

Troop TYPE	Normal	Charge	Broken	Diff.
FP, EL	2H	2H	2H+D	1H+D
T	2H	2H	2H	1H+D
FL / Impetuous FL	2H	2H/3H	2H	2H
S	3H	3H	3H	3H
W, Art, CGP/CF	2H	2H	2H+D/NO	NO
CP1	2H	3H	2H+D	1H+D
CP2, CM	3H	4H	2H+D	1H+D
CGL	3H	3H	2H+D	NO
CL	4H	4H	2H+D	1H+D

VOLUNTARY INTERPENETRATION

- 1) **S** can be interpenetrated/interpenetrate by any.
- 2) **ART, Single** units of **T** and **Non-impetuous FL** can be interpenetrated by any. Can interpenetrate any **Non-impetuous foot**.
- 3) **Wagenburg** can be interpenetrated by any except **EL** and **Wagenburg**. Can interpenetrate **S, Art, Single** units of **T** and **Non-impetuous FL**.
- 4) **CL** can be interpenetrated/interpenetrate by any mounted except **EL**.

INVOLUNTARY INTERPENETRATION

- Retreat;** If allowed or if it is **T, CL, Non impetuous FL**. They are placed behind the friendly unit.
Others in retreat push back and disorder friendly units (except **W**)
Pursuit: If not allowed stop on contact

DISCIPLINE TEST

Generic Modifiers	General attached to Unit/Group	+1/+2
	Outside Command Radius (except S)	-1
PLUS Specific Modifiers (Except for Disengagement):		
Second or more moves	For each Move after the 2 nd (cumulative)	-1
Frenzy	Group charging is Fragmented	-1
Opportunity(Reaction) Charge/Fire	Disordered	-1
Defensive Fire	Disordered	-1
	Unit firing is T	+2
	Unit firing is Mounted	-1
Close Ranks	Enemy charged with more than 1 MOVE	+1
	Disordered	-1
	Unit is FP	+1
Countercharge	Charged by CM or CL	+1
	Disordered	-1
Rally	Unit is Mounted	+2
	Outside Command Radius (except S)	-1
Evasion	General attached to Unit	+1/+2
	Disordered	-1
	Unit is S or CL	+1
	S or Mounted evading Foot	+1
	For each Evade after the 1 st (cumulative)	-1

MOVEMENT

Manoeuvre	(Straight) Forward	Wheel	Sideways/Oblique	Backwards	About Face
Who:	All Units (even Disordered)	All Units (even Disordered)	Only Units NOT Disordered	Only Units NOT Disordered (S, CL & CM even Disordered)	NOT Dis. that Pass a DT (S & CL NOT Dis. don't test)
Except:	-	-	-	-	-
Distance:	Move Allowance	Move Allowance	Move Allowance	Move Allowance	180° or 90° (if there is space)
Except:	-	-	LU's & EL - only 1H	LU's & EL - only 1H	-
Group Move:	Yes	Yes	No	No	No
Except:	-	-	S, CL, CM	S, CL	-
Effect:	-	-	-	Causes Disorder	-
Except:	-	-	-	S, Non-Imp FL, Mounted	-
2nd+ move:	Yes (if NOT Disordered)	Yes (if NOT Disordered)	Only S, CL, CM if NOT Dis.	Yes, If NOT Disordered	No
Notes:		- Move must be forward - ART A or C: Maximum of 45° and 1 move only. - ⁽¹⁾ FL & Mounted (except W, EL, Chariots) can wheel & move forward (last move)	- For units that can't make 2nd+ moves it must be the last move (it can still shoot) - Can't contact enemies - If Oblique, Move must be forward	- Allowed voluntary interpenetration - Can't contact enemies	- For all Must be the first and the unique move of the activation (can't shoot) - Failing DT Unit can perform as normal - Can't contact friends/foe

DEPLOYMENT

- 1- Each player rolls 2D6 adding +1 for every 2 mounted (except **EL, W**) units, rounding up. Higher scorer is the Attacker
 - 2 - **Defender** rolls 2D6 on the proper Terrain Table and places terrain anywhere (can use Exploration points)
 - 3 - **Attacker** rolls 2D6 on the proper Terrain Table and places terrain anywhere but at least **8H** away from other terrain (can use EP's)
 - 4 - **Defender** rolls 2D6 on the proper Terrain Table and places terrain anywhere (can use Exploration points)
 - 5 - Both deploy **Baggage/Fortifications**, starting with the **Defender**
 - 6 - Each Player writes his **Battleplan** (only if using advanced rules)
 - 7 - Each player rolls 2D6 adding unused Exploration Points (EP). The Winner decides who deploys first
- Armies with **Good CS** can reroll 1 or 2 dice
 Armies with **Average CS** can reroll both dice
- 8 - **First** Player deploys his biggest Command
 - 9 - **Second** Player deploys his biggest Command
 - 10 - Players alternately deploy remaining Commands

+ FOOT Units

2D6	Terrain Feature choice
2-4	None
5-7	Small Brk, Dft, Gentle Hill
8-9	None, Road, Small/Large Dft
10-11	Large Brk, Dft, Small/Large Imp
12	None, River, Village

+ Mtd Units (not EL, W)

2D6	Terrain Feature choice
2-4	Large Brk
5-6	None, Road, Small/Large Gentle Hill, Small Brk
7-9	None, Small/Large Dft, Imp
10-11	None, Bridge, Ford, can move enemy terrain
12	Can remove enemy terrain

