

War & Conquest Reference Sheet

Turn Sequence Summary (Player Round A & B)			
1	Start of Game	4	Combat
2	Movement	5	Resolution
3	Shoot	6	End Phase

Start of Game

Roll for **Strategic Advantage** (High die wins)
 Roll 1d6 & add Strategy Intervention Points (add 1d6 per point)
 Player with **Strategic Advantage** may move 1st or 2nd round
 Player maintains **Strategic Advantage** regardless of move choice

Movement

The player whose round it is moves & charges.

- 1 Declare Charges & Charge Reactions
- 2 Make all charge & regular moves in any order
- 3 Make charge reactions when charging units actually move

Command Test is required for:
 Single unit charging multiple units (within 2" of each other)
 Multiple units charging a single unit

Charges & Reactions

When charging:	Charge move	Battle Formations
Enemy in "frontal attack zone"	Double pace	Inf. 6 fig. wide min.
Enemy in front facing only	Base move	Cav. 4 fig. wide min.

Units being charged may:

- Stand Fast** If charged in flank, rear, or multiple facings unit must take Command Test. If failed, unit is disordered.
- Flee** Unit will flee directly away from the enemy charging them in the same manner as fleeing troops (p.91).
- Stand & Shoot** If all charging enemy are $\geq 5"$ away the defender may shoot. May only target one charging unit. May only mass fire if charger was in frontal attack zone.
- Shoot & Flee** If all charging enemy are $\geq 5"$ away the defender may shoot & flee. Unit's flee distance is 1d6 for infantry & 2d6 for cavalry & chariots. Cannot use massed fire.
- Feign Flight** Defender may flee, or shoot & flee. Unit will automatically rally at end of move. Move as noted for fleeing (p. 91). If attacker still contacts, fight as normal.
- Counter Charge** If charging enemy are $\geq 5"$ away, defender may counter charge in frontal attack zone. Cavalry only counter other cavalry. Do not move counter chargers.
- Failed Charges** Charger moves 1d6 for infantry or 2d6 for cavalry toward enemy, taking into account terrain.
- Revealed Units** Only units within the "frontal attack zone" may be charged all other revealed charges fail.
 Charge normally. If charger was in revealed unit's front
- Option 1:** facing & seen at the start of the turn respond with any charge reaction (except counter-charge).
 Charger may choose to halt by rolling a command test. If the test is passed treat the charge as a failed charge. If the test is failed the charge must continue.
- Option 2:** the test is passed treat the charge as a failed charge. If the test is failed the charge must continue.

Movement Rates

Regular Infantry 4"	Regular Cavalry 7"	Character on horse 18"
Light Infantry 5"	Light Cavalry 8"	Character on foot 10"
Skirmish Infantry 6"	Skirmish Cavalry 9"	Character in chariot 18"

Characters do not double pace or quick march.

Maneuvers

Wheel (p. 32)	Turning (p. 34)
Fall Back (p. 32)	Add or Subtract Ranks (p. 35)
Drift/Oblique (p. 34)	Change Formation (p. 36.)

Double Pace (2x Movement)

Skirmishers & Chariots always double pace without Command Test
 No double pace in an enemy formation's frontal attack zone & 5".
 Ignore fleeing or in combat enemies. Skirmishers < 5" take Command Test.

Quick March (3x Movement)

Unit must have fewer files than ranks at the start of the round.
 May only quick march across clear terrain or along roads or paths.
 Units may not quick march if any non-fleeing enemy are within 10".

Wheeling

Units wheel as much as desired provided they enough movement.
 May maneuver, double pace & quick march while wheeling.

Backward Movement

Units move straight back 1/2 base move & maintain front facing.

Turns

Units may turn up to 180 degrees
 Units turn as often as desired provided they enough movement.

Add or subtract ranks

Unit may +/- a rank, or part thereof, for 3" of base move per rank.

Change formation

Pass command test. No other actions. Drilled re-roll failed tests.

Maneuver	Normal			Double Pace	
	Cmd. Test	Enemy Prox.	Cost	Cmd. Test	Enemy Prox.
Move	Infantry	No	NA	1:1	Yes † $\leq 10"$ *
	Cavalry	No	NA	1:1	Yes † $\leq 5"$ *
Wheel	Skirmish & Chariot	No	NA	1:1	No NA
	Backward	Yes	NA	2:1	NA NA
Turning	<i>Regular</i>	No	NA	2"	NA NA
	<i>Light</i> (1@dbl.)	No	NA	2"	Yes $\leq 10"$ *
	<i>Drilled</i> (1@dbl.)	No	NA	1"	Yes $\leq 10"$ *
	<i>Undisciplined</i>	No	NA	3"	NA NA
+/- Ranks	<i>Regular</i>	No	NA	3"	NA NA
	<i>Drilled & Light</i>	No	NA	3"	Yes $\leq 10"$ *
Change Form.	<i>Regular</i>	Yes	$\leq 10"$ *	All	NA NA
	<i>Drilled & Light</i>	Yes	$\leq 10"$ *	All	NA NA

* -1 per enemy unit in proximity † Command test if in enemy proximity

Terrain

- Clear Terrain** - No movement, shooting, or combat restrictions.
- Uneven Terrain** *Turned earth, broken ground, crops, copses of trees, groves, undergrowth, fords & crossings*
 All formations move normally. No double pace or charge move rates. Add d6" to basic move. Chariots may only advance.
- Difficult Terrain** *Woods, shallow water, ditches, ruins & rubble, walls, fences, hedges, & steep hills*
 All formations move normally. No double pace or charge move rates. Use pursuit & flee dice to determine move rates. Cavalry in woods may only use advance move, even to charge. Walls, fences, & hedges higher than 1.5" are impassible. Regular formations & light cavalry formations are disordered in this terrain.

Dense Terrain - Forests, rivers & marshes

All cavalry & infantry battle formations only move d6", even to charge. Skirmish infantry roll 2d6 & select higher score. All battle formations are disordered while in this terrain.

Impenetrable Terrain - Severe hills, cliffs, swamps, & deep water

Pursuit & Flee Movement (3d6)

Formation	Values Selected	Formation	Values Selected
Regular Inf.	Two lowest die	Light Inf.	Highest & lowest die
All Cavalry	Two highest die	Skirmish Inf.	Highests & lowest die