

# QUICK REFERENCE SHEET

## FULL GAME SEQUENCE

### SET-UP

- (1) If playing a historical scenario, skip to (7)
- (2) Players choose point totals & appoint generals
- (3) Recruit units & upgrade with abilities/traits
- (4) Shuffle terrain card deck with 50 total cards
- (5) Deal each player 9 cards & alternate placement
- (6) Reveal terrain cards & place terrain features
- (7) Deploy armies for battle & begin the first turn

### TURN SEQUENCE

- (1) Player who deployed first starts with the initiative
- (2) Rally, if any DMZ markers are present
- (3) Ranged missile fire
- (4) Movement by base or group, limited by the number of orders available on the Morale Clock
- (5) Close combats, right-to-left or vice versa
- (6) Check to see if losing side lowers its Morale Clock
- (7) Second player conducts his half of the turn

## RALLY NOTES

- Roll RF or higher to remove all DMZ markers from a unit
- Each DMZ marker is a -1 penalty to the Rally roll
- Attached leaders may be able to modify Rally rolls
- Units with **1 DMZ** may not move into close combat
- Units with **2 DMZ** may not move toward the enemy

## MISSILE FIRE NOTES

- Units with Ranged Missiles fire individually at the nearest target in their frontal, 45° arc
- Units with Free Facing can shot 360°
- Artillery is allowed to choose **any** target within arc
- Effects from missile fire are resolved immediately

### MISSILE FIRE RESULTS

Missile Type	1-4	5	6	7	8	9+
Thrown (4")	-	-	-	D	D	D
Bows (8")	-	-	D	D	D	D
Artillery (12")	-	D	D	D	K	K



## MOVEMENT NOTES

- An order point allows a single unit or group to move
- A group is two or more units in base-to-base contact with their front base edges aligned
- Sidestepping and retrograde moves are only 1"
- Units with Free Facing can freely move 360 degrees
- No friendly unit **interpenetration** unless Free Facing
- *Exception 1:* Light Artillery and Skirmishers may interpenetrate any other unit or be interpenetrated
- *Exception 2:* Light Horse may interpenetrate mounted units or be interpenetrated by them
- A Unit with an *attached* **commander** moves for free
- A unit within 6" of a *detached* **commander** may (a) change facing or (b) dress ranks up to 1"

## COMBAT NOTES

- Attacking units always conform evenly to a defender
- Combats are resolved right-to-left, or vice versa
- Units in combat roll a d8 and add their CF, with possible modifiers for support, terrain, unit abilities/traits, etc.
- Units fighting uphill gain a +1 CF modifier
- Units charged in flank or rear immediately **turn** to face, unless attacked by multiple units
- If hit by multiple attackers, defending unit turn to face attacker with **highest** unmodified CF
- Defenders attacked by multiple units suffer a -1 flank or -2 rear penalty and may not retreat
- Losing unit is marked DMZ, unless the difference is double or more, which results in destruction
- Units suffering a second DMZ must retreat one base
- Units which cannot retreat are destroyed
- Units suffering a third DMZ are destroyed
- Victorious attacking units with no enemy on their flank or rear may choose to pursue
- Skirmishers and mounted units can opt to **disengage** a full move directly away from enemy *infantry* in active player's movement phase
- Disengaged units suffer 1 DMZ

## MORALE CLOCK NOTES

- In each half of the turn, a player earns + 1 for inflicting a DMZ and +2 for destroying a unit
- **Skirmishers** do **not** count toward or against the clock
- Each half of the turn, loser lowers Morale Clock by 1 if at least **5 total** points have been scored
- When the Morale Clock lowers to 4, 3, 2 and 1 army-wide morale penalties occur: **25%** (rounded up) of the units must be marked as demoralized
- If a player's Morale Clock is 3 or less and opponent's clock is at least **3 higher**, 50% instead of 25% (rounded up) must be marked as demoralized

