

FIRING AND MELEE CHART

<p><u>Firing [6.0]</u> <u>Throw 1D6 per remaining SP</u> Hit on 6 or double 5. -/+ ?D6 range factors from army list -1D6 each bound moved this turn by foot bowmen. -1D6 if disordered -1D6 target evading -1D6 Sk/LC firing at Sk/LC in cover or in the open -1D6 Sk/LC firing at non Sk in cover or defences -2D6 non Sk/LC firing at Sk/LC in cover or defences or in the open -1D6 any firing at art in open. -1D6 any non Sk/LC firing at non Sk/LC stands in woods -1D6 artillery firing at defences -2D6 any non Art/Sk/LC firing at stands in defences -2D6 indirect fire [overhead] -1D6 Roman archers firing over legion, Roman Archers or Aux. Artillery cannot move and fire.</p> <p><u>Pilum [6.1]</u> 3D6 defending, 1D6 attacking. -1D6D if disordered. Max 1D6 if supporting or have taken losses. Always get 1D6 regardless if more than 3SP remain.</p> <p><u>Order Test [1D6] [3.4]</u> For extra moves, recovering from disorder, opportunity A class pass on 3,4,5,6 B class 4,5,6 C class 5,6 +1 leader attached -1 out of range of leader [6H/4H] or leader dead -1 each movement taken after first this round</p> <p><u>Pursuit [1D6] [13.0]</u> Impetuous units and chariots units pursue 1H on 2-3, 2H 4-6 [3H on 6 if can move that far]. Others with positive impact bonus can choose – inf 1H on 4,5,6, cav 1H on 2-3, 2H 4-5, 3H on 6.</p>	<p><u>Melee [10.0]</u> <u>Throw 1D6 per remaining SP</u> Hit on 6 or double 5. -1D6 if disordered +1D6 up hill +1D6 fighting enemy flank +2D6 MC, HC charging flank +?D6 impact force if charging in</p> <p>No impact infantry vs horse/chariot No impact WB vs Auxilia charged frontally. No impact Elephants/chariots vs LI. Units charged in flank/rear by unit commencing behind front disorder.</p> <p><u>Pikes [if attacked frontally only]</u> +1 2nd and 3rd rank of pikes vs foot +3 2nd and 3rd rank of pikes vs horse No impact horse vs pikes</p> <p><u>Long Spears [if attacked frontally only]</u> +1 2nd rank of LSp vs foot +2 2nd rank of LSp vs horse No impact horse vs LS</p> <p><u>Morale Test/SP losses [1D6] [7.0]</u> If hit by shooting or in melee take Test. Need to roll equal or less than the stands adjusted morale which is:</p> <p>Commencing strength points +1 commander attached -1 disordered -1 each SP already lost -1 each hit just taken Always pass on 1, fail on 6</p> <p>Max loss 2SP in melee if lose, 1SP if win or draw. Max loss 1SP from firing</p> <p>All stands lose max 1SP vs Sk inf. Cav vs inf max loss cav 1SP [2SP if attacking pike/long spears frontally and lose].</p>
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TERRAIN EFFECTS – movement and melee

<p><u>Woods</u> -2D6 <i>HC/MC/Chariot/Pike</i> in or vs unit in woods. Halt on entering become disordered. No impact or depth in or vs unit in. Cannot recover in woods but can charge out with impact.</p> <p>-1D6 <i>long spears</i>, in or vs unit in woods. Halt on entering become disordered. No impact or depth in or vs unit in. Cannot recover in woods.</p> <p><i>Sk, LI, Aux</i> no disorder, normal move, no impact</p> <p><i>WB</i> no disorder, normal move, keep impact</p> <p><i>HI</i> halt on entering become disordered. No impact in or vs unit in woods, cannot recover in woods but can charge out with impact</p> <p><i>Shot</i>, halt on entering, become disordered, can recover in woods and can change facing w/o further disorder.</p> <p><i>LC</i> halt on entering, become disordered and no impact if move into or attacking into. Can recover from disorder and move out in order.</p> <p><u>Stream</u> All halt on entering, disordered, no impact, no depth bonus +1 defending banks of larger stream Cannot recover in stream. Can get impact if charging someone in stream whilst you are on the bank</p> <p><u>Defences</u> Barriers that constitute Defences will be specified in the scenario notes. These rules are generic rules for Defences which may vary from scenario to scenario.</p> <p>When attacking; no impact, no depth bonus, halt before crossing. Mounted and Pike disorder if cross defences. -1D6 foot attacking defences -2D6 and disorder <i>mounted</i> attacking defences Chariots and Elephants cannot attack.</p>	<p><u>Swamp</u> <i>Sk, Lt Inf, WB</i> move 1H no disorder, no impact. <i>All others</i> halt on entering, become disordered, no impact if in a swamp H. Cannot recover in swamp. Can get impact if outside of swamp charging any in the swamp except <i>Lt Inf/Sk</i> in swamp.</p> <p><u>Village</u> Stop on entering and leaving. Mounted disorder on entering. Attacking - no impetus, -1D6 foot -2D6 and disorder <i>mounted</i> Defenders fire any direction [-1D6], no flank or rear. When exiting move exit 1H max in any direction. [although stands can retreat 2H+ if beaten]. No impetus on leaving. Defeated defenders can choose to not to retreat if beaten [and take 1 extra loss] Mounted stands in a village fight at -3D6.</p> <p><u>Hills</u> Unless specified otherwise in a scenario hills provide a combat benefit to the stand which occupies a higher hex. Visibility into hill hexes extends to the first hex of the plateau top only if you are on flat ground below. A stand on the slope edge can see across the plateau top. Only a stand on the edge hex of a plateau can see off of the plateau top.</p> <p><u>Fields/rough</u> Max move of 2H All bar <i>Sk/LC/LI/Aux/WB</i> become disordered. Can recover in field and move out in order. All except <i>WB</i> have no impact if in or vs unit in rough/fields</p>
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