

QUICK REFERENCE SHEET

RANGED ATTACKS 'TO HIT' MODIFIERS

Dice Score	Situation
-1	Attackers are shaken and/or disordered
-1	The target is partly obscured, in open order, artillery or baggage
-1	The target is formed and either cataphracts or the front of heavy infantry
-1	Closing Shots
-1	Traversing Shots
-1	Long Range Shots – this applies to all shots at ranges over 12"

MORALE SAVE MODIFIERS

Dice Score	Situation
+1	Square or Wedge
+1	Cover
+2	Testudo
+2	Buildings
+3	Fortification
-1	Hit by Light Artillery
-2	Hit by Medium or Heavy Artillery
-2	Column

HAND-TO-HAND 'TO HIT' MODIFIERS

Dice Score	Situation
+1	Charging/Countercharging – fighting units only
+1	Winning – fighting units only
+1	Uphill
-1	Shaken and/or disordered
-1	Open Order
-1	Engaged to the Flank/Rear

BLUNDER TABLE

- 1 Uncontrolled flight! Face to rear and make 2 moves. Take 1 casualty.
- 2 Back! Make 1 move backwards whilst continuing to face.
- 3 Drift left. The unit makes 1 move to its left.
- 4 Drift right. The unit makes 1 move to its right.
- 5 Forward! The unit makes 1 move to its front and charges if possible.
- 6 Uncontrolled Advance! The unit makes 3 moves to its front and charges if possible.

MOVEMENT

Infantry, Elephants, Wagons and Baggage, Man-portable Artillery, Cataphract Cavalry, and Heavy Chariots 6"

Light Chariots and other formed Cavalry 9"

Light Cavalry in open order and Horse Archers 12"

Commanders 24"

FORMATION MODIFIERS

Column Ranged Attacks 0, Hand-to-Hand Attacks 1

Testudo Ranged Attacks 0

Square Ranged Attacks 0, Hand-to-Hand Attacks 2 per face

Buildings Ranged Attacks 2 per face, Hand-to-Hand Attacks 2 per face

RANGED ATTACK DISTANCES

Javelins, Darts and other thrown weapons 6"

Bows, Crossbows and Staffslings 18"

Slings 12"

Light Artillery 24"

Medium Artillery 36"

Heavy Artillery 48"

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BREAK TESTS

TEST WHEN:

- A unit is shaken by ranged attacks including by closing/traversing shots.
- A shaken unit takes further casualties from ranged attacks.
- On the roll of a 6 'to hit' by ranged attacks requiring better than 6 to hit.
- On two rolls of 6 'to hit' by ranged attacks requiring 6 to hit.
- If a fighting unit is defeated in hand-to-hand combat.
- If a fighting unit that is already shaken draws a hand-to-hand combat.

- If a unit is supporting a fighting unit that breaks or is shattered.

BREAK TEST MODIFIERS (2D6):

- For Break tests due to ranged attacks deduct excess casualties suffered by the unit from the dice score.
- For Break tests due to hand-to-hand combat deduct the difference in casualties suffered from the dice score.

DICE SCORE	UNIT	RANGED ATTACKS	HAND-TO-HAND
10 or more	Infantry	Hold your ground without penalty	Hold your ground without penalty
	Cavalry	Hold your ground without penalty	Hold your ground without penalty
	Skirmishers	Hold your ground without penalty	Hold your ground without penalty
9	Infantry	Hold your ground without penalty	Hold your ground without penalty
	Cavalry	Hold your ground without penalty	Give ground in good order together with supports
	Skirmishers	Retreat in good order	Give ground disordered
8	Infantry	Hold your ground without penalty	Hold your ground without penalty
	Cavalry	Hold your ground without penalty	Give ground in good order together with supports
	Skirmishers	Retreat disordered	Break if shaken, otherwise Give ground disordered
7	Infantry	Hold your ground without penalty	Give ground in good order together with supports
	Cavalry	Retreat in good order	Give ground disordered, together with supports
	Skirmishers	Retreat disordered	Break
6	Infantry	Hold your ground disordered or Retreat in good order	Give ground in good order together with supports
	Cavalry	Retreat disordered	Give ground disordered, together with supports
	Skirmishers	Retreat disordered	Break
5	Infantry	Hold your ground disordered or Retreat in good order	Give ground disordered, together with supports
	Cavalry	Retreat disordered	Break if shaken, otherwise Give ground together with supports – all disordered
	Skirmishers	Break if shaken, otherwise Retreat disordered	Break
4	Infantry	Retreat disordered	Break if shaken, otherwise Give ground together with supports – all disordered
	Cavalry	Break if shaken, otherwise Retreat disordered	Break if shaken, otherwise Give ground together with supports – all disordered
	Skirmishers	Break if the unit has suffered any casualties, otherwise Retreat disordered	Break
3	Infantry	Break if shaken, otherwise Retreat disordered	Break if shaken, otherwise Give ground together with supports – all disordered
	Cavalry	Break if shaken, otherwise Retreat disordered	Break
	Skirmishers	Break	Break
2 or less	Infantry	Break if unit has suffered any casualties, otherwise Retreat disordered	Break
	Cavalry	Break if unit has suffered any casualties, otherwise Retreat disordered	Break
	Skirmishers	Break	Break

