

(A) BASIC MOVE SEQUENCE
1) IMPACT PHASE
Declare all charges, Intercept and Evade moves. Resolve impact combat and post-combat cohesion checks
2) MANOEUVRE PHASE
Conform troops in close combat to enemy Make normal moves by battle group, making complex move tests as battlegroups move
3) SHOOTING PHASE
Resolve shooting (both players) Resolve post-shooting cohesion checks
4) MELEE PHASE
Resolve melee combat Resolve post-combat cohesion checks
5) JOINT ACTION PHASE
Make break-off moves for eligible mounted troops Move commanders Attempt to Bolster or Rally battle-groups Move routers and pursuers, make CMTs to stop pursuit

(B) MOVEMENT RATES	Open	Uneven	Rough	Difficult
Light Foot	5	5	5	4
Medium Foot	4	4	4	3
Heavy Foot	3	2	2	1
Light Horse, Commanders	7	7	5	3
Cavalry	5	4	3	1
Knights/Cataphracts	4	3	2	1
Elephants	4	4	3	1
Light Chariots	5	3	2	1
Heavy and Scythed Chariots	4	2	1	N/A
Battle Wagons	3	2	1	N/A
Light Artillery	2	1	1	N/A
Roads or slowing terrain:	+1 MU if in single base wide column			
KEY				
NO EFFECT	No effect			
DISORDERED	-1 on CMTs. Lose 1 dice per 3 for shooting and close combat			
SEVERELY DISORDERED	-2 on CMTs. Lose 1 dice per 2 for shooting and close combat. -1 on Cohesion Tests.			

(C) SIMPLE AND COMPLEX MOVES		Troop Type			
Type of move	Move to be made (<i>advance</i> means a move from the Advances section below)	Skirmishers	Battle troops		
			Drilled	Undrilled Cv/LCh	Other Undrilled
Charges	Any charge move that starts within reach of the enemy	Simple	Simple	Simple	Simple
Advances	Any wheel or short move without a commander which starts, goes or ends within 6 MUs of enemy	Simple	Simple	Simple	Complex
	Any other forwards move which may include a single wheel	Simple	Simple	Simple	Simple
Double Wheels	Advance with 2 separate wheels in a move	Simple	Simple	Simple	Complex
Expansions	Expand 1 or 2 bases while remaining stationary	Simple	Simple	Complex	Complex
	Expand 1 or 2 bases followed by a simple <i>advance</i>	Simple	Complex	Impossible	Impossible
Contractions	Contract 1 or 2 bases with a simple <i>advance</i> >= 3 MUs before or after	Simple	Simple	Simple	Complex
	Contract 1 or 2 bases if stationary or moving < 3 MUs before or after	Simple	Complex	Complex	Impossible
Turns	Turn 90° or 180° while stationary	Simple	Simple	Simple	Complex
	Turn 90° with a simple <i>advance</i> before or after	Simple	Complex	Complex	Impossible
	Turn 180° with a simple <i>advance</i> before or after	Simple	Impossible	Impossible	Impossible
	Turn 180°, move <= 3 MUs as a simple <i>advance</i> and turn back again	Complex	Impossible	Impossible	Impossible
Second Moves	Simple <i>advance</i> if > 6 MUs from enemy, only if commander with battle group or battle line	Simple	Simple	Simple	Simple

COMPLEX MOVE TEST: ROLL 2D6					
Unit Type	PASS SCORE	Adjustments			
Drilled or Skirmishers	7	Commander in LoC in range	+1	DISRUPTED or DISORDERED	-1
Other Undrilled	8	Extra if he is with BG/BL	+1	FRAGMENTED or SEVERELY DISORDERED	-2
Quality re-rolls allowed except for shock troops testing not to charge		Extra if he is IC	+1		

VARIABLE MOVE DISTANCE	
Roll 1 dice (no quality re-rolls)	
1	-2 MUs
2	-1 MU
3 or 4	Normal move
5	+1 MU
6	+2 MUs
Applies to all evade, pursuit and rout moves	

(A) SHOOTING RANGES	Effective	Maximum
Foot bows, longbows and crossbows	4	6
Slings, mounted bows and mounted crossbows	4	–
Javelins and firearms	2	–
Heavy artillery	6	12
Light Artillery	6	–

