) at Units on the edge of a wood, in built up areas or behind linear obstacles or pavises or at Wagenburgs. When firing at Units defending fortification the modifier is -2 or -1 if Artillery fires.</p> <p>+2 for Artillery when firing at Large Units or Groups in column or Wagenburgs</p> <p>-1 when performing Reaction Fire (6.5)</p> <p>Troops firing at 360° halve dice when fire from side or rear</p>

IMPETUS BONUS	
<p>Impetus bonus is nullified in these circumstances</p> <ol style="list-style-type: none">1) Charging Unit is Exhausted2) Infantry charging Mounted troops3) Mounted charging Infantry with Pike or Long Spears/Polearm, Wagenburgs, Elephants, Camels. Exceptions: EL and Camels charging Camels. EL charging EL.4) Elephants that charge Skirmishers or non-impetuous Light Infantry5) Troops that are charging other troops defending fortifications6) Troops charging Fortified Baggage7) Troops (with exception of FL*) that are charging in Broken or Difficult Ground or Units entirely inside that Terrain8) Mounted that are charging troops defended by stakes or pavises <p>(*) FL still lose their Impetus Bonus if charging in Broken or Difficult Ground non-impetuous FL or S</p>	<p>Impetus Bonus reduced in these circumstances</p> <ol style="list-style-type: none">1) Bonus reduced to maximum 2 for Infantry charging Infantry with Pike and Long Spears/Polearm and for CP, CM and CL charging Chariots (CGP, CGL, CF)2) Bonus reduced to 1 for troops no longer Fresh, with exception on CP, CGP, Scythed Chariots and Elephants3) Bonus is reduced by 2 for Mounted charging Foot with closed ranks

COHESION TEST AND LOSSES

1) DAMAGE inflicted

You inflict one **DAMAGE** (HIT) for every **6** and one for every **double 5** rolled on the dice

2) CRITICAL NUMBER

Critical Number = VBU - DAMAGE + Modifiers

3) Calculate LOSSES

Permanent Losses = D6 - Critical Number

SHOOTING Modifiers

According to TARGET

Unit in Disorder	-1
Unit with attached Leader	+1
Unit is CP1, CGP, CGL, CF, W or FP (not if Art firing)	+1

According to DISTANCE and WEAPON

At Short Distance If shot at by any but Artillery, Longbow, Crossbow, Sling, Arquebus and Musket	+1
At Long Distance If shot at by any but Artillery or Longbow For Longbow modifier is	+2 +1
Defensive fire if shot at bu Handgun, Arquebus or Musket	-1

MELEE Modifiers

Unit in Disorder	-1
CP, CM, CL in melee with FP	-1
Foot with Closed Ranks	+1
Attacked on flank/rear	-2
Foot defending hill, river, fortifications or village	+1
Attached Leader	+1

VICTORY CONDITIONS

CinC Genius/Charismatic VD = 3
Other CinC and Expert Leaders VD = 2
Other Leaders VD = 1
Baggage VD = 3 (or 4 if fortified)
Command is Routed or Demoralized if takes losses for MORE
THAN 1/3 of VDC
Army is Routed when loses 50% of VDT

Depth Bonus

+2 for FP with pike VS Mounted for each additional Unit (a Large
Unit with 3 Units gets +4 dice)
+1 for FP with pike VS Foot for each additional Unit (a Large Unit
with 3 Units gets +2 dice)
+2 for FP with long spear/polearm VS Mounted
+1 for FP with long spear/polearm VS Foot
+1 for Impetuous FP or FL both VF Foot or Mounted
+2 for CP VS Foot

DISCIPLINE TEST

Discipline D6

A - Good	3+
B - Average	4+
C - Poor	5+

GENERIC MODIFIERS/ RALLY

Attached Leader	+1/+2
Out of Command Radius	-1 (*)

ZoC REACTION

Only if in Disorder	-1
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EVASION

CL and S	+1
Mounted or S evading from Foot	+1
Disorder	-1
For each subsequent test	-1

(*) Not for Evasion. Not for S.

DISENGAGEMENT

Test with no modifiers

COUNTER-CHARGE

Mounted	+2
Disorder	-1

FRENZY TEST

Fragmented Group	-1
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CLOSING RANKS

Disorder	-1
Heavy Foot (FP)	+1
Charged by CM or CL	+1

REACTION FIRE

Disorder	-1
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DEFENSIVE FIRE

Missile Troops (T)	+2
Mounted	-1
Disorder	-1
Units charging with more than 1 movement phase	+1

Other Melee Modifiers

+1 for each supported flank
-1 if the Unit is Disordered
+1 for any Discipline level more than the Op-
ponent (count only Main Units)
-2 for Mounted and Pikes in Difficult ground
or against troops that are entirely within this
sort of terrain
+1 for Heavy Chariots (CGP) in melee with
Foot