



TURN SEQUENCE

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START of TURN

The player whose turn it is makes test for his troops in the following order.

- Units that have left the table test to return
- Test for Panic due to proximity
- Test for terror due to proximity

MOVEMENT

The player whose turn it is moves his troops in the following order.

- DECLARE CHARGES AND DISENGAGEMENTS
- RALLY FLEEING TROOPS
- COMPULSORY MOVES
- MOVES CHARGES
- REMAINING MOVES

CHARGES AND DISENGAGEMENTS

Charge!	Charge at double normal rate. If unable to reach its target the unit moves a normal move. Once a charge has been declared the enemy declares his reaction. A charging unit may not manoeuvre except to make an initial wheel to bring it into line with its target
Counter charge	A cavalry or light chariot unit charged to the front by an enemy cavalry or light chariot (in its vision arc) can respond by a counter charge.
Stand and Shoot	You may stand and shoot if the chargers come from more than half their charge move away. Work out casualties immediately.
Hold	The unit stands and takes the charge
Flee	The unit turns tail and runs. The unit is immediately moved its standard flee distance away from the chargers. Fleeing troops may not shoot.
Fire and Flee	Combines Stand and Shoot with Flee . A unit can stand and shoot and then flee - reducing the distance fled .

MANOEUVRES

Wheel	A unit may wheel as many times as you wish except in a charge, where the unit may wheel once to line itself with the enemy. The distance moved is the longest distance covered by the model on the outer edge of the wheel.
About face	A unit can turn once during its movement. All the models remain in the same place but turn 180° to face the rear. A unit may surrender a quarter of its movement to turn. Open order units can change twice.
Change Formation	A unit may add or reduce the number of ranks in which it is deployed by 1 by surrendering half its movement. A unit may add or reduce the number of ranks by 2 by surrendering all of its movement.
Reform	A unit with a musician can reform during its movement by adopting a new formation facing whatever direction you wish. Reforming troops cannot move further or shoot that turn. A Ld Test must be passed.

TERRAIN AND OBSTACLES

Ground Type	Examples	Rate modifier
Normal	Fields, roads, ordinary hills	None
Difficult	Woods, Steep hills	Half rate
Very Difficult	Very thick woods, Sheer slopes hills	Quarter rate
Obstacle	Fences, walls, edges, etc .	Half rate to pass over

Open order units or skirmishers have a 1/2 rate movement in very difficult terrain only.

MARCH

- A unit must include a musician to march
- Troops march at double rate, characters at triple rate.
- Units cannot march if there are enemy within 8" (excluding fleeing enemy characters and artillery and enemy infantry for a marching cavalry or chariot unit)
- Skirmishers, elephants and artillery are not allowed to march
- Marching units cannot manoeuvre except to wheel
- Marching units cannot move through difficult or very difficult terrain
- Marching units cannot cross obstacle

GENERAL AND ARMY STANDARD

General Any unit (except skirmishers) within 12" of the General may test using his Leadership.

Army Standard

Any unit (except skirmishers) within 12" of the battle standard may re-roll a failed break test. This applies only to Break tests, not Psychology tests.

FAST MARCH

- A unit must include a musician to fast march
- Units must be in a march column to fast march
- Troops march at triple rate.
- Units cannot fast march if there are enemy within 8" (no exceptions)
- Skirmishers, elephants and artillery are not allowed to fast march
- Fast marching units cannot manoeuvre except to wheel
- Fast marching units cannot move through difficult or very difficult terrain
- Fast marching units cannot cross obstacles
- Fast marching units cannot declare a charge or a counter charge
- In combat, only the front rank of a fast marching unit is allowed to fight.
- Fast marching units with one model wide may form snaking columns

FLEEING TROOPS

Troops fleeing during their movement phase move towards the nearest table edge, avoiding enemy and obstructive terrain where possible. Fleeing units do not have a strict formation – they are arranged into a rough mass of models and moved as a single confused and tangled body.

FLEE DISTANCE

Movement Rate	Distance	Reduction
6" or less	2D6"	D6"
More than 6"	3D6"	2D6"

PSYCHOLOGY

Roll 2D6. If you score equal or less than the unit's leadership you have passed. If you roll more than its leadership you have failed the psychology test.

