

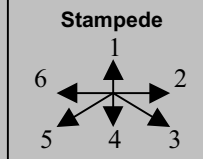
Turn Sequence	
<b>Mandatory</b>	Routs
	Melees
	Arrivals
<b>Command</b>	Roll Command Dice
	Leader Bases
	Spotting
	Issue Orders
<b>Action</b>	Charges
	Stationary Shooting H
	Movement
	Stationary Shooting H/F
	Moving Fires
	Officer Casualties

Shooting Ranges [cm]		
Weapon	Short	Long
Sling	10	12
Staff Sling	10	20
Bow	8	24
Mntd Bow	8	18
Crossbow	15	30
Longbow	14	28
Light Spear	3	6
Dart	4	8
Handgun	5	10
Artillery	20	40
Dist. Weap.	3	7
LOS 4cm broken / 2cm difficult		

Magic Points		
Fire	Combat	1:1
Air	Morale	2:1
Water	Move-ment	1 / 2cm
Earth	Healing	3 / 1 STR
Void	Officer	A 2:1
	Casualties	D 2:1 DS 1:1



Outflanking	
2	Fails to Leave
3-4	Turn 2
5-6	Turn 3
7	Turn 4
6-9	Turn 5
10-11	Turn 6
12	Lost



Pre-Game
Scouting
Outflanking
Setting Up
Initial orders

Charge Responses
Receive at Halt
Evade
Counter Charge
Counter Shoot

Orders	
A:Attack	R:Retreat
F:Forward	G:Guard
H:Hold	B:Brace

Outscouting [Winner in scouting points]	
4+ SP	Set up last
8+ SP	Flank move
12+ SP	½ LB's+Train/Laager on ½ board

Spotting [each 20 cm of]	
Open	+1
Rough	+2
Woods Rough	+3
Difficult	+3
Woods Difficult	+5
Impassable	+4
Woods/Impass.	+7
Buidings/Works	+5

Morale Modifiers [2D6<(STR + modifiers) to pass]		
Lost melee, 25% Fire cas., Off/Stand, Router through		
<b>Situation: The Battlefield (not Undef)</b>		
Friendly non routed bases within 16 cm (max.+3)		+1
Enemy non routed base within 16 cm (max.-3)		-1
Friendly base lost / routing (max.-5,not SW)		-1
Standard within 32 cm	Army	+1
	Sacred	+2
Officer Within 16 cm	SubGen	+1
	General	+2
	CinC	+3
Emy Ch/Ele/BE/Hero/MG/HG<=16cm		-1
<b>Situation: The Base</b>		
Base is	Shaken	-2
	Routed	-3
	Disordered	-2
	In Cover	+1
	In Works	+2
Casualties taken from	Flank	-3
	Rear	-6

Command Distance & Magic Ranges [cm]		
CinC	/ 4th lvl	128
General	/ 3rd lvl	64
Sub-Gen	/ 2nd lvl	32
Leader	/ 1st lvl	16
Not Own/Allied		x2

Officer Casualties 6's	
In Melee	1D6
<= 16 cm	2D6
<= 32 cm	3D6
> 32 cm	4D6

Movement [cm]				
Base Type	Open	Rough	Difficult	Impassable
Leader Base in Column	16	12	8	2
Leader Base in Line	10	8	4	1
LC/LC/SW/HG	20	16	8	X
HC/MC/MCr/MG/LCh/MnInf/VM	16	12	6	X
EHC/HCh/BE/KN/Ele/MnInf/VB	12	10	6	X
LI, LG	12	10	8	2
HI, MI	10	8	4	1
EHI, Train, Limbered Art.	8	4	2	1
Deployed Artillery	4	3	2	1
Individuals	28	20	12	4
OO Troops (not EHI)	+2		+1	
SO Troops (not EHI)	+4		+2	
Flying Bonus	+4	-	n/a	n/a
Charging Bases	+2		+1	
Charging Cav, Cr, Ch	+4		+1	X
Roads: +2 for Inf/SW/Train/G/BE/Ele; +3 for Cav/Cr/Ch				
Mntd Inf: Mnt/DisMnt= ¾ Turn; Cav: Mnt/Dismnt ½ Turn				

