

SPQR QRS

6 is always a success 1 is always a fail

Dice of Fate:

Roll at start of each turn.

Winner decides whether to go first or second.

Actions: Units can perform **TWO** actions:

- Move
- Shoot
- Melee
- Special

Move:

Difficult Terrain: Half move

Dangerous Terrain: Half move + Agility check. If failed, roll 1d6: unit takes that many wounds.

Climbing and Jumping: See p9.

Falling: (p17)

Shoot:

WEAPON	RANGE	Special Rules
Bow	20"	
Javelin	10"	Lethal 2, 1 shot
Sling	30"	Lethal 1, Slow
Stones	10"	

- 1d6 per model + RA. 6= hit
- -1 If over half range
- +1 for every 10 models in the target unit.
- + 1 v phalanx
- Parry, if suitably armed
- Armour save (1d6 + Arm. 6 saves.)
- Light Cover: -1 Ranged Att pen
- Heavy Cover: -1 Ranged Att pen
+1 Armour

Melee:

Weapon	Special Rules
Dagger	Short
Sword	Parry
Long Spear	Long
Fists & Feet	Short, Weak

Both sides roll number of melee dice it possesses. d6 + Melee score= 6 is a hit.

- If Melee score is more than twice your opponents then the enemy has -1 penalty to Melee checks.
- Long +1 to Melee score
- Short -1 to Melee score
- -1 v Phalanx
- Parry, if suitably armed or in cover

Armour save:

- +1 if in **phalanx**
- -1 for each **Lethal**
- - 1 if attack is **Weak**

Charging: If all models move 3" in a straight line they gain the Lethal special rule.

Cover: Defender in cover may force the attacker to reroll any or all Melee checks.

Fleeing: A unit may flee a melee but suffers 1 immediate round of combat but not make any attacks.

Weapon Special rules: (p19)

Lethal x	Armour Check penalty
Long	+1 to melee check unless also armed with long weapon
One Shot	Use once
Parry x	Reroll that number of melee checks
Short	-1 melee checks
Slow	Special action must be taken before moving
Weak	Enemy +1 to Armour check.

Phalanx: (p21)

Unit making ranged attack against phalanx does so at +1

A phalanx may only parry to the front.

If charged the front by cavalry gain Lethal rule.

+1 Bravery Checks

+1 Armour to the front

Enemy -1 to all Ranged and Melee checks to the front.

Phalanx broken if charged from flank or rear.

Hit and Run Units: (p17), if attacked, make Bravery check. If successful make 1 free move action.

Challenges: (p16)

Hero may challenge.

One hero must accept.

If accepted put heroes together and they fight independently.

If one side has more models in the combat its hero may reroll any one Melee or Armour check.

Knockdown: (p18) Lay model on side.

Move or Melee action to stand up.

Heroes Leading Units: (p18)

Stunning: (p19)

Will to fight: (p20)

Take when;

- Hero killed within 12"
- Warband reduced to a quarter
- Unit reduced to half or quarter

1d6 + bravery score

+1 if in phalanx

+1 for every 10 models in the unit

Armour & Equipment : (p26-27)

	Move	Armour	Special
Arrow			Armour check
Apron			reroll
Buckler			Parry v Close Combat
Cuirass	-2"	+3	
Helmet		+1	
Large Shield			Parry 2. Lost Shield.
Linothorax	-1"	+2	
Small Shield			Parry 1

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Horse: (p27)

Double move for one move every phase
+1 Melee check when charging

Horn: Unit with horn may perform 3 actions once per battle

Standard: Unit within 12" may reroll bravery check.