

Shoot

The player whose round it is shoots

- 1 Nominate targets each of your units will be shooting
- 2 Select unit to shoot
- 3 Resolve the effect before moving to your next unit

For all shooting rolls, a roll of 1 on a d6 is an automatic miss.

Roll 1d6 per figure firing.

Add firer's SA to the die roll and adjust using modifiers.

If the total ≥ 7 target is successfully hit.

Weapon	Effective	KA	AP	Long	KA	AP
Javelins	8"	3	NA	NA	NA	NA
Darts	8"	2	NA	NA	NA	NA
Stones	8"	1	NA	NA	NA	NA
No negative when moving & shooting. May stand & shoot @ < 5".						
Slings	9"	3/2	NA	18"	3/2	NA
If stationary ROF(2). ROF(2) KA(2). Stand & shoot/fire & flee ROF(1).						
Shortbow	10"	3	NA	20"	3	NA
Bow	12"	3	NA	24"	3	NA
Longbow	15"	3	1	30"	3	NA
Staff Sling	12"	3	1	24"	3	NA
No move & shoot						
Handgun	12"	4	2	24"	3	1
No move & shoot or shoot & flee. No mass fire						
Light Crossbow	12"	3	1	24"	3	NA
If stationary may mass fire but not as charge reaction.						
Crossbow	15"	4	1	30"	3	1

No move & shoot or shoot & flee. No mass fire

Shooting Modifiers

Shooting Ability is Reduced by 1:

Each skirmish formation in line of fire	Shooting chargers
Long range shooting (over 1/2 range)	Moving & shooting
Shooting at targets in terrain features	Modifiers are cumulative

Mass Shooting

Firer may use mass shooting at units within their "frontal attack zone" and > 8" away. Firer must be stationary.

Impossible Odds

When a unit's shooting ability is reduced to < 1. Hits may still be scored on a d6 roll of 6. KA of weapon is reduced by 1.

Resolve Shooting Effects

- 1 Establish the total number of hits
- 2 Make armor save rolls
- 3 Resolve kill rolls
- 4 Take morale tests
- 5 If test is failed, flee in resolution phase

Armor Saves

Save rules are the same for both combat & shooting.

Type	Value	Type	Value	Type	Value
Buckler	1	Light Armor	1	Mounted	1
Shield	1	Heavy Armor	2	Cloth Barding	1
Large Shield	2	Partial Plate	3	Half Barding	1
Spara	2	Cataphract	3	Metal Barding	1
Pavise	2	Plate Armor	4	Skirmisher	1

Armor save modified by armor penetration value (AP)

Resolve kill rolls

Roll a d6 per figure hit and add the Killing Ability (KA) of weapon. If the total \geq warrior's Durability (D) the figure is hit & killed. Kill roll may be modified by weapon abilities or other bonuses.

Morale Tests from Shooting (Casualties over 20%)

Unit #	≤ 5	10-6	15-11	20-16	25-21	30-26	35-31	40-36
Casualties	1	2	3	4	5	6	7	8

Combat

Player with **Strategic Advantage** selects order of combats in round

- 1 Roll to hit
- 2 Make armor save rolls
- 3 Resolve kill rolls
- 4 Calculate combat results
- 5 Take combat morale tests
- 6 Move to next combat

If charged in the flank take a command test. Disordered if failed.

For all combat rolls, a roll of 1 on a d6 is an automatic miss.

Roll to hit

Roll 1d6 per figure fighting.

Add firer's CA to the die roll and adjust using modifiers.

If the total ≥ 7 target is successfully hit.

Make armor save rolls

Add die roll to armor save modifiers, if the total ≥ 7 armor saves

Modifiers are cumulative

Resolve kill rolls

Roll d6 per figure hit & add the Killing Ability (KA) of the attacker

If the total is \geq warrior's Durability (D) the figure is hit & killed

Kill roll may be modified by weapon abilities or other bonuses

Calculate Combat Results

Total number of kills caused during the combat.

Infantry Combat Bonuses

Regular infantry +1 for each rank ≥ 6 figures to a max. bonus of +2

Light infantry +1 for each rank ≥ 6 figures to a max. bonus of +1

Rank bonus may not apply when disordered or in difficult terrain

Some units may have special rules modifying rank bonus

Cavalry Combat Bonuses - Impact bonus only

Push & Shove Bonus

Side that won combat receives a +1 in the next round of combat

Other Combat Bonuses

Charge Impact Bonus of +1

Battle formation fighting in the flank facing of an enemy +1

Battle formation fighting in the rear facing of an enemy +2

To receive combat bonus unit must be \geq min. size @ end of combat

Impact Bonus

Battle formations charge target in their frontal attack zone +1

Skirmish formations charge skirmish formations in front facing +1

Units may gain bonuses per army organization or special rules

Bonus lost if charging unit disordered & when counter charging

Side with highest combat score wins & difference between scores is combat result. If scores are = it is a draw & combat continues in next round. Losing unit must take a combat morale test.

Combat morale test taken same way as a morale test, but the morale value (Mo) is reduced by combat result. Test passed if roll is \leq unit's modified morale value. Unit will stand & continue to fight.

If the combat morale test is failed apply the following rules:

Combat result difference of 1

Unit will rout & flee. If loser is a regular formation that outnumbered the winner, or ANY drilled battle formation (even if outnumbered) it will stand. Winner receives a +2 Push & Shove Bonus instead of a +1. If the loser outnumbers the winner by 2:1 or more no additional Push & Shove Bonus is awarded.

Combat result difference of 2

Unit will rout & flee. If loser is a regular formation that outnumbered the winner by 2:1 or more, or ANY drilled battle formation that outnumbered the winner it will stand. Winner receives a +2 Push & Shove Bonus instead of a +1.

Combat result difference of 3+

Unit will rout & flee. A unit which routs when engaged on more than one facing by battle formations is automatically destroyed.