## GENERAL FATE TABLE

If a commander is attached to a destroyed unit, he must immediately roll a d8 on the Fate Table.

d8 Roll	FATE TABLE RESULT
1-2	<b>Killed!</b> Remove general from play and lower army Morale Clock by 1 immediately.
3	<b>Captured!</b> Place general at the enemy camp and lower army Morale Clock by 1 immediately. He is rescued if the enemy camp is later captured (and army Morale Clock is restored by 1). If no camp is on the table, he cannot be rescued.
4-5	<b>Wounded!</b> Reduce general's CF/RF bonuses to +0/+0. Enemy gains +2 points toward winning the Morale Clock this turn.
6-8	<b>Escape!</b> Attach general to any friendly unit within his 6" movement range.

## TRAITS AND ABILITIES

### BOWS (5 pts.)

Unit is equipped with bows or slings able to fire up to 8".

### ELITE (10 pts.)

The cream of the army, elite units are marked to receive +1 to Combat **and** Rally.

### FAST (5 pts.)

Units move with +2" in open ground. Pikes, artillery, and camps cannot be Fast.

### FEARSOME (5 pts.)

Reserved only for units that might cause fear historically, this unit can only be charged by an enemy who passes a -1 Rally test. Failure results in the attacker retreating one base depth.

### FREE FACING (10 pts.)

Unit may move 360 degrees in any direction and freely interpenetrate other unit types.

### HEAVY ARMOR (5 pts.)

Units equipped with Heavy Armor are -1 against missile fire.

### IMPETUOUS (-5 pts.)

Impetuous units always charge an enemy that begins within charge distance, unless they pass a Rally test. Impetuous units follow up after combat and must pass a Rally test after destroying an enemy unit in melee or advance a full move and become DMZ.

### INEXPERIENCED (-5 pts.)

Untested or not fully trained, these units are marked either -1 to Combat **or** Rally.

### MASSSED BOWS (5 pts.)

Reserved for bow-armed units only, add +1 when rolling on the Missile Fire Result table.

### PANIC (-5 pts.)

Units subject to Panic that become DMZ will go out of control, moving in a random direction one full move, even if this carries them into a new combat (even against friendly units)! Panicked units continue to move randomly, with a scatter dice, until rallied.

### PILA (5 pts.)

The Roman *pilum* is a unique weapon that gives a unit +1 each time they engage in a **new** charge or receive a charge. The bonus does not apply in ongoing melees.

### PHALANX DRILL (5 pts.)

At the beginning of their turn, if in good going, instead of moving this spear or pike unit may declare a phalanx formation, which grants a +1/+1 bonus. The CF bonus does not apply if attacked from the flank or rear. The formation is dissolved whenever the unit moves.

### ROMAN DRILL (5 pts.)

The manipule system allows units to interpenetrate other friendly units also trained with Roman Drill. Units with Roman Drill can offer each other support in combat from the side and diagonally (touching any base, corner-to-corner). Whether support is gained from the side or diagonally, the **maximum** support bonus is +2.

### TRIBAL (5 pts.)

Especially ferocious and feared barbarians, these units are +1/+1 until the army Morale Clock reaches 4, when the bonus disappears. Tribal units are always rated *Impetuous*.

### THROWN MISSILES (5 pts.)

Unit is equipped with 4" short range missiles, such as rocks, javelins, or light slings.

### UNRELIABLE (-5 pts.)

Poor discipline or questionable loyalty means these units must each pass a one-time Rally test once their army Morale Clock reaches 5. Failure results in a DMZ for each unit that fails.

### UNSTEADY (-10 pts.)

Ill-trained and eager to escape battle, this unit must pass the *Fearsome* test when charging.

### VETERAN (5 pts.)

Veteran units are marked to receive +1 to either Combat **or** Rally.

### WILD CHARGE (5 pts.)

Units are +1 when charging. Additionally, during their **first** charge of the game only, they inflict two DMZ markers instead of one if they win the combat.