

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

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

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

| 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 |
| Distance W. | 3 | 7 |

| Outflanking | |
|-------------|----------------|
| 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 |

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

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

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

| Magic Points | |
|--------------|---------------------|
| Fire | Combat 1:1 |
| Air | Morale 2:1 |
| Water | Movement 1 per 2" |
| Earth | Healing 3 per 1 STR |
| Void | Officer A 2:1 |
| | Casualties D 1:1 |

| Charge Response | |
|-----------------|-----------------|
| | Receive at Halt |
| | Evade |
| | Counter Charge |
| | Counter Shoot |

| Morale Modifiers | |
|--|------------|
| Situation: The Battlefield (not Undead) | |
| 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, not SW) | -1 |
| Standard within 32" | +1 |
| | Army |
| | Sacred |
| Officer within 16" | +2 |
| | SubGen |
| | General |
| | +2 |
| | CinC |
| | +3 |
| Enemy Ch, BE, Hero, MG, HG within 16" | -1 |
| Situation - The Base | |
| Base is | |
| | Shaken |
| | Routed |
| | -2 |
| | Disordered |
| | -3 |
| | In Cover |
| | -2 |
| | In Works |
| | +1 |
| | Flank |
| | +2 |
| | Rear |
| | -3 |
| Casualties taken from | -6 |



| Base Type | Movement | | | Imp. |
|---------------------------------------|---|-------|-----------|------|
| | Open | Rough | Difficult | |
| Leader Base in Column | 16 | 12 | 8 | 2 |
| Leader Base in Line | 10 | 8 | 4 | 1 |
| LC, LCr, SW, HG | 20 | 16 | 8 | x |
| HC, MC, MCr; MG, LCh; Mntd Inf | 16 | 12 | 6 | x |
| EHC, HCh, BE | 12 | 10 | 6 | x |
| LI, LG | 12 | 10 | 8 | 2 |
| HI, MI, Train | 10 | 8 | 4 | 1 |
| EHI, Artillery | 4 | 3 | 2 | 1 |
| Individuals | 28 | 20 | 12 | 4 |
| OO Troops | +2 | | +1 | |
| SO Troops | +4 | | +2 | |
| Flying Bonus | +4 | n/a | n/a | n/a |
| Charging Bases | +2 | | +1 | |
| Charging Cavalry, Creatures, Chariots | +4 | | +1 | x |
| Roads | +2 for infantry, SW, train, giants and BE | | | |
| | +3 for cavalry, creatures and chariots. | | | |

| Combat Modifiers | | Melee | Shoot |
|--------------------------------|--|-------|-------|
| Base is: | | ~ | x1/4 |
| BE or Ch crew | | x1/2 | x1/4 |
| Mounted Infantry | | ~ | x1/2 |
| Cavalry or Creatures | | ~ | x1/4 |
| Artillery | | ~ | ~ |
| Firing Before Evading | | ~ | x1/2 |
| Firing Before Counter-Charging | | ~ | x1/4 |
| Fighting behind Train | | x1/2 | x1/2 |
| Receiving charge at a halt | | x1/2 | ~ |
| Cavalry, Ch; BE; Inf vs Inf | | x2 | ~ |
| Ready Pike vs Mntd | | x1 | ~ |
| All Others | | +3 | ~ |
| Charging (not cnttrchg) | | +2 | ~ |
| Uphill of enemy | | -5 | -5 |
| Shaken | | -3 | -3 |
| Disordered | | -3 | -3 |
| Levy | | +3 | +3 |
| Veteran | | +5 | +5 |
| Elite | | ~ | ~ |
| Shooting at Long Range | | ~ | -5 |
| Moving | | ~ | -5 |
| PI/PO/HW at 1st contact | | +6 | ~ |
| Knights/Giants at 1st contact | | +4 | ~ |
| LA/2H/HS/DW at 1st contact | | +4 | ~ |
| LS at 1st contact | | +2 | ~ |
| LB or HG at short range | | ~ | +2 |
| Flank | | +5 | +5 |
| Rear | | +10 | +10 |
| Light Works | | +1 | +1 |
| Medium Works | | +2 | +2 |
| Heavy Works | | +3 | +3 |
| Leader | | +2 | +2 |
| Sub-General | | +3 | +2 |
| General | | +4 | +3 |
| CinC | | +5 | +4 |
| Hero | | +STR | ~ |
| Enemy is: | | -4 | -4 |
| Shielded | | -5 | -5 |
| Weight and Order | | -3 | -3 |
| EHI, EHC, KN | | +3 | +3 |
| HI, HC, HCh, BE, Heroes | | +2 | +2 |
| LI, LC, LCr | | ~ | ~ |
| LCh, SW | | ~ | ~ |
| Skirmish Order | | -3 | -3 |
| Uphill | | -3 | -1 |
| In Rough Terrain | | ~ | -3 |
| In Difficult Terrain | | ~ | -4 |
| In Impassable Terrain | | ~ | -5 |
| Terrain is Woods (cumulative) | | ~ | -3 |
| Behind light works/Train/LG | | -3 | -3 |
| Behind medium works/MG | | -5 | -5 |
| Behind heavy works/HG | | -7 | -7 |
| Works and Giants | | -3 | -3 |