COHESION TEST (2d6, quality re-rolls apply)

Reasons to test immediately:	a FRAGMENTED battle group charged by other than light foot	Reasons to test at the end of the current phase:	a friendly battle group breaks within 3MU for other reasons - battle troops ignore skirmishers
	a FRAGMENTED friendly battle group breaks within 3 MUs as a result of being charged - battle troops ignore skirmishers		a commander in *line of command* is lost within 3 MUs
	losing a close combat	Joint Action Phase:	to bolster or rally a battle group with a commander
	suffering 1 hit per 3 bases from shooting - or taking 2 or more hits and shot at by artillery		

Situation				
Battle group suffered at least 1HP2B from shooting or close combat	-1	**Any one of...**	Any troops testing for having lost close combat even partly against elephants or scythed chariots	**-1**
Battle group testing for losing impact phase combat	-1		Medium foot testing for having lost close combat even partly against mounted troops or heavy foot in *open terrain*.	
Battle group testing for losing melee phase combat in which it received at least 2 more hits than it inflicted	-1		Any troops shot at by artillery or firearms	
For **each** full 25% of its original bases that battle group has lost	-1		Any troops testing for having lost impact phase combat even partly against lancers or heavy chariots	
Non-skirmishers with *threatened flank*	-1		Foot testing for having lost impact phase combat even partly against impact foot	
If testing for seeing C-in-C lost	-1			
More than 1 reason to test	-1			

Current cohesion state		Commanders and support	
DISRUPTED or SEVERELY DISORDERED	-1	Commander in *line of command* in *command range* if battle group is not in close combat, or with the battle group if it is in close combat	+1
FRAGMENTED	-2	Extra if he is an Inspired Commander	+1
BROKEN	-3	Battle group has *rear support*	+1

COHESION TEST RESULTS

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

EFFECT OF COHESION LEVELS

Level	Effect
STEADY	All troops start the battle STEADY
DISRUPTED	• -1 on all CMTs • -1 on all further cohesion tests • Lose 1 dice per 3 in shooting or close combat • Non-shock battle groups must pass a CMT to charge or intercept
FRAGMENTED	• -2 on all CMTs and further cohesion tests • Lose 1 dice per 2 in shooting or close combat • Shock troops are no longer so • Cannot charge or intercept • Must take a cohesion test if charged by any troops except light foot • Has its maximum manoeuvre phase movement distance reduced by 1 MU (after any other deductions)
BROKEN	• Battle group makes a rout move in the phase in which it breaks, and in each subsequent joint action phase • -3 on cohesion tests to rally • No rallying possible if *autobroken* or at or below 50% strength • 1 base removed for each pursuing enemy battle group in contact at the end of each rout move

BASIC TURN SEQUENCE

1.) IMPACT PHASE
Declare all charges, intercept and evade moves. Resolve impact combat and post-combat cohesion tests and death rolls.

2.) MANOEUVRE PHASE
Conform troops in contact with enemy troops. Feed additional bases into melee.
Make normal moves.

3.) SHOOTING PHASE
Resolve shooting (both players). Post-shooting cohesion tests and death rolls.

4.) MELEE PHASE
Resolve melee combat. Post-combat cohesion tests and death rolls. Assault camps.

5.) JOINT ACTION PHASE
Eligible mounted must break off. Move commanders and bolster or rally battle groups. Move routers and pursuers, test to stop pursuit.

VARIABLE MOVE DISTANCE

Roll 1d6 (no quality re-rolls)

1	-2 MUs	5	+1 MU
2	-1 MU	6	+2 MUs
3-4	Normal move		

Applies to all evade, pursuit und rout moves

MOVEMENT RATES

	Open	Uneven	Rough	Difficult
Light Foot	5	5	5	4
Medium Foot	4	4	4	3
Heavy Foot	3	3	2	2
Light Horse and Commanders	7	7	5	3
Cavalry and Armoured Knights	5	4	3	1
Heavily Armoured Knights and Cataphracts	4	3	2	1
Elephants	4	4	3	2
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
Heavy Artillery	1*	1*	1*	N/A

KEY

NO EFFECT	No effect
DISORDERED	-1 on CMTs. Lose 1 dice per 3 for shooting/close combat. Does not count as STEADY
SEVERELY DISORDERED	-2 on CMTs. Lose 1 dice per 2 for shooting/close combat. Does not count as STEADY -1 on Cohesion Tests

