

QUICK REFERENCE SHEETS

DEPLOYMENT

- Step 1.** Heavy Foot (FP), Large Units and Wagenburgs
Step 2. Light Infantry (FL), Missile Troops (T), Artillery and Elephants
Step 3. Heavy (CP) and Medium (CM) Cavalry, and War Chariots (CGP and CGL)
Step 4. Light Cavalry (CL), Skirmishers (S) and Schyted Chariots (CF)

TURN SEQUENCE

- 1) Decide the Initiative by making the Initiative Roll. Who wins is the **Active Player**
- 2) The **Active Player** activates his Units or Groups one by one in the order that he chooses. The **Inactive Player** is allowed to evade if conditions apply (par. 5.8), make defensive fire (6.6) and fight melees where required
- 3) The Inactive Player becomes the Active Player and vice-versa.

MOVEMENT

	Open	Broken	Difficult	Oblique/Side
CP1	2H (Charge 3H)	2H (Charge 3H)+D	1H+D	2H+D
CP2	3H (Charge 4H)	3H (Charge 4H)+D	2H+D	3H+D
CM	3H	3H+D	2H+D	1H or 3H+D
CGP, CGL (CF*)	3H	3H+D (*No)	2H+D (*No)	3H + D
CL	4H+2H	4H+D	2H+D	4H+2H
FP, ART, EL	2H	2H+D	1H+D	2H+D
FL	2H	2H	1H	1H or 2H+D
FL Impetuous	2H (Charge 3H)	2H (Charge 3H)	1H (Charge 2H)	2H+D
T	2H	2H	1H+D	2H+D
S	2H+2H	2H+2H	1H+1H	2H+2H
W	2H+D	2H+D	1H+D	2H+D

VOLUNTARY INTERPENETRATIONS

- 1) S can interpenetrate any troop-type and be interpenetrated by any troop-type
- 2) FL that is not impetuous and is not in a Large Unit, T that are not part of a Large Unit, and ART can be interpenetrated by any troop type and can interpenetrate any other foot that are not impetuous
- 3) W can be interpenetrated by any troop type with the exception of EL and other W
- 4) CL can interpenetrate and be interpenetrated by any Mounted with exception of EL

ZONE OF CONTROL

Every Unit, not disordered and not in melee, has a Zone of Control (ZoC). No wheels, move sideways or oblique or about face if you are in an enemy ZoC. The only moves allowed are:

- 1) Move in a straight line directly towards the enemy Unit exerting the Zone of Control
- 2) Move directly to the rear
- 3) Move straight ahead and disorder if the Unit exerting the Zone of Control is not to the front

EVASION TEST

Evading from slower enemy 2+
 Evading from same speed enemy 3+
 Evading from faster enemy 4+
Modifier to die roll:
 -1 if the Unit is in Disorder
 +1 if the Unit includes the General
 A roll of 1 is always a fail.

D6	Retreat			Pursuit (Charge bonus)		
	Foot	Mounted	CL	Foot	Mounted/ Impetuous	CL
1	1H	1H	1H	0	0	1H
2	1H	1H	2H	0	0	1H
3	1H	1H	2H	0	1H	1H
4	1H	2H	2H	1H	1H	2H
5	2H	2H	3H	1H	2H	2H
6	2H	2H	3H	2H	2H	3H

FIRE

Roll as many D6 as VBU+Table+Modifiers.

Firing Table	(Foot/Mounted target)		
N° D6	3H (Short)	6H (Long)	12H (Extreme)
LONGBOW A	0/2	-1/1	NO
LONGBOW B	0/1	-2/0	NO
SHORT BOW A	0/1	-3/0	NO
SHORT BOW B	-1/0	NO/-1	NO
COMPOSITE BOW	-1/0	-4/-3	NO
CROSSBOW A	0/2	-2/0	NO
CROSSBOW B	0/1	NO	NO
HANDGUN	-1/0	NO	NO
HARQUEBUS A	1/2	-2/-1	NO
HARQUEBUS B	1/2	NO	NO
MUSKET	2/3	-1/0	NO
JAVELIN	-1/0	NO	NO
SLING	0/1	-1/1	NO
ARTILLERY A	3	3	0
ARTILLERY B	3	2	NO
ARTILLERY C	2 (*)	2	0
VARIOUS WEAPONS	-1/0	NO	NO

(*) Minimum range 2H

COHESION TEST

PERMANENT LOSSES = D6 - CRITICAL NUMBER

MODIFIERS FOR SHOOTING

- 1 if Unit is in Disorder
- +1 if Shoot at by any troop type but Artillery
- +1 if the Unit is CP1 or FP. Unless shot at by Artillery.
- +1 if the Unit includes the General

MODIFIERS FOR MELEE

- 1 if Unit is in Disorder
- +1 if in melee after attacking on flank or rear
- +1 if FP in melee with CP, CM or CL +1 for Foot Unit defending a Hill or a river bank or in a Village
- +1 for the Unit including the General

MELEE

Roll as many D6 as VBU+Depth Bonus+Modifiers. Attacker may add Impetus bonus.

DEPTH BONUS (LARGE UNITS)

- +4 Foot with Pike VS Mounted
- +2 Foot with Pike VS Foot
- +2 Foot (not impetuous) with Long spear/Polearm VS Mounted
- +1 Foot (not impetuous) with Long spear/Polearm VS Foot
- +2 Warbands (impetuous FL or FP) VS Foot

OTHER TACTICAL MODIFIERS

- 1 if in Disorder
- +2 contacting an enemy on the flank or rear
- 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

FIRING LIMITATIONS

Arc of Fire

45° if S, T, CM, ART, CL (not if with bow or javelin)

360° if CL (with bow or javelin), CGL, CGP, W

Visibility

It must be possible to trace an uninterrupted line between the two frontal corners of the firing Unit and two corners of the target Unit. No obstacles can be in the area traced out

Firing priorities

- 1) Closest frontal enemy Unit at Short Distance (3H)
- 2) Closest enemy Unit (in firing arc)
- 3) Other enemy Units within range

MODIFIERS

- 1 if the firer is CGL, CM or CL and has moved or will move this turn. -2 if other firers that have moved or will move this turn. No modifier is applied to FL with Javelin and to S
- 1 if the firer is Disordered
- 2 when firing against Skirmishers or Artillery
- 1 when firing against Light Cavalry
- 1 when firing at Units in the edge of a wood
- 1 when firing against W or troops protected by Pavises (*). The penalty does not apply to Artillery fire
- +1 when Artillery fires to Large Units, Groups in column or Wagenburgs

DEFENSIVE FIRE

Missile Troops (T) with Longbow A 3+

Other Missile Troops (T) 4+

Modifiers to die roll

- 1 Unit in Disorder
- +1 if the Charger is in Disorder and uses the Movement Charge Bonus even if this means the Charger does not make contact
- Wagenburgs test at 4+ and always roll 2 D6

IMPETUS BONUS

Nullified if

- Unit is no longer Fresh (unless EL and CF)
- In Broken or Difficult Terrain (unless impetuous FL). No if charging S or not impetuous FL
- Foot charging Mounted
- Mounted charging Wagenburg, Elephants, Camels (2.2.3), Foot with Pike/Long spear/Polearm or protected by stakes or pavises
- Elephants charging S or non impetuous FL