

Quick Reference

Discipline&Action

- Roll a die for the unit you wish to act with. Die is the type given in the unit's Discipline Type.
 - 1: Rash Action performed.
 - 2-3: Unit may make a Simple Action.
 - 4+: Unit may make a Simple Action or Strategic Action.
- After unit has performed action, player chooses another unit to act with.
- A Discipline Test must be rolled for all units in the army regardless of whether player wishes to use them.

Actions

Rash Action

- Unit armed with bows/ crossbows – unit attempts to shoot nearest enemy.
- Unit not armed with bows/ crossbows – unit moves towards nearest enemy unit.

Simple Actions

- Move
- Charge
- Shoot

Strategic Actions

- Forced March
- Reform
- Regroup
- Support
- Shieldwall
- Feigned Flight

Fight Phase

- The player whose turn it is decides upon the order that the Fights will take place in.
- The Fight Strength of both sides in the Fight are totalled up and compared.
- If one side has a higher Fight Strength than the other, the player may allocate re-rolls into Attack or Armour rolls.
- Once both player's sides have attacked and defended, any effects of damage are applied/ bases taken away.
- The damage caused by each side is compared. If one player has caused less, their side loses.
- A Morale Test is rolled for each unit on the losing side.
- If the score equals or beats the difference in damage, the unit holds.
- If the score is less than the difference in damage, the unit flees.
- The player whose side won the Fight may decide whether their units give chase or attempts to refrain.
- Once all Fights have been resolved the turn goes to the other player.

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Fight Strength

Each Skilled unit on each side in the Fight:	+2
Each Skilled unit on each side in the Fight:	+1
Each Poor unit on each side in the Fight:	+0
General leading friendly unit:	+2
Noble leading friendly unit:	+1
Each friendly unit fighting from higher ground/ elevated position:	+1
Friendly bases outnumber the enemy bases less than 2:1:	+1
Friendly bases outnumber the enemy bases 2:1:	+2
Friendly bases outnumber the enemy bases 3:1:	+3
Each unit on foot that charged into the fight this turn:	+1
Each mounted unit that charged into the fight this turn:	+2
Each friendly unit attacking an enemy unit's flank:	+2
Each friendly unit attacking an enemy unit's rear:	+3

Damage

Unit without Wounded token	1 base removed for every 2 damage. Unit gains wounded token if there is any leftover damage.
Unit has Wounded token	1 base removed for first point of damage. After this 1 base removed for every 2 damage. Unit maintains wounded token if there is any leftover damage. Wounded token is otherwise removed.

Retreat/Give Chase Values

Models on foot (Infantry, Light Infantry etc.)	4+D4"
Mounted Models (Cavalry, Light Cavalry, Heavy Cavalry etc.)	4+2D4"

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Retreat in a friendly unit

Friendly unit has an equal or greater number of bases than the retreating unit.

The retreating unit is placed on the other side of the friendly unit 1" away (or as near as possible). The retreating unit makes no further movement.

Friendly unit has a lesser number of bases than the retreating unit.

The retreating unit is placed on the other side of the friendly unit 1" away (or as near as possible). The retreating unit makes no further movement. Added to this, the friendly unit must take its own Morale Test. The morale roll receives a -2 penalty to the die score as if it had suffered 2 damage during a Shoot action – no bases are removed or damage caused however.

Friendly unit is in a 'Shieldwall'

The retreating unit stops 1" away from the friendly unit (it does not move 'through' the unit as described above regardless of unit size). A Morale Test must still be taken by the friendly unit if it would normally be required to, i.e. the retreating unit is made up of a greater number of bases.

Retreat in an enemy unit

Enemy unit has an equal or greater number of bases than the retreating unit.

The retreating unit is immediately removed from play and considered to be destroyed. It takes no further part in the battle.

Enemy unit has a lesser number of bases than the retreating unit.

The retreating unit immediately stops. In the next 'Fight Phase' the retreating unit counts as having a 'Battle Factor' of '0' regardless of any modifiers.

Retreating unit is caught

Retreating unit has less bases than the unit that has caught it.

The retreating unit suffers wounds equal to the difference in the number of bases between them and the pursuing unit. It is then treated as a rear charge, fought next turn.

Retreating unit has equal or more bases than the unit that has caught it.

The unit stops and the move is counted as a charge. The fight is carried out in the next turn's Fight Phase with all normal modifiers applied. It is treated as a charge to the rear and must be aligned as such.

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