SIMPLE AND COMPLEX MOVES

			Troop Type				
				Battle troops			
Type of move	Move to be made	Skirmishers	Drilled	Undrilled Cavalry or Light Chariots	Other undrilled with a commander	Other undrilled without a commander
Charges	Charge straight ahead or with a single wheel at the beginning	Simple	Simple	Simple	Simple	Simple
Advances	A forward move of the full available move distance straight ahead	Simple	Simple	Simple	Simple	Simple
	A forward move of less than full distance and/or with a single wheel, with no enemy close	Simple	Simple	Simple	Simple	Simple
	A forward move of less than full distance and/or with a single wheel, close to enemy	Simple	Simple	Simple	Simple	Complex
Double Wheels	A forward move including 2 wheels	Simple	Simple	Simple	Simple	Complex
Expansions	Expand frontage by 1 or 2 bases while stationary	Simple	Simple	Complex	Complex	Complex
	Expand frontage by 1 or 2 bases followed by a SIMPLE advance. Maximum move distance is reduced by 2 MU.	Simple	Complex	Impossible	Impossible	Impossible
Contractions	Contract frontage by 1 or 2 bases with a SIMPLE advance of at least 3 MUs before or after	Simple	Simple	Simple	Complex	Complex
	Contract frontage by 1 or 2 bases with a SIMPLE advance of less than 3 MUs before or after	Simple	Complex	Complex	Impossible	Impossible
Turns	Turn 90 or 180 deg while stationary	Simple	Simple	Simple	Simple	Complex
	Turn 90 deg with a SIMPLE advance before or after. Maximum move distance is reduced by 2 MU.	Simple	Complex	Complex	Impossible	Impossible
	Turn 180 deg with a SIMPLE advance before or after.	Simple	Impossible	Impossible	Impossible	Impossible
	Turn 180 deg, move maximum of 2 MUs in a SIMPLE advance and turn back again	Complex	Complex / Impossible	Complex / Impossible	Impossible	Impossible

COMPLEX MOVE TEST (2d6, quality re-rolls apply, except for shock troops testing not to charge)

Commander in *line of command* is in *command range*	+1	If any of the bases are DISRUPTED or DISORDERED	-1	**Required score to pass**	
If this same commander is with the battle group or battle line	+1	If any of the bases are FRAGMENTED OR SEVERELY DISORDERED	-2	Drilled or skirmishers	7
If this same commander is an inspired commander	+1			Other undrilled	8

ATTRITION POINTS

Each battle group currently BROKEN, routed off table or destroyed	2	Each battle group straggling off table	1
Each battle group of battle troops evaded off table	2	Each on-table battle group currently FRAGMENTED	1
Each battle group of light foot or light horse evaded off table	1	Camp sacked by enemy	2

POINTS OF ADVANTAGE (POA)

SHOOTING

Nearest Target Rank is:	POA	If shooting with:
Unprotected cavalry unless entirely 1 base deep	+	Longbow, bow, crossbow, javelins or sling
Armoured or protected cavalry unless entirely 1 base deep. Armoured knights unless entirely 1 base deep.	+	Longbow or crossbow
Cataphracts or heavily armoured knights	-	Bows, javelins or sling
Elephants	+	Any except bow or sling
Battle wagons	-	Any except artillery
Unprotected heavy or medium foot	+	Longbow, bow, javelin or sling
	-	Crossbow, firearm or artillery
Armoured Foot	-	Any except longbow
Heavily armoured foot	-	Longbow, crossbow, firearm or artillery
	- -	Bow, javelins or sling
Any other foot	-	Crossbow, firearm or artillery
Any	-	Any, if one or more of the following apply. (Count only one -): Shooting • to rear (LH or LCh) • at a battlegroup which is partly in close combat other than only as an overlap. (Does not apply to support shooting). • by a battlegroup which is partly in close combat other than only as an overlap. (Does not apply to support shooting).
In cover or behind field fortifications	-	Any except artillery

IMPACT

	POA	
Impact foot	+ +	against any foot
	+	against any mounted, unless the foot are charging mounted shock troops
Any spearmen or pikemen if not charging	+	unless FRAGMENTED or SEVERELY DISORDERED or less than 2 ranks of spearmen or 3 ranks of pikemen
Pikemen or offensive spearmen if charging foot or non-shock mounted. Defensive spearmen if charging defensive spearmen	+	unless SEVERELY DISORDERED or less than 2 ranks of spearmen or 3 ranks of pikemen
Heavy weapon	+	against any foot
Foot with light spear	+	unless charging mounted shock troops
Mounted troops with light spear	+	against any troops if no other net POAs (other PAOs cancel out)
Elephants	+	against heavy or medium foot, battle wagons or any mounted
Battle wagons	+	against any mounted except elephants
Only in **open terrain** — Knightly lancers	+	against any except elephants, scythed chariots, battle wagons or non-charging STEADY pikemen/spearmen
Only in **open terrain** — Other lancers	+	against any except lancers, elephants, scythed chariots, battle wagons or non-charging STEADY pikemen/spearmen
Only in **open terrain** — Heavy or scythed chariots	+	against any except skirmishers, lancers, elephants, battle wagons or non-charging STEADY pikemen/spearmen
Only in **open terrain** — Mounted except elephants or scythed chariots	+	against any medium or light foot
Only in **open terrain** — Extra for 4th rank of pikemen whether charging or not	+	unless FRAGMENTED
Uphill or foot defending field fortifications or a riverbank	+	
Charging flank or rear	+ +	**Net POA regardless of other factors**