SCORING HITS		
POA	Shooting	Close Combat
++	2	3
+	3	4
No POA	4	4
–	5	5
--	6	5

(B) COMBAT MECHANISM	
SHOOTING	
Artillery (unless on battle wagons)	2 dice per base in effective range 1 dice per base outside effective range
MF with bow, crossbow or long bow (not bow*)	1 dice per base of first shooting rank in effective range 1 dice per 2 bases of second shooting rank and/or outside effective range
Cavalry with bow or crossbow (not bow*)	1 dice per base of first shooting rank 1 dice per 2 bases of second shooting rank
Chariots	1 dice per base
Battle wagons	1 dice per base width from long edge only
LF, LH or any javelin, sling, firearm or bow*	1 dice per 2 bases in effective range 1 dice per 3 bases outside effective range
IMPACT	
Scythed Chariots	3 dice per 1st rank base
Others	2 dice per 1st rank base
Supporting fire	1 dice per base for 1 rank of foot with bow, crossbow, longbow or firearm in 2nd rank, or bow in 3rd rank, behind stationary HF or MF. Not allowed if supporting LF vs. foot or flank/rear charge
MELEE	
Elephants, knights, chariots, artillery	2 dice per 1st rank base. No dice for rear rank of any type
Battle wagons	2 dice per 1st rank base width. No dice for rear rank of any type
Other troops	1 dice per base in 1st or 2nd rank
Overlapping bases	As above
ALL	
LF or LH in impact or melee phase	Lose 1 dice per 2, unless: LF vs. LF; LH vs LH or LF; LH or LF vs. FRAGMENTED enemy
THEN	
DISRUPTED or DISORDERED	Lose 1 dice per 3
FRAG or SEVERELY DISORDERED	Lose 1 dice per 2
Not cumulative; use only the worst single modifier that applies	

QUALITY RE-ROLLS	
Elite	Re-roll 1s and 2s
Superior	Re-roll 1s
Average	No Re-rolls
Poor	Re-roll 6s
A commander in the front rank increases quality one level for combat dice only (Elites re-roll 3s)	

(D) DEATH THROW
Roll 1 dice (no quality re-rolls)
+1 if elephants, artillery or battle wagons
+2 if shot at or won or drew close combat
If score is equal to or less than the number of hits received, remove a base. If a base as removed, and there were more than 6 hits, deduct 6 from the hits and roll again for the remainder (with same modifiers).

(C) POINTS OF ADVANTAGE			
SHOOTING			
Nearest rank of target is:		POA:	If shooting with:
Any one of:	Unprotected cavalry not in single rank	++	Longbow, bow, javelin or sling
	Protected cavalry not in single rank	+	Longbow, bow, javelin or sling
	Armoured cavalry not in single rank, or Armoured knights	+	Longbow
	Cataphracts or heavily armoured knights	-	Bow, javelin or sling
	Elephants	+	Any except bow or sling
	Battle wagons	-	Any except artillery
	Unprotected HF or MF	+	Longbow, bow, javelin or sling
		-	Crossbow, firearm or artillery
	Armoured foot	-	Any except longbow
	Heavily armoured foot	-	Longbow, crossbow, firearm or artillery
Any other foot	--	Bow, javelin or sling	
Any	-	If shooting in impact phase, to rear or by or at a battlegroup in combat	
In cover or behind fortifications	-	Any except artillery	
IMPACT			
Any one of:	Impact Foot	++	against any foot
	Impact Foot	+	against any mounted, unless charging shock mounted
	Spearmen or pikemen not charging		unless FRAGMENTED or SEVERELY DISORDERED or < 2 ranks of spear or < 3 ranks of pike
	Pike or offensive spearmen charging foot or non-shock mounted		unless SEVERELY DISORDERED or < 2 ranks of spear or < 3 ranks of pike
	Defensive spearmen charging defensive spearmen		
	Heavy weapons		against any foot
	Light spear (foot)		unless charging shock mounted
	Light spear (mounted)		against any if no other net POAs
	Elephants		against HF or MH, battle wagons or any mounted
	Battle wagons		against any mounted except elephants
	Knight lancers		against any except elephants, scythed chariots, battle wagons or non-charging STEADY pike or spearmen
	Other lancers		against any except lancers, elephants, scythed chariots, battle wagons or non-charging STEADY pike or spearmen
	Heavy or scythed chariots		against any except skirmishers, lancers, battle wagons or non-charging STEADY pike or spearmen
			Only in open terrain
Mounted except elephants or scythed chariots	+	against MF or LF	
Extra for 4th rank of pikes	+	against any unless FRAGMENTED	
Uphill of enemy or foot defending field fortifications or river bank	+		
Charging flank or rear	++	Net POA regardless of other factors	
MELEE			
Any one of:	Skilled swordsmen	+	against any except elephants, mounted swordsmen or STEADY spearmen or pikes
	Swordsmen	+	against any except elephants, skilled swordsmen, swordsmen or STEADY spearmen or pikes
	Spearmen in >= 2 ranks or pike in >= 3 ranks	+	unless FRAGMENTED or SEVERELY DISORDERED
	Heavy weapon	+	against any except skilled swordsmen or skirmishers
	Elephants	+	against HF or MF, battle wagons or any mounted
	Heavy or scythed chariots	+	against any except skirmishers, elephants, battle wagons or STEADY spearmen or pikes
	Artillery	-	
Extra for 4th rank of pikes	+	If in open terrain and not FRAGMENTED	
Front rank has better armour than opponent	+	against any except heavy weapon, elephants, chariots, battle wagons or artillery	
Fighting enemy in two or more directions	-		
Uphill of enemy or foot defending field fortifications or river bank	+		

