STRENGTH & HONOUR

ACTIVATION OPTIONS

Move	Combat	Charge	Shoot	Reform
Homunculus Est!				

REVERSAL OF FORTUNE

- If a unit fails two **consecutive** *Movement Activations*.
- If a unit fails a *Manoeuvre Test*.
- If a unit has no enemy unit to its front after *Charge Activation*.
- If a unit fails a *Reform Test*.
- If a unit is *Pushed Back* with Repulsed or Grind result.
- If a unit is *Short of Ammunition*.
- Unsuccessful attempt to bring *Off-Table* unit back.
- If a *"Homunculus Est!"* fails.

SETBACK AND DISASTER CARDS

Setback Cards	Disaster Cards
• Formed unit is Pushed Back • Formed unit is Retiring • Unit becomes Disordered • Skirmisher unit Routs • Skirmisher unit withdraws from Table • General lightly or seriously wounded • General withdraws from Table (+ one Card for each initial Generalship Point!)	• Formed unit Routs and is removed from play • Formed unit withdraws from Table through Push Back or Retiring • General killed • Baggage or Camp is captured

COMMAND POINTS

Any three Points can be exchanged for one different Point at any time.

Attack	Movement
• Re-roll *all* Combat dice • +1 for Movement dice in Charge for each Attack Point (except roll of 1)	• Re-roll one Movement dice • Re-roll one Manoeuvre Test • Advance as a line (see p. 18)

Defence	Strategy
• Re-roll failed Discipline Test • Roll additional Defence dice • Stand after Push Back result (Setback Card still collected!)	• Deploy in not-adjacent square • Re-allocate Command Points (no pool more than 4) • Re-roll any "Ruse" activation (see p. 63) • Cancel one Setback Card • Cancel "Homunculus Est!" (no Reversal of Fortune)

Generalship
• Convert into one Attack, Defence or Movement Point for a unit the General is attached to   • Convert into a Strategy Point   • Cancel "Homunculus Est!" (no Reversal of Fortune)

HOMUNCULUS EST!

Once in a phase, a player may call "Homunculus Est!" → The opponent has to reveal all Setback and Disaster Cards. The player can expend one Strategy or Generalship Point to cancel "Homunculus Est!", but only **once per battle** (this does not trigger Reversal of Fortune).

Number of Points is equal to or higher than Army Break Point	• Army is broken and battle is lost
Number of Points is less than Army Break Point but equal to or higher than half	• Army is not broken • All units become Fatigued • Player can discard one revealed Setback or Disaster Card of his choice • Reversal of Fortune
Number of Points is less than half of the Army Break Point	• Army is not broken • Player can discard one revealed Setback or Disaster Card of his choice • Reversal of Fortune

MOVEMENT ACTIVATION

Roll 1D6. Add any Modifiers. Check Movement table results.

Unmodified roll of **1** counts as failed Activation.

If Army Fatigued: Unmodified roll of **1-2** counts as failed Activation.

Two **consecutive** Activations failed: *Reversal of Fortune*.

Modifiers
Light Infantry / Infantry Skirmishers **+1**
Cavalry **+2**
Light Cavalry **+3**

Modified Roll	1	2 / 3	4 / 5	6 / 7	8 / 9
Movement Points	0	1	2	3	4

- **Warband** units must move full distance and towards enemy.
- **Two** Infantry or Cavalry units directly behind each other may make *combined* Movement roll and move together.
- Units with Skirmish Characteristic may move **through** another Skirmish unit or Drilled unit.
- Unit moving forward in **Rough Terrain** needs one Movement Point per square.

MANOEUVRE TEST

Roll 1D6. Add any Modifiers.

Success if roll is equal to or above unit's Manoeuvre Rating.

Unmodified roll of **1** always fails and **6** always succeeds.

Drilled units may Re-roll failure in Flat Open Ground.

A unit leaving an enemy ZOC must pass Manoeuvre Test.

