

| Combat Modifiers | | Melee | Shoot |
|----------------------------|------------------------------|-------------------------|-------|
| Base is: | Ch, Ele, Mntd Inf | x½ | x¼ |
| | Cavalry | ~ | x½ |
| | Artillery | x¼ | ~ |
| | Fighting behind Train | x½ | x½ |
| Receiving charge at a halt | Cavalry, Ch, Ele; Inf vs Inf | x½ | ~ |
| | Ready Pike vs Mounted | x2 | ~ |
| | All Others | x1 | ~ |
| Base Is: | Charging (not cntrchrg) | +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 |
| Contacts on: | 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 |
| | ExtraHeavy 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 |

| Scouting Strengths | |
|--------------------|---|
| LC | 4 |
| MC | 2 |
| LCh | 2 |
| EHC | 1 |
| HC | 1 |
| HCh | 1 |
| SO Inf | 1 |

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

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

| 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 |

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

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

| Pre-Game |
|----------------|
| Scouting |
| Outflanking |
| Setting Up |
| Initial Orders |

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

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