Interpenetration Table [Units Disordered unless:]	
Unit 1	Unit 2
Infantry/Swarm	SO/OO Inf/Cav/Cr MG/HG/Ch/Ele/BE/SW/Art/Train
SO Infantry/Swarm	+ CO Foot/Cav
Cav/Cr	SO/OO Foot/G/Ch/BE/Ele/SW/Art
Giants	N/a
Ch/BE/Ele	Ch/BE/Ele
Flyers	Non-Flyers, Flyers see above
Routed troops interpenetrating cause a morale check	
CO/Cav/Char disordered in difficult /impassable terrain	
Disorder from Ele/Be <= 9 cm, First time Morale Check	

Morale Tests Results Table						
Base is	In Good Order		Shaken		Routed	
<b>Cause of test</b>	Combat with 50+% losses	Anything Else	Rally Attempt	Anything Else	Rally Attempt	Anything Else
<b>Pass</b>	No Effect	No Effect	Good Order	Remain Shaken	Become Shaken	Remain Rout
<b>Fail</b>	Rout	Become Shaken	Remain Shaken	Rout	Remain Rout	Remove from table

Artillery Movement and Deployment		
Type	Turns to deploy	Deployed Movement
Light	none	move and fire
Medium	1	move or pivot/shoot
Heavy	2	pivot or shoot
Siege	3	none

Combat Modifiers		Melee	Shoot		
<b>Base is</b>	BE or Ch Crew(VM)	~	x ¼		
	Ch(VB), Elephant, Mounted Infantry	x ½	x ¼		
	Cavalry or Creatures (Not Centaurs)	~	x ½		
	Artillery	x ¼	~		
	Firing Before Evading	~	x ½		
	Firing Before Counter Charging	~	x ¼		
	Fighting Behind Train	x ½	x ½		
<b>Receive Charge at Halt</b>	Cav, CH, BE, Inf vs Inf	x ½	~		
	Ready Pike vs Mounted	x2	~		
	All Others	x1	~		
<b>Base is</b>	Charging (not cntr chrg)	+3	~		
	Uphill of Enemy	+2	~		
	Shaken	-5	-5		
	Disordered	-3	-3		
	Levy	-3	-3		
	Veteran	+3	+3		
	Elite	+5	+5		
	Shooting at Long Range	~	-5		
	Moving (Not SO Mounted F)	~	-5		
<b>Armed With (not while in disorder)</b>	PI/PO/HW at 1st contact	+6	~		
	Knights/Giants at 1st contact	+4	~		
	LA/2H/HS/DW at 1st contact	+4	~		
	LS at 1st contact	+2	~		
	LB or HG at short range	~	+2		
<b>Contacts on</b>	Flank	+5	+5		
	Rear	+10	+10		
<b>Behind</b>	Light Works	+1	+1		
	Medium Works	+2	+2		
	Heavy Works	+3	+3		
<b>Officer/Hero</b>	Leader	+2	~		
	Sub-General	+3	~		
	General	+4	~		
	CinC	+5	~		
	Hero	+STR	+STR		
<b>Enemy</b>	<b>Shielded</b>		-4	-4	
		<b>Weight and Order</b>	EHI/EHC/KN	-5	-5
		HI/HC/HCh(VM)/BE/Heroes	-3	-3	
		HCh(VB), Elephant	-2	-3	
		LI/LC/LCr	+3	+3	
		LCh/SW	+2	+2	
	<b>Terrain</b>	Skirmish order	~	-3	
		Uphill	-3	-1	
		Rough (VM)	~	-3	
		Difficult (VM)	~	-4	
		Impassable (VM)	~	-5	
		Woods (cumulative) (VM/VB)	~	-3/-4	
	<b>Behind Works and Giants</b>	behind Caltrops / Stakes	-3	~	
		Pavises (melee 1st round)	-3	-3	
		Light Works/Train/LG(VM/VB)	-3	-3/-4	
Medium Works/MG (VM/VB)		-5	-5/-6		
Heavy Works/HG (VM/VB)		-7	-7		

PSE