PANIC

A unit that fails a Panic Test will flee in the same way as a unit broken in hand-to-hand combat or a unit which flees when charged. A unit reduced to half strength or below deducts -1 from its leadership before the test.

- Test at start of your turn if there are fleeing friends within 4"
- Test if friendly unit within 12" is broken or destroyed in close combat (*)
- Test if charged in the flank or rear. This applies whether you are in combat or not.
- Test if general is slain or routed off table.
- Test if you suffer 25% casualties from shooting in a single shooting phase
- Test if charged by an ignored enemy

(*) if the unit has won its own round of mêlée, then it may re-roll its Panic test should it fail it.

FEAR

- Test if the unit is charged by an enemy that it fears. An outnumbered unit that fails its Fear Test will flee in the same way as a unit broken in hand-to-hand combat. If not outnumbered the unit will fight as normal but must roll 6's to score hits in the first turn of combat or shots (if stand & shoot or fire & flee)
- Test if the unit wishes to charge an enemy that it fears. If the test fails the unit may not charge and must remain stationary this turn and cannot shoot..
- A unit defeated in hand-to-hand combat is automatically broken without a break test if it is outnumbered by a feared enemy. If the unit isn't outnumbered the Break Test is taken as normal.

TERROR

A unit that fails a Terror Test will flee in the same way as a unit broken in hand-to-hand combat or a unit which flees when charged.

- Test if the unit wishes to charge or is charged by an enemy causing Terror.
- Test at start of your turn if there is an enemy causing Terror within 8"

FRENZY

- The unit must charge if there are any enemy unit within its charge reach when charges are declared. If charged, the units can not flee or fire and flee
- The unit fights with a +1 extra attack per model.
- The unit must pursue a fleeing enemy & must follow-up an enemy giving ground
- The unit never panic and is not affected by other psychology rules.
- If the unit is broken in hand-to-hand combat, it is no longer frenzied.

HATRED

- The unit takes any Break tests at Leadership of 10 (with the usual modifiers)
- The unit fighting in hand to hand combat against a hated foe may re-roll any misses during the first round of a hand-to-hand combat.
- The unit always pursue a fleeing hated enemy (except from defended positions).

STUBBORN

- The unit doesn't test for panic if there is friends fleeing within 4" at the start of the turn.
- If the unit fails its Break Test, it will give ground once instead of fleeing
- If the unit loses a round of combat against an opponent who would automatically break them, roll a D6 : 1-3 Broken / 4-6 Hold



SHOOTING

The player whose turn it is shoots with troops which have missile weapons. The player nominates which of his units will shoot at which enemy targets.

Weapon	Range	S	Save	Notes
Thrown rocks	4"	3		No penalty at long range
Javelin	8"	3		No penalty at long range May move and shoot
Darts	12"	2		No penalty at long range, May move and shoot, massed missiles
Handgun	18" (9")	3 4	-1 -2	May not move and shoot
Light Crossbow	18"	3		May move and shoot
Short Bow	18"	3		massed missiles if stationary
Slings	18" (9")	3 2	-	Fire twice at short range
Bow	24"	3		massed missiles if stationary
Staff Sling	24" (12")	3 4	-1	May not move and shoot
Crossbow	30" (15")	3 4	-1	May not move and shoot
Long Bow	30" (15")	3 3	-1	massed missiles if stationary

TO HIT CHART

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

MODIFIERS

-1	Shooting at a charging enemy
-1	Shooting at long range (over half range)
-1	Shooting while moving
-1	Shooting at a single character
-1	Target is behind soft cover (hedge or wood)
-2	Target is behind hard cover (wall or building)
-1	Shooting at skirmishers
-1	Shooting at moving light chariot
+1	Shooting at a large target

ARMOUR / SAVING THROW CHART

Armour Type	On Foot	Mounted	Movement Pen. (cumulative)
Horse	N/A	6+	None
Shield / Buckler (1)	6+ or (+1)	5+	None
Large Shield	5+ or (+2)	4+	None
Pavise	5+ or (+2) (2)	N/A	None
Light Armour	6+ (3)	5+ (3)	None
Heavy Armour	5+ (3)	4+ (3)	None /-1" (8)
Partial Plate Armour	4+ (3)	3+ (4)	-1"
Full Plate Armour	3+ (4)	3+ (4)	-1"
Half Cloth Barding	N/A	+1 (5+6)	None
Full Cloth Barding	N/A	+1 (5)	None
Half Plate Barding	N/A	+1 (6)	-1"
Full Plate Barding	N/A	+1 (7)	-1"

