

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

Reasons to test immediately:	FRAGMENTED BG charged by other than light foot (or if such a BG broke from that test)	Reasons to test at the end of the current Phase:	A battlegroup breaks within 3 MUs (except non-skirmishers ignore skirmishers)
	Losing a close combat		A commander in line of command is lost within 3 MUs
	Suffering 1HP3B from shooting, or taking 2 hits and shot at by artillery	Joint Action Phase	To bolster or rally a BG with a commander.
Situation			
>= 1HP2B from Shooting	-1	Any one of:	Any troops shot at by artillery of firearms
>= 1HP3B from close combat	-1		Any troops testing for losing close combat to EI 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		Any 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 in range or with BG if in close combat.	+1
FRAGMENTED	-2	Extra if the commander is an inspired commander (IC)	+1
BROKEN	-3	Battlegroup has rear support (same quality or higher)	+1

BASIC TURN SEQUENCE

- IMPACT PHASE**
Declare all charges, intercept and evade moves
Resolve impact combat and post-combat cohesion checks and death rolls.
- MANOEUVRE PHASE**
Conform troops in contact with enemy troops.
Make normal moves.
- SHOOTING PHASE**
Resolve shooting (both players)
Post-Shooting cohesion tests and death rolls.
- MELEE PHASE**
Resolve melee combat
Post-combat cohesion tests and death rolls.
- JOINT ACTION PHASE**
Eligible mounted must break-off.
Move commanders and to bolster or rally BGs.
Move routers and pursuers, test to stop pursuit.

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

VARIABLE MOVE DISTANCE

Roll 1d6 (no quality re-rolls)			
1	- 2 MUs	5	+1 MU
2	- 1MU	6	+2 MUs
3-4	Normal move	Applies to all evade, pursuit & rout moves	

EFFECT OF COHESION LEVELS

Level	Effect
STEADY	All troops start the battle STEADY
DISRUPTED	-1 on all Complex Move tests -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 Complex Move and 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

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 & 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/close combat
SEVERELY DISORDERED	-2 on CMTs. Lose 1 dice per 2 for shooting or close combat, -1 on Cohesion Tests

SIMPLE AND COMPLEX MOVES

Type of Move	Move to be made	Skirmishers	Troop Type		
			Drilled	Undrilled Cv/LCh	Other Undrilled
Charge	Any charge move that starts within reach of the enemy	Simple	Simple	Simple	Simple
Advances	Difficult forward move (see p. 41) with no more than a single wheel	Simple	Simple	Simple	Complex
	Any other forward move with no more than 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 advance	Simple	Complex	Impossible	Impossible
Contractions	Contract 1 or 2 bases with a simple advance >= 3 MU before or after	Simple	Simple	Simple	Complex
	Contract 1 or 2 bases with an advance < 3 MU before or after	Simple	Complex	Complex	Impossible
Turns	Turn 90° or 180° while stationary	Simple	Simple	Simple	Complex
	Turn 90° with a simple advance before or after	Simple	Complex	Complex	Impossible
	Turn 180° with a simple advance before or after	Simple	Impossible	Impossible	Impossible
	Turn 180°, move <= 3MU as a simple advance and turn back again	Complex	Impossible	Impossible	Impossible

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

Commander in LoC range	+1	DISRUPTED or DISORDERED	-1	Required Score to pass	
Extra if that Commander is with the BG/BL	+1	FRAGMENTED or SEVERELY DISORDERED	-2	Drilled or skirmishers	7
Extra if inspired commander (IC)	+1			All other	8

POINTS OF ADVANTAGE (POA)

SHOOTING		
Nearest Target Rank 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
	Armoured foot	- Any except longbow
	Heavily armoured foot	- Longbow, crossbow, firearm or artillery
	Any other foot	- Crossbow, firearm or artillery
Any	-	If shooting in impact phase, to rear or by or at a battlegroup in combat
In cover or behind fortification	-	Any except artillery
IMPACT		
Any one of:	Impact foot	+++ against any foot
	Impact foot	+++ against any mounted, unless the foot is charging shock mounted
	Spearmen >= 2 ranks or pikemen >= 3 ranks if not charging	+++ unless FRAGMENTED or SEVERELY DISORDERED
	Pike or offensive spearmen charging foot or non-shock mounted Defensive spearmen charging defensive spearmen	+++ unless SEVERELY DISORDERED or < 2 ranks if spear or < 3 ranks if pike
	Heavy weapons	+++ against any foot
	Light spear (foot)	+++ unless the foot is charging shock mounted
	Light spear (mounted)	+++ against any if no other net POAs
	Elephants	+++ against HF, MF, 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	
	Heavy or scythed chariots	+++ against any except skirmishers, lancers, battle wagons elephants or non-charging STEADY pike or spearmen
	Mounted except elephants or scythed chariots	+++ against MF or LF
	Extra for 4 th 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 pikes or spearmen
	Swordsmen	+++ against any except elephants, skilled swordsmen, swordsmen or STEADY pikes or spearmen
	Spearmen in >= 2 ranks or pike >= 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 or pikes spearmen
	Artillery	+++
	Extra for a 4 th 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 fortification or riverbank	+++	

COMBAT MECHANISM

SHOOTING		
Artillery (unless on BWG)	2 dice per base in effective range	
	1 die per base in 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	
Cv with bow or crossbow (not bow*)	1 dice per base of first shooting rank	
	1 dice per 2 bases of 2 nd shooting rank	
Chariots	1 dice per base	
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 first rank base	
Others	2 dice per first rank base	
Supporting fire	1 dice per base in 2 nd rank if foot with bow, crossbow, longbow or firearm, or in 3 rd rank if bow behind stationary HF or MF. Not allowed vs. flank or rear charges.	
MELEE		
Elephants, Knights, chariots, artillery	2 dice per front rank base. No dice for rear rank of any type.	
Battle wagons	2 dice per 1 st rank base width. No dice for rear rank of any type.	
Other troops	1 dice per base in 1 st or 2 nd rank	
Overlapping bases	As above	
ALL		
LF or LH in impact or melee phases	Lose 1 dice per 2, unless: LF vs. LF, LH vs. LH, LH vs. LF, or any vs. FRAGMENTED	
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		DEATH THROW (1d6, no re-rolls)
POA	Shooting	Close Combat
++	2	3
+	3	4
No POA	4	4
-	5	5
--	6	5
+1 if Elephant, Artillery or Battle wagon		
+2 if shot at or won or drew close combat		
If the total is equal to or less than the number of hits received, remove one base. If a base was removed and there are more than 6 hits, deduct 6 from the hits and roll again for the remainder.		
QUALITY RE-ROLLS and AUTOBREAKS		
Elite	Re-roll 1s and 2s	> 60% bases lost
Superior	Re-rolls 1s	> 50% bases lost
Average	No Re-rolls	> 40% bases lost
Poor	Re-roll 6s	> 30% bases lost
Commanders in front rank increase re-rolls for combat dice only.		
SHOOTING RANGES		
Shooters are:	Effective	Maximum
Foot bows, longbows, crossbows	4	6
Slings, mounted bows & mounted crossbows	4	-
Javelins and firearms	2	-
Heavy Artillery	6	12
Light Artillery	6	-
TERRAIN		
Uneven	Open field, broken	
Rough	Brush, enclosed field, plantation, gully	
Difficult	Forest, vineyards, marsh, soft sand, village, steep hill	
Impass.	Cliff, very steep hill, lake, etc.	
Slopes	Gentle hill (can be covered)	
Linear	Coast line, river, road	