Two units of **same type** directly behind each other may manoeuvre together → Only the leading unit makes Manoeuvre Test and manoeuvres, the rear unit is placed directly behind it.

Failure of Test: Reversal of Fortune!

Modifiers
About Face **-1**
Infantry manoeuvring in Rough Terrain **-1**
Cavalry manoeuvring in Rough Terrain **-2**

Manoeuvres

Manoeuvre Attempted	Manoeuvre Points
Oblique Advance	2
Forward Turn 90°	2
Drifting	2
About Face 180°	2
Moving forward in Rough Terrain *(per square)*	1

COMBAT ACTIVATION

1)

Add all applicable Modifiers to each unit's Combat Rating.

In **Rough Terrain** Combat Rating for Infantry is always **2** and for Cavalry is always **1**.

Remember unit Characteristic Modifiers!

Each supporting adjacent friendly unit not in ZOC	+1	Infantry or Cavalry unit with Skirmish Line in front	+1
Warband directly behind each other not in ZOC	+1	Infantry unit with Elephant Skirmish Line in front	+2
Warband charging	+1	Downhill charge	+1
Combat with enemy on Flank or Rear	$^1/_2$	Disordered unit	$^1/_2$
Attacking across Linear Obstacle	$^1/_2$		

2)

Compare modified Combat Ratings and determine number of dice.

Equal Combat Ratings
Attacker rolls **one** dice.

Higher Combat Rating but not double
Attacker rolls **two** dice. Player with higher Combat Rating chooses result.

Double Combat Rating or more
Attacker rolls **three** dice. Player with higher Combat Rating chooses result.

3)

Defending unit rolls one Defence dice (**Cataphracts** roll two dice unless "Repulsed" result) → If Defence dice matches chosen Combat result dice the attack has no effect.

COMBAT RESULTS

Apply the result on the Outcome table for the chosen combat dice.

1D6	Result	Outcome
1	Repulsed	Attacking unit is Pushed Back and must make Discipline Test. Reversal of Fortune.
2	Grind	Attacking and Defending unit are both Pushed Back and both must make Discipline Test. Both Players receive Setback Card if Formed unit (not Skirmishers). Reversal of Fortune. If **Defending** unit is Battle Trained the result becomes a "Repulsed".
3	Stand	No effect.
4	Push Back	Defending unit is Pushed Back. Player receives Setback Card if Formed unit (not Skirmishers).
5	Advance	Defending unit is Pushed Back and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers). If **Defending** unit has Skirmisher Characteristic the result becomes a "Stand".
6	Crunch	Defending unit is Pushed Back and must make Discipline Test. Player receives Setback Card is Formed unit (not Skirmishers).

SHOOTING ACTIVATION

1)

Add all applicable Modifiers to shooting unit's **Ranged Combat** Rating and target unit's **Combat** Rating.

Each adjacent friendly unit with Ranged Missile Characteristic not in ZOC	+1
Target unit shot in Flank or Rear	$^1/_2$
Target unit Disordered	$^1/_2$

2)

Compare modified Combat Ratings and determine number of dice.

Lower Combat Rating
Shooter rolls **one** dice and applies **-1** for each point of difference in Combat Ratings.

Equal Combat Ratings
Shooter rolls **one** dice.

Higher Combat Rating but not double
Shooter rolls **two** dice and chooses result.

Double Combat Rating or more
Shooter rolls **three** dice and chooses result.

3)

Defending unit rolls one Defence dice (two dice if in **Cover**) → If Defence dice matches chosen Combat result dice the attack has no effect.

SHOOTING RESULTS

Apply the result on the Outcome table for the chosen combat dice.

