

I-SHOOTING

HIT THROW _____ -MODIFIERS

- 1 IF SHOOTING UNIT IS POOR QUALITY
- 1 FOR LONG RANGE
- 1 IF 'BLACKENING THE SKY'
- 1 IF DISORGANIZED
- 1 IN BLOODLUST OR SHAKEN CONDITION
- +1 SHOOTER OCCUPIES HIGHER GROUND
- +1 SHOOTING UNIT IS VETERAN
- +2 SHOOTING UNIT IS ELITE

KILL THROW _____ -MODIFIERS

- 2 TARGET CARRIES A SHIELD
- 2 TARGET HAS SOFT COVER
- 4 TARGET HAS HARD COVER
- +1 SHOOTER OCCUPIES HIGHER GROUND

THE BATTLE TURN

1- SHOOTING

4- NEW ORDERS

2- MOVEMENT →



5- INFLUENCE

3- COMBAT -----→

6- COMMAND TEST

2-MOVEMENT

HVY MDM LT UROGS HORSE

8" 10" 12" 15" 18"

QUALITY

MODIFIERS

- +2 ELITE
- +1 VETERAN
- 0 AVERAGE
- 1 POOR

KILL THROW

WEAPON	ARMOR TYPE		
	LT	MDM	HVY
SPEAR	5+	6+	8+
HAND	4+	5+	8+
LANCE	4+	5+	7+
2-HAND	3+	4+	6+
BOW	5+	6+	9+
JAVELIN	6+	7+	9+

3-COMBAT

HIT THROW _____ -MODIFIERS

- 1 IF YOUR UNIT IS OF LESSER QUALITY.
- 1 IF YOUR UNIT IS DISORGANIZED.
- 1 IF YOUR UNIT IS FIGHTING IN 2 RANKS.
- +1 IF YOUR UNIT IS OF BETTER QUALITY.
- +1 IF THE ENEMY UNIT HAS NO SHIELD.

KILL THROW _____ -MODIFIERS

- SUBTRACT THE RESILIENCE OF THE ENEMY UNIT
- ADD THE STRENGTH OF THE ATTACKING UNIT
- +1 IF ATTACKING UNIT IS IN BLOODLUST
- +1 IF ATTACKING UNIT IS DEFENDING STANDARD

3-COMBAT TEST

ADD OR SUBTRACT THE UNIT'S QUALITY
COMBAT TEST _____ -MODIFIERS

- 1 YOUR UNIT IS UNDER OPPOSE ORDERS
- 1 OVER 25% CASUALTIES THIS TURN
- 1 YOUR UNIT HAS SUFFERED GREATER CASUALTIES THIS TURN
- 1 YOUR UNIT HAS LOST ITS STANDARD
- 1 YOUR UNIT IS SHAKEN
- 3 OVER 50% CASUALTIES THIS TURN
- +2 YOUR UNIT IS UNDER HOLD ORDERS
- +1 YOUR UNIT HAS KILLED MORE FIGURES THAN IT HAS LOST THIS TURN
- +1 HERO IS WITH UNIT
- +1 BATTLE LEADER IS WITH UNIT
- +1 YOUR UNIT CARRIES A STANDARD
- +2 YOUR UNIT IS IN BLOODLUST

3-COMBAT TEST

DISCIPLINED	TRIBAL	FANATICS	RESULTS
11+	8+	6+	BLOODLUST
4-10	4-7	4-5	ok
0-3	2-3	2-3	SHAKEN
-1 / LESS	1 / LESS	1 / LESS	ROUT

4-NEW ORDERS

ISSUING NEW ORDERS TEST -MODIFIERS

- 1 THE UNIT IS A DIFFERENT RACE THAN THE BATTLE LEADER'S
- 1 ANY UNITS UNDER THAT BATTLE LEADER'S COMMAND ARE DISORGANIZED
- 1 FOR EACH UNIT UNDER LEADER'S COMMAND THAT IS SHAKEN OR IN BLOODLUST
- 2 IF BATTLE LEADER IS ATTACHED TO A UNIT
- +1 UNIT IS FANATIC RECEIVING ATTACK ORDERS
- +1 BATTLE LEADER DELIVERS THE MESSAGE PERSONALLY

4-NEW ORDERS TEST

- 8+ ok
- 7 ok/CONFUSION
- 6 DELAY
- 1 DELAY/CONFUSION
- 4 IGNORED
- 3 IGNORED/CONFUSED
- 2 MISUNDERSTOOD
- 1- PANIC/CONFUSION

4-COMMAND RANGE

WHEN ISSUING NEW ORDERS MULTIPLY THE BATTLE LEADER'S LEADERSHIP SCORE BY 3" TO DETERMINE RANGE

WEAPON RANGES

BOW SHORT UP TO 9" - LONG UP TO 24"
JAVELIN SHORT UP TO 6" - LONG UP TO 12"

5-INFLUENCE TEST

BATTLE LEADER MUST BE IN BASE-TO-BASE CONTACT WITH THE UNIT

- +1 TO BATTLE LEADER'S LEADERSHIP SCORE IF A BANNERMAN/HERALD IS WITH HIM
- 1 TO BATTLE LEADER'S LEADERSHIP SCORE IF HE IS A DIFFERENT RACE THAN THE UNIT

-THROW ID

- IF THE SCORE IS EQUAL TO OR UNDER HIS LEADERSHIP SCORE HE HAS SUCCEEDED
- IF THE SCORE IS GREATER THAN HIS LEADERSHIP SCORE HE HAS FAILED
- IF THE SCORE IS 10 OR MORE GREATER THAN HIS LEADERSHIP SCORE, SOMETHING HAS GONE HORRIBLY WRONG!!!

6-THE COMMAND TEST

WHEN A BATTLE LEADER IS KILLED OR ROUTS

EACH REMAINING UNIT ROLLS ID

- 1 FOR EACH UNIT ROUTED OR ANNIHILATED
- 1 IF BATTLE LEADER'S BOAST NO LONGER HOLDS GOOD
- +1 IF THE BATTLE LEADER'S BOAST STILL HOLDS GOOD

6-COMMAND TEST RESULTS

SCORE

- 7+ THE UNIT IS UNAFFECTED
- 6 THE UNIT BECOMES DISORGANIZED
- 5 THE UNIT BECOMES SHAKEN
- 4 OR LESS THE UNIT ROUTS!!!