# Quick Reference Sheet Activation and Movement

Note: Amendments from the published rule book are highlighted in red.

| Command distance |      |  |
|------------------|------|--|
| Captain          | 4 DU |  |
| General          | 8 DU |  |

| Risk to Commanders<br>(unit loses all combat dice or routs) |              |  |
|---|--------------|--|
| Situation   | Roll to Kill |  |
| Routed with pursuit by mounted                              | 5+           |  |
| Otherwise   | 6            |  |

| Adjustments to Discipline            |            |  |  |
|--------------------------------------|------------|--|--|
| Situation                            | Adjustment |  |  |
| Commander with Unit                  | -1         |  |  |
| Unit out of Command Range            | +1         |  |  |
| In difficult terrain (other than LF) | +1         |  |  |

|             | Movement distances (DU) |       |           |          |  |
|-------------|-------------------------|-------|-----------|----------|--|
| TROOP       | MOVEMENT IN:            |       |           |          |  |
| TYPE        | Open                    | Rough | Difficult | Obstacle |  |
| Heavy foot  | 2                       | 2     | 1         | -1       |  |
| Medium foot | 3                       | 3     | 2         | -1       |  |
| Light foot  | 3                       | 3     | 3         | - 1      |  |
| Cavalry     | 4                       | 2     | 1         | -1       |  |
| Camels      | 4                       | 2     | 1         | -1       |  |
| Light horse | 5                       | 3     | 2         | -1       |  |
| Chariots    | 4                       | 1     | n/a       | n/a      |  |
| Elephants   | 3                       | 2     | 1         | -1       |  |
| War wagons  | 1                       | 0     | n/a       | n/a      |  |
| Artillery   | 0                       | 0     | n/a       | n/a      |  |

## **Fresh Status**

A unit is considered to be Fresh if it:

- Has no Hits.
- Is in the Open if Mounted or Heavy Foot.
- Is not in difficult terrain.
- Has no enemy in contact with flank or rear.

### **Activating Units**

Units are activated in order. Active player moves first if Action Dice number are equal.

If Action Dice equals Discipline then unit may:

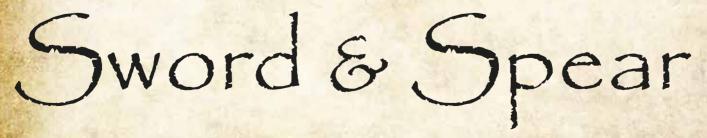
- Move. Advance only for non-skirmishers.
- Fight in close combat.
- Defer

If Action Dice is greater than Discipline then unit may do any of the above, or:

- Move. May be a Manoeuvre.
- Move and shoot (in either order).
- Rally if not in contact with enemy. Action dice must exceed Discipline by Hits.

Bonus combat dice, or movement, or shooting range if Action Dice is a 6 or multiple dice showing same number.

Group move (central unit with commander plus unit to either side) if Action Dice exceeds Discipline of all units in



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#### **Combat Process**

- 1. Roll Combat Dice.
- 2. Place top fourdice in order.
- 3. Compare opposing dice.
- 4. Adjust for Armour.
- 5. Establish outcome of each pair of dice.
- 6. Make Discipline tests and record Hits.

Each Dice which doubles opposing dice - Hit

Each Dice which beats but not doubles opposing dice –Discipline Test

| Shooting weapons table |                |  |
|------------------------|----------------|--|
| WEAPON<br>TYPE         | RANGE<br>IN DU | NOTES  |
| Bow                    | 4              |  |
| Longbow                | 5              | Heavily armoured or armoured target reduced by one level of protection.  |
| Crossbow               | 5              | Ignores all armour. Cannot move and shoot.<br>No bonus shooting dice may be used.  |
| Sling                  | 3              | - The state of the |
| Javelin                | 2              |  |
| Firearm                | 2              | Ignores all armour. Cannot move and shoot.   |
| Artillery              | 10             | Ignores all armour. Cannot move and shoot.   |

#### **Bonus Dice in Melee Combat**

- 1. Impetus (2 dice for fresh large unit, cavalry or elephants)
- 2. Extra Units in contact
- 3. Uphill (MF or HF)
- 4. Flank or Rear contact

Gain one extra dice for each. Impetus may gain more than one depending on Action Dice & Unit type.

No dice for Impetus if the Unit:

- is fighting enemy in contact with its flank or rear.
- is foot who have moved this phase and is fighting fresh mounted who have Impetus.
- is mounted and is fighting fresh foot armed with spears or pikes whohave not moved this phaseand who have Impetus
- is foot other than pikes and is fighting fresh foot armed with pikes who have Impetus.
- is mounted or heavy foot and is not completely in open terrain.
- is light horse and is fighting non skirmishers frontally.
- is mounted otherthan elephants and is fighting elephants.
- is elephants and is fighting skirmishers.is missile troops and has shot this phase.
- is light foot, except for javelin armed light foot who are fighting light foot.
- is medium foot armed with missiles, unless melee capable and neither unit charged this phase.
- is involved in a combat whichis the result of a pursuit.
- moved as part of group this phase.
- carried out a Manoeuvre this phase.
- charged and fighting over obstacle or stakes

#### **Effect of Armour**

Heavily Armoured: reduce one of opponent's winning dice by up to 2.

Armoured: reduce one of opponent's winning dice by 1.

Opponent is Lacking Protection: increase one of own winning or drawing dice by 1.