1D6	Result	Outcome
1	Short of Ammunition	No effect on Target. Reversal of Fortune. *(Cancelled if Defence roll is 1.)*
2-3	No Effect	No effect on Target.
4	Push Back	Target unit is Pushed Back one square. Player receives Setback Card if Formed unit (not Skirmishers).
5	Telling Shots	Target unit is Pushed Back one square and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers). If Target unit has **Skirmisher** Characteristic the result becomes "No Effect".
6	Withering Shooting	Target unit is Pushed Back one square and must make Discipline Test. Player receives Setback Card if Formed unit (not Skirmishers). If Target unit has **Skirmisher** Characteristic roll on Push Back table and move unit directly away from shooting unit the distance rolled. Skirmisher must make Discipline Test but receives no Setback Card.

SKIRMISH AND RESERVE LINES OUTCOME

Roll 1D6 for any Skirmish or Reserve Line in Combat. Remove from play if:

1D6	Remove
1-4	Infantry or Cavalry
1-3	Light Chariots
1-2	Elephants

If a unit is **Routed**, all attached Skirmish and Reserve Lines are removed.

PUSH BACK

Pushed Back unit **rolls 1D6** to determine how far it moves back.

1D6	Formed Infantry	Skirmishers	Cavalry
1	No movement	1 square	1 square
2-4	1 square	2 squares	2 squares
5-6	2 squares	3 squares	3 squares

Terrain is ignored when being Pushed Back!

Push Back Off-Table

- A unit Pushed Back Off the Table cannot return.
- Formed unit or General Pushed Back Off the Table suffers Disaster Card.
- Skirmisher unit Pushed Back Off the Table suffers Setback Card.

Making Contact while being Pushed Back

- If Pushed Back unit contacts **Formed friendly unit**, the contacted unit moves one square to allow the Pushed Back unit to take place. Both units then halt.
- If Pushed Back unit contacts **Formed enemy unit** or Impassable terrain, it must halt and becomes Disordered. If already Disordered, it will Rout.
- If **Warband** unit is Pushed Back whilst supported by friendly Warband, both units move back the distance rolled.
- If Pushed Back Formed unit contacts **friendly unit with Skirmisher Characteristic**, the Skirmisher unit moves one square to accomodate the Pushed Back unit unless it has sufficient movement to fully pass through.
- If Pushed Back **Skirmisher unit** contacts **friendly unit**, it moves through.
- If Pushed Back **Skirmisher unit** contacts **enemy unit** or Impassable terrain, it must halt and becomes Disordered. If already Disordered, it will Rout.

LOST EAGLES AND CENTURION CASUALTIES

Roll 2D6 if Roman Legion unit **Routing** or **Retiring**.

Event	Eagle Lost	Centurion Casualties	No Effect
Routed from Combat	2-6	7-8	9-12
Routed not from Combat	2-5	6-7	8-12
Retiring from Combat	2	3-4	5-12
Retiring not from Combat	2	3	4-12

If Eagle Lost: collect Disaster Card.

If Centurion Casualties: collect Setback Card and increase unit's Discipline Rating *permanently* by +1.

Note: Each Legion can only loose *one* Eagle and suffer Centurion Casualties *once* per battle!

RISK TO GENERALS

Test for General which is attached to a unit which is **Pushed Back**, **Disordered**, **Retiring** or **Routing**.

1)
Roll 2D6 and compare result to event.

2D6	Injured if unit is
2	Pushed Back
2-3	Disordered
2-4	Retiring
2-5	Routing

2)
If General is injured, **roll 1D6** and determine outcome.

1D6	Event	Outcome
1-2	**General killed**	• Remove General from play • Remove all Generalship Points • Collect Disaster Card • Immediate "Homunculus Est!" *(no removal of Cards if army not broken)* • Roll 1D6 per Command Point: on 1-3 the Command Point is removed
3-4	**General seriously wounded**	• Remove General from play • Remove all Generalship Points • Collect Setback Card • Collect additional Setback Cards for **each** starting Generalship Point • Roll 1D6 per Command Point: on 1-2 the Command Point is removed
5-6	**General lightly wounded**	• Remove one Generalship Point • Collect Setback Card • Roll 1D6 per Command Point: on 1 the Command Point is removed

FOLLOW UP

Victorious unit **rolls 2D6** if **not wishing** to Follow Up → If equal to or higher than unit's Discipline Rating, it remains stationary.
If not, it must Follow up.