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UNITS ON FOOT							
Type	Combat				Morale Save	Stamina	Useful Rule
	Clash	Sustained	Short Range	Long Range			
Heavy Infantry	7	7	3	0	4+	6	
Heavy Infantry with Long Spear	7	7	3/0	0	4+	6	Long Spear
Heavy Infantry Pikemen	7	7	3/0	0	4+	6	Phalanx, Pike
Heavy Infantry with Double-Handed Weapon	8	7	2/0	0	4+	6	Double Handed
Medium Infantry	6	6	3	0	5+	6	
Medium Infantry with Long Spear	7	7	3/0	0	5+	6	Long Spear
Medium Infantry Pikemen	6	6	3/0	0	5+	6	Phalanx, Pike
Medium Infantry with Double Handed Weapon	7	6	2/0	0	5+	6	Double Handed
Medium Infantry Archers	5	5	3	3	5+	6	
Medium Infantry with Spear and Bow	6	6	3	3	5+	6	
Medium Infantry Warband	7,8 or 9	6	2	0	5+	6	Wild Fighters
Light Infantry	5	5	3	0	6+	6	
Light Infantry Archers (standard unit)	4	4	3	3	0	6	
Armoured Light Infantry Archers (standard unit)	4	4	3	3	6+	6	
Light Infantry Archers (small unit)	3	3	2	2	0	4	
Armoured Light Infantry Archers (small unit)	3	3	2	2	6+	4	
Skirmishers (standard unit)	5	4	3	0	0	6	
Skirmishers with ranged weapons (standard unit)	4	4	3	3	0	6	
Skirmishers (small unit)	3	2	2	0	0	4	
Skirmishers with ranged weapons (small unit)	2	2	2	2	0	4	

Note. This list provides examples of values and commonly employed useful rules, and can be varied and extended should players wish to do so. Troops equipped with swords, javelins, and light thrusting or throwing spears are the standard type, hence weapons are not indicated. Other troops, for example those with heavy throwing weapons (Pila) have the same values as common troops of their type.

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MOUNTED UNITS							
Type	Combat				Morale Save	Stamina	Useful Rule
	Clash	Sustained	Short Range	Long Range			
Cataphract Cavalry	9	6	3	0	4+	6	
Cataphract Cavalry with Kontos	9	6	3/0	0	4+	6	Kontos
Cataphract Cavalry (Bow-Armed) or Kontos and Bow	9	6	3	2	4+	6	Kontos
Heavy Cavalry	9	6	3	0	4+	6	
Heavy Cavalry with Kontos or Lance	9	6	3/0	0	4+	6	Kontos, Lance
Heavy Cavalry (Bow-Armed) or Kontos and Bow	9	6	3	2	4+	6	Kontos
Medium Cavalry	8	5	3	0	5+	6	
Light Cavalry (standard unit)	7	5	3	0	6+	6	
Light Cavalry (Bow-Armed) (standard unit)	7	5	3	3	6+	6	
Light Cavalry (small unit)	5	3	2	0	6+	4	Feigned Flight
Light Cavalry (Bow-Armed) (small unit)	5	3	2	2	6+	4	Feigned Flight
Horse Archers (standard unit)	6	4	3	3	6+	6	Parthian Shot
Horse Archers (small unit)	4	2	2	2	6+	4	Parthian Shot
Light Chariots	6	6	3	0	4+	6	
Light Chariots (Bow-Armed)	6	6	3	3	4+	6	
British/Celtic Light Chariots	6	5	4	0	4+	6	Feigned Flight
Heavy Chariots	9	5	3	0	3+	6	
Heavy Chariots (Bow-Armed)	9	5	3	3	3+	6	
Heavy Scythed Chariots (small unit)	7	0	0	0	3+	4	Scythed Chariots
Elephant	4	3	1	0	4+	6	Elephant
Elephant with Bow-Armed Crew	4	3	1	1	4+	6	Elephant
Light Artillery	1	1	2	2	0	3	
Medium Artillery	1	1	0	3	0	3	
Heavy Artillery	1	1	0	3	0	3	
Wagons/Baggage	3	1	1	0	0	6	