SHOOTING TABLE						
Nr DICE FOR	4H (Short)		8H (Long)		12H (Extr.)	
	Foot	Mtd.	Foot	Mtd.	Any	
LONG BOW	A	+1	+2	0	+1	-
	B	0	+1	-1	0	-
SHORT BOW	A	0	+1	-1	0	-
	B	-1	0	-3	-2	-
COMPOSITE BOW	A	+1	+2	0	+1	-
	B	0	+1	-1	0	-
	C	-2	-1	-3	-2	-
CROSSBOWS	A	+1	+2	-1	0	-
	B	0	+1	-2	-1	-
HANDGUN		-1	0	-	-	-
ARQUEBUSIERS	A	+1	+2	-1	0	-
	B	0	+1	-2	-1	-
MUSKET		+1	+2	0	+1	-
JAVELIN		0	+1	-	-	-
SLING		0	+1	-1	0	-
ARTILLERY	A	+4	+4	+3	+3	+2
	B	+3	+3	+2	+2	0
	C	+3	+3	+2	+2	+1
VARIOUS WEAPONS		-1	-1	-	-	-

SITUATIONAL MODIFIERS - SHOOTING	
-1	each movement phase (except the first for CL or Foot with javelins)
-1	Disordered
-2	indirect shooting (except S)
-2	firing at S , CL and ART at Long or Extreme range
-1	firing at S , CL and ART at Short range
-1	non-artillery shooting at Units on a Wood edge, BUA, behind Linear Obstacles, Pavise or at a W
-1	firing at Evaders
-2	non-artillery shooting at Units behind fortifications
-1	Artillery shooting at Units behind fortifications
+2	Artillery shooting at Large Units or Groups in column or W
-1	Shooting as Reaction Fire
-	Halve dice if shooting from side or rear (except W)

COHESION TEST - SHOOTING	
Modifiers	
-1	Disordered
+1	General attached
+1	Target is FP , CP1 , CGP , CGL , CF , W (except fire from Art)
+1	At Short Range fired by Short Bow , Composite Bow , Handgun , Javelin , Various
+1	At Long/Extreme Range fired by Long Bow
+2	At Long/Extreme Range (except fire from Art , LongBow)
-1	If shot at by Defensive fire using Handgun , Arquebus , Musket

GENERALS						
Type	Initiative	Bonus	DT	Melee	CT	
Genius	Reroll 1 or 2 dice+Free SC+ Pass Init	+4	+2	+1	+1	
Charismatic	Reroll 1 or 2 dice+ Pass Initiative	+4	+2 ;Reroll fails 2+	+1	+1	
Expert	Reroll 2 dice	+3	+2	+1	+1	
Reliable		+2	+2	+1	+1	
Poor		+1	+1	+1	+1	
Incompetent	Fails if double	0	+1	+1	+1	
Extra if:						
Brave	Reroll Failed Countercharge. Reroll Risk if success			+2	-	
Severe				+1(Rally)	+1	
Confident	Can pass Initiative to Enemy			+1(React/Evasion)	-	
Cavalry	Only Cavalry. +2H to Command Radius			+1	-	
Risk for General	if 6 on cohesion, roll again. Shooting kills with 6, melee with 5 or 6 if in melee (with a 6 his command tests).					

MELEE	
IMPACT BONUS NULLIFIED	
Charging unit is Exhausted	
Foot charging Mounted Troops	
Mounted charging W , EL , Camels or Foot with Pike , Long Spear , Polearm – Except EL and Camels charging Camels or EL charging EL	
EL charging S or non impetuous FL	
Charging troops in Fortifications or Fortified Baggage	
All, except FL , charging in Broken or Difficult Terrain	
FL , in Broken or Difficult Terrain charging non impetuous FL or S	
Mounted charging troops defended by stakes or pavise	

IMPACT BONUS REDUCED:	
Max+2	Foot charging Pike , Long Spear , Polearm
Max+2	CP , CM , CL charging CGP , CGL , CF
Max+1	If no longer Fresh (except CP , CGP , CF , EL)
By -2	Closed Ranks FP,FL frontally charged by Mounted (not EL)

GENERAL MODIFIERS	
-1	Unit is Disordered
+1	General attached
+1	For each supported flank (with units it can form Group with, excepts S or Art)
+1	for each level of Better Discipline
-2	Mounted or Pikes in Difficult terrain or against a unit entirely in Difficult terrain
+1	CGP against Infantry

DEPTH Bonus (not if LU contacted to flank/rear or Pikes in Difficult Terrain)	
+2	Pikes vs Mounted for each rear rank unit
+1	Pikes vs Foot for each rear rank unit
+2	FP with Long spears/Polearm vs. Mounted
+1	FP with Long spears/Polearm vs. Foot
+1	Impetuous FP or FL vs Mounted or Foot
+2	CP vs Foot

PILUM/PBW			
+2	Pilum charging	+3	PBW charging
+4	Pilum receiving charge	+3	PBW receiving charge
-1	Disordered		
+1	2 nd and subsequent new melee or pursuit if not exhausted		
	Supporting Units roll half dice		

COHESION - MELEE	
-1	Disordered
-2	Unit attacked on Flank/Rear (Pike only in rear)
-1	CP , CM , CL in Melee with FP
+1	Infantry with Closed Ranks
+1	General attached
+1	Defending River Bank , Village , Fortification or higher on hill

	Retreat			Pursuit / Extra Charge		
	Foot	Mtd.	CL	Foot	Mtd.	CL
1	1H	1H	1H	-	-	-
2	1H	1H	2H	-	-	1H
3	1H	1H	2H	-	1H	1H
4	1H	2H	2H	1H	1H	2H
5	2H	2H	3H	1H	2H	2H
6	2H	2H	3H	2H	2H	3H
				Impetuous can Reroll if fail		