

Combat Modifiers	Melee	Shoot
Base is:		
Ch, Ele, Mntd Inf	x½	x¼
Cavalry	~	x½
Artillery	x¼	~
Receiving charge at a halt	x½	~
Fighting behind Train	x½	x½
Charging (not cntchrng)	+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	~	-5
Armed with:		
PI/PO/HW at 1st contact	+6	~
Knights at 1st contact	+4	~
LA/2H/HS at 1st contact	+4	~
LS at 1st contact	+2	~
LB or HG at short range	~	+2
Flank	+5	+5
Rear	+10	+10
Behind:		
Light Works	+1	+1
Medium Works	+2	+2
Heavy Works	+3	+3
Officer:		
Leader	+2	+2
Sub-General	+3	+2
General	+4	+3
CinC	+5	+4
Enemy is:		
Shielded	-4	-4
Extra/Heavy Infantry/Cavalry	-5	-5
Heavy Infantry/Cavalry	-3	-3
Light Infantry/Cavalry	+3	+3
Light Chariots	+2	+2
Heavy Chariots/Elephants	-2	-3
Skirmish Order	~	-3
Uphill	-3	-1
In woods	~	-4
Behind light works/Train	-3	-4
Behind medium works	-5	-6
Behind heavy works	-7	-7

Outflanking Results	
2	Fails to leave
3-4	Turn 2
5-6	Turn 3
7	Turn 4
8-9	Turn 5
10-11	Turn 6
12	Never arrives

Command Distance	
CinC	128"
General	64"
Sub-Gen	32"
Leader	16"
Not Own	x2
Allied	x2

Scouting Strengths	
CO Cav	1
OO Cav	2
SO Cav	4
LCh	2
HCh	1
SO Inf	1

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

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

Morale Modifiers	
Each friendly non-routed base within 16" (max. +3)	+1
Each enemy non-routed base within 16" (max. -3)	-1
Each friendly base lost or routing (max. -5)	-1
Standard within 32"	Army +1 Sacred +2
Officer within 16"	SubGen +1 General +2 CinC +3
Enemy chariots or elephants within 16"	-1
Base is	Shaken -2 Routed -3 Disordered -2 In Cover +1 In Works +2
Casualties taken from	Flank -3 Rear -6

Officer Casualties	
In melee	1d6
Up to 16"	2d6
Up to 32"	3d6
Over 32"	4d6

Spotting	
Each part of 20" of:	
Open	+1
Rough	+2
Woods Rough	+3
Difficult	+3
Woods Difficult	+5
Impassable	+4
Woods Impassable	+7
Buildings/Works	+5

Pre-Game
Scouting
Outflanking
Setting Up
Initial Orders

Movement Distances				
Base Type	Open	Rough	Difficult	Impassable
Leader Base	Column	16	12	8
	Line	10	8	4
LC		20	16	8
HC/MC/LCh		16	12	6
EHC/KN/HCh/Ele/Mntd Inf		12	10	6
LI		12	10	8
HI/MI/Train		10	8	4
Artillery (deployed)/EHI		4	3	2
Officers/Standards		28	20	12
OO Troops		+2		+1
SO Troops		+4		+2
Charging Infantry/Elephants		+2		+1
Charging Cavalry/Chariots		+4		+1
Roads add +2 for infantry & elephants; +3 for cavalry & chariots				



Shooting Ranges		
Weapon	Short	Long
Sling	10	12
Staff Sling	10	20
Bow	8	24
Mounted Bow	8	18
Crossbow	15	30
Longbow	14	28
Light Spear	3	6
Dart	4	8
Handgun	5	10
Artillery	20	40