(D) COHESION TEST: Roll 2D6, Quality re-rolls apply			
Reasons to test immediately:	FRAGMENTED Battle group charged by other than light foot	Reasons to test at the end of the current phase:	A battlegroup breaks within 3 MUs (non-skirmishers ignore skirmishers)
	Losing a close combat	Joint Action Phase	A commander in line of command is lost within 3MUs
	Suffering 1HP3B from shooting, or taking 2 hits and shot at by artillery		To bolster or rally a battlegroup with a commander
Situation			
>= 1 HP2B from shooting	-1	Any one of:	Any troops shot at by artillery of firearms
>= 1 HP3B from close combat	-1		Any troops testing for losing close combat to El or SCh
2 more hits received than inflicted in close combat	-1		Medium Foot testing for losing close combat vs. mounted or Heavy Foot in open
>= 25% losses to battlegroup overall	-1		An troops testing for losing impact combat vs. Lancers
Non-skirmishers with threatened flank	-1		Foot testing for losing impact combat vs. Impact foot
More than 1 reason to test	-1		
Current cohesion state		Commanders and support	
DISRUPTED or SEVERELY DISORDERED	-1	Commander in LoC with BG if in combat, or in command range otherwise	+1
FRAGMENTED	-2	Extra if he is IC	+1
BROKEN	-3	Battlegroup has rear support	+1

COHESION TEST RESULTS			
Total	Result	Involuntary test effect	Testing to rally or bolster
7 or more	Passed	No effect	Rise 1 cohesion level
6, 5, 4, 3	Failed	Drop one cohesion level	No effect
2 or less	Failed	If testing for close combat where received 2 more hits than inflicted, or seeing friends break or commander lost, drop 2 cohesion levels; otherwise, drop 1 cohesion level	No effect

EFFECTS OF COHESION LEVELS	
Level	Effect
STEADY	All troops start the battle STEADY
DISRUPTED	-1 on all CMTs -1 on all cohesion tests Lose 1 dice per 3 in shooting and close combat Non-shock troops must pass CMT to charge or intercept
FRAGMENTED	-2 on all CMTs -2 on all cohesion tests Must make CMT for any move other than to retire away from all enemy within 12 MU Lose 1 dice per 2 in shooting and close combat Shock troops lose their shock abilities Cannot charge or intercept Must take a cohesion check if charged by any troops except light foot
BROKEN	Must make a rout move in the phase in which it breaks, and in each joint action phase -3 on cohesion tests to rally 1 base removed for each enemy battle group in contact at the end of each rout move

QUALITY RE-ROLLS	
Elite	Re-roll 1s and 2s
Superior	Re-roll 1s
Average	No Re-rolls
Poor	Re-roll 6s
A commander in the front rank increases quality one level for combat dice only (Elites re-roll 3s)	

AUTOBREAK ON	
Elite	> 60% bases lost
Superior	> 50% bases lost
Average	> 40% bases lost
Poor	> 30% bases lost
Battlegroups losing this many bases are removed at the end of the joint action phase, and cause cohesion checks on friendly units within 3 MU as if the unit had broken	