MELEE

	POA	
Any one of.... — Skilled swordsmen	+	against any except elephants or STEADY pikemen/spearmen
Any one of.... — Foot swordsmen	+	against any except elephants, skilled swordsmen or STEADY pikemen/spearmen
Any one of.... — Mounted swordsmen	+	against any except elephants or STEADY pikemen/spearmen
Any one of.... — Spearmen (at least 2 ranks)	+	unless FRAGMENTED or SEVERELY DISORDERED
Any one of.... — Pikemen (at least 3 ranks)	+	unless FRAGMENTED or SEVERELY DISORDERED
Any one of.... — Heavy weapon	+	against any . Also cancels enemy 'better armour' POA if any.
Any one of.... — Elephants	+	against heavy or medium foot, battle wagons or any mounted
Any one of.... — Heavy or scythed chariots	+	against any except skirmishers, elephants, battle wagons or STEADY pikemen/spearmen
Any one of.... — Artillery	-	
Extra for 4th rank of pikemen in **open terrain**	+	unless FRAGMENTED
Fighting enemy in two directions	-	
Uphill or foot defending field fortifications or a riverbank	+	
Better armour (front rank)	+	against any except heavy weapon, elephants, chariots, artillery or battle wagons. This POA does not apply if there is only one level of armour advantage (i.e: Protected vs Unprotected, Armoured vs Protected, Heavily Armoured vs Armoured) and it would bring the overall net POA above +.

COMBAT MECHANISM

SHOOTING

Artillery (except when on battle wagons)	2 dice per base in effective range
	1 dice per base outside effective range
Medium foot with bow, crossbow or longbow (not bow*)	1 dice per base of 1st shooting rank in effective range
	1 dice per 2 bases of 2nd shooting rank or outside effective range
Cavalry with bow or crossbow (not bow*)	1 dice per base of 1st shooting rank
	1 dice per 2 bases of 2nd shooting rank
Chariots	1 dice per base
Battle wagons	1 dice per base width from long edge only
LF, LH or any with javelins, sling, firearm or bow*	1 dice per 2 bases in effective range
	1 dice per 3 bases outside effective range

IMPACT

Elephants and scythed chariots	3 dice per front rank base
Battle wagons	2 dice per front rank base width
Other troops	2 dice per front rank base
Foot with bow, longbow, crossbow or firearm supporting MF or HF of the same stationary battle group from a 2nd rank, or (bow only) from a 3rd rank.	1 dice per 2nd or 3rd rank base behind a base in combat (one rank only). Use Points of Advantage (POA) as if shooting. (No dice against a flank or rear charge). MF can shoot vs. mounted and foot, LF can shoot only vs. mounted

MELEE

Elephants, knights, all chariots, artillery	2 dice per front rank base. No dice for rear rank bases of any type.
Battle wagons	2 dice per front rank base width. No dice for rear rank bases of any type.
Other troops	1 dice per base in first 2 ranks
Overlaps	As above

REDUCTIONS

Light foot or light horse	Lose 1 dice per 2 unless: • LF fighting against LF • LH fighting against LH or LF • Fighting against FRAGMENTED enemy.

THEN (not cumulative, use only the worst applicable modifier)

DISRUPTED or DISORDERED	Lose 1 dice per 3
FRAGMENTED or SEVERELY DISORDERED	Lose 1 dice per 2

SCORING HITS

POA	Shooting	Close Combat
+ +	-	3
+	3	4
No POA	4	4
-	5	5
- -	6	5

DEATH ROLL (1d6, no re-rolls)

+1 if elephants, artillery or battle wagons

+2 if shot at or won/drew close combat

If the score does not exceed the number of hits, remove a base. If a base was removed, and there were more than 6 hits, deduct 6 from the hits and roll again for the remainder.

QUALITY RE-ROLLS and AUTOBREAKS

Elite	Re-roll 1's and 2's	> 60% bases lost
Superior	Re-roll 1's	> 50% bases lost
Average	No Re-rolls	> 40% bases lost
Poor	Re-roll 6's	> 30% bases lost

Commanders in front rank increase re-rolls for combat dice only. Cannot affect scythed chariots or artillery. Elephants can only be affected by commanders on elephants and these cannot affect other mounted.

SHOOTING RANGES

Shooters are:		Effective	Maximum
Bow, longbow or crossbow	Medium Foot	4	6
	Light Foot	3	6
	Cavalry or camelry entirely **1 base deep**, Light Horse	3	-
	Cavalry or camelry not entirely **1 base deep**, cataphracts, chariots	4	-
Sling		3	-
Javelins or firearms		2	-
Heavy artillery		6	12
Light Artillery		6	-

TERRAIN

Terrain feature	Visibility	Shooting in 1 rank?	Cover?
Gentle hill	1" crest	no	no
Open fields, broken ground	∞	no	no
Brush	4" (LF)	no	no
Enclosed fields	4" (LF)	no	yes
Plantation	4"	yes	yes
Gully	1"	no	no
Forest	2"	yes	yes
Vineyards	4" (LF)	no	yes
Marsh	4" (LF)	no	no
Soft Sand	6" (LF)	no	no
Village	2"	yes	yes
Steep hill	1" crest	no	no

This Quick Reference Sheet was created by Sebastian Steudtner, original layout design by Karsten Loh
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