

## Quick reference sheet

Sequence

Making a plan

Roll for initiative

Command: movement of units, starting with initiative moves

Shooting: Shooting with units

Hand-to-hand: both sides engage in hand-to-hand combat.

Command phase

Enemy within 12": automatic

Dice roll determines number of moves.

Change of formation: 1 move

0 = No movement: order fails

1 = 1 movement: 1 recovery

2 = 2 movement: 1 recovery

3 = 3 movement: 1 recovery

**B** = BLUNDER

Movement

Infantry, artillery, elephants 6"

Light infantry, cavalry, chariots 12"

Light Cavalry 18"

Columns: free move when command roll fails

Shooting (adjustment to dice roll when:)

**5,6 is hit! All dice hit: target in disorder**

+1 artillery firing on columns

+1 close range (6")

-1 shooters disordered or shaken

-1 target not clear

Hand-to-hand (adjustment to dice roll when:)

**5 and 6 is hit!**

+1 charging

-1 shaken or disordered

-1 attacked in the rear

Result

+1 support in flank or rear

+2 occupying a building

Loser takes test

1-4: pull back 1 move in disorder

5, 6: stay put

Artillery breaks and is removed

Shooting, ranges

Missiles	18"
Artillery	36"
Short	6"

When a unit has four chips, it is shaken. At seven chips, it is removed from the table. A Group breaks when more than half of its units are shaken or removed.

Formations

Column: shoots/fights with 1D6

Flank fights with 1D6

Tactical

Buildings: shoots/fights with 2D6/side

Blunders

1. Back men!: two moves to the rear
2. Regroup!: 1 move to the rear
3. To the left!: 1 move to the left
4. To the right!: 1 move to the right
5. Forwards!: 1 move forward
6. Charge!: Roll a D6:  
1-2: 1 move, 3-4: 2 moves, 5-6: 3 moves.