Unit **rolls 1D6** to determine how far it advances.

1D6	Formed Infantry	Skirmishers	Cavalry
1	No movement	1 square	1 square
2-4	1 square	2 squares	2 squares
5-6	2 squares	3 squares	3 squares

When a unit Following up has **another enemy** in one of its two frontal squares:

- *Infantry* remains stationary
- *Cavalry* may carry out an Oblique Advance at a cost of one Follow Up Movement Point

PURSUIT OFF-TABLE

No Setback or Disaster Card collected.

Unit is **temporary** removed from Table.

In following turns a player may attempt to bring the unit back → The unit must make Discipline Test.

- If successful: Unit returns in the two squares where it left the Table.
- If unsuccessful: Unit remains off the Table. (Further attempts can be made in subsequent rounds.) Reversal of Fortune.

DISCIPLINE TEST

Testing unit **rolls 2D6**. Add +1 if a Light Chariot Skirmisher Line is present.
Compare result to Discipline Rating.

Equal to or greater than Discipline Rating	Pass	Discipline Test is passed. *Natural roll of 12: Remove one unseen Setback Card.*
Less than Discipline Rating	Failure	Consult relevant outcome in table below.
Less than Discipline Rating and dice shows "double"	Critical Failure	Consult relevant outcome in table below and apply **Critical Failure Modifier**.

REFORM TEST

Disordered unit **rolls 2D6**. Add any Modifiers.
Compare result to Discipline Rating.

Modifiers
For each enemy ZOC **-1**
If General is attached **+1**

Equal to or greater than Discipline Rating	Pass	Remove Disordered marker. *Natural roll of 12: Remove also one unseen Setback Card.*
Less than Discipline Rating	Failure	Consult relevant outcome in table below.
Less than Discipline Rating and dice shows "double"	Critical Failure	Consult relevant outcome in table below and apply **Critical Failure Modifier**.

FAILED DISCIPLINE OUTCOME

Roll 2D6.

Modifiers
For each Point by which unit failed Discipline Test if **Critical Failure -1**
If Fatigued Army **-2**

2D6	Result	Outcome
2-4	Rout	• Unit makes additional move rolled on Follow Up table away from enemy. • Any friendly unit whose ZOC is entered or passed through must make immediate Discipline Test. • Unit then removed from play. • Player collects Disaster Card if unit is Infantry or Cavalry; Setback Card if Skirmishers. • If Roman Legion: make Lost Eagles Test.
5-6	Retiring	• Unit becomes Disordered. If already Disordered, it **Routs** (see above). • Unit faces away from enemy. • Player collects Setback Card. • If Retiring unit is Pushed Back and contacts a friendly unit, the friendly unit is Pushed Back one square to make space. Friendly unit becomes Disordered and another Setback Card is collected. • If Roman Legion: make Lost Eagles Test.
7-12	Disordered	• Unit becomes Disordered. If already Disordered, it **Routs** (see above). • Player collects Setback Card.

FAILED REFORM OUTCOME

Roll 2D6.

Modifiers
For each Point by which unit failed Reform Test if **Critical Failure -1**
If Fatigued Army **-2**

2D6	Result	Outcome
2-4	Rout	• Unit moves **full distance** rolled on Follow Up table away from enemy. • Any friendly unit whose ZOC is entered or passed through must make immediate Discipline Test. • Unit then removed from play. • Player collects Disaster Card if unit is Infantry or Cavalry; Setback Card if Skirmishers. • If Roman Legion: make Lost Eagles Test. • Reversal of Fortune.
5-6	Retiring	• Unit remains Disordered. • Unit faces away from enemy and moves one square away from enemy. • Contacted friendly unit is Pushed Back one square to make space. • Player collects Setback Card. • If Roman Legion: make Lost Eagles Test. • Reversal of Fortune.
7-12	Disordered	• Unit remains Disordered. • Reversal of Fortune.