- Buckler saving throw applies for all troops in hand-to-hand combat and only troops in skirmish formation for missile attacks
- Pavise vs Missiles only (and from the front) unless noted otherwise in the army list.
- Add shield benefit if used
- No shield benefit
- Hand-to-hand combat only
- Vs Frontal attack only
- Vs All attacks
- Movement Penalty with Shield

SAVING THROW MODIFIER

STRENGTH	4	5	6	7	8	9	10
MODIFIER	-1	-2	-3	-4	-5	-6	-7

COMBAT RESULTS

Each side adds up the number of wounds it caused and adds any of the following bonuses that apply. The side with the highest score wins.

+1 Close order	+1 for infantry units in close order
+1 Inf. rank bonus	+1 for each rank of infantry behind the first to a maximum of +2
+1 Standard	If any units in the combat have standards.
+1 Army Standard	If the Army Standard is fighting
+1 High Ground	If you are uphill of your enemy
+1 Momentum	Except for Cavalry/Chariot in difficult terrain
+1 Flank Attack	If attacking an enemy in the flank
+2 Rear Attack	If attacking an enemy in the rear

CLOSE COMBAT

All models whose base touches an enemy model's base may fight. A model may make as many attacks as shown on its profile. If the model carries a weapon in each hand, it may make +1 extra attack.

Order of Attack	Models who charged that turn fight first. Otherwise models attack in order of descending Initiative. Units with Momentum strike first when Initiative is identical.
Roll to Hit	Determine the D6 score required to hit using the To Hit Chart. Roll a D6 for each attack. Pick out the dice which have scored hits.
Roll to Wound	Determine the D6 score required to wound using the Wound Chart. Roll a D6 for each hit scored. Pick out the dice which have scored wounds.
Roll to Save	If opposing troops have a saving throw then this is taken before models are removed. Roll a D6 for each wound suffered. The score needed is shown on the Saving throw Chart.
Resolve Combat	Once all troops involved have fought determine who has won (See <i>Combat Results</i>)

TO HIT CHART

		DEFENDER'S WEAPON SKILL									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S WEAPON SKILL	1	4	4	5	5	6	6	6	6	6	6
	2	3	4	4	5	5	6	6	6	6	6
	3	3	3	4	4	5	5	6	6	6	6
	4	3	3	3	4	4	5	5	6	6	6
	5	3	3	3	3	4	4	5	5	6	6
	6	3	3	3	3	3	4	4	5	5	6
	7	3	3	3	3	3	3	4	4	5	5
	8	3	3	3	3	3	3	3	4	4	5
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

TO WOUND CHART

		TARGET'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4	5	6	6	-	-	-	-	-	-
	2	3	4	5	6	6	-	-	-	-	-
	3	2	3	4	5	6	6	-	-	-	-
	4	2	2	3	4	5	6	6	-	-	-
	5	2	2	2	3	4	5	6	6	-	-
	6	2	2	2	2	3	4	5	6	6	-
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

BREAK TEST

The loser must have a Break test for each unit involved in the combat. The test is taken on the unit's leadership minus the difference in the combat results score. Roll 2D6. If you score equal or less than the number required you have passed. If you roll more than that required the unit has failed and is broken. Break tests are taken once all combat results have been worked out.

Broken units turn and flee directly away from their enemy once all combats have been resolved. Friendly units within 12" of a unit that breaks must take a Panic test to see if they flee as well. These tests are taken when all the combats are resolved but before broken units flee. Units reduced to less than 5 models are broken automatically.

RALLY

A fleeing unit may attempt to rally in its movement phase. Roll 2D6. If you score equal or less than the unit's leadership the unit is rallied otherwise it continues to flee.

- A unit must have at least five models to rally.

- A fleeing unit reduced to half strength or below deducts -1 from its leadership

- A fleeing unit within 8" of enemy deducts -1 from its leadership

- A rallied unit may reform but may do nothing else that turn.