

MOVEMENT DISTANCES				
Troop Type	Open	Uneven	Rough	Diff.
Light foot	5	5	5	4
Medium foot	4	4	4	3
Heavy Foot	(outside 5MU)	4	3	2
	(Inside 5MU)	3	3	2
LH, LCm & Commanders	7	7	5	3
Cav, Cm & Armoured Kn	5	4	3	1
Heavy armoured Kn, Ct, HCm	4	3	2	1
Elephants	4	4	3	2
Light chariots	5	4	2	1
Heavy or scythed chariots	4	2	1	N/A
Battle wagons	3	2	1	N/A
Light artillery	2	1	1	N/A
Heavy artillery (wheel only)	1	1	1	N/A
Fragmented troops in the movement phase				-1 MU
KEY				
NO EFFECT	OPEN - No effect Other terrain - removes POAs that only count 'in the open'			
DISORDERED	-1 on CMTs. Lose 1 dice per 3 for shooting & close combat No Cohesion Test penalty			
SEVERELY DISORDERED	-2 on CMTs. Lose 1 dice per 2 for shooting & close combat -1 on Cohesion Tests			

DEATH ROLL		
Roll 1 Dice. (No re-rolls.)	+1 on dice for any one of:	Elephants, Artillery, Battle Wagons, BGs of 2 bases Mounted taking combat hits only from infantry
	+2 on dice if:	Testing for being shot at, or if won/drew close combat
If Score is equal to or lower than the number of hits received lose a base.		
If a base was removed, and there were more than 6 hits, deduct 6 from the hits total and roll again for the remainder. (use the same modifiers)		

AUTOBREAK				
Initial Battlegroup size	Bases LOST to trigger autobreak			
	Elite	Superior	Average	Poor
2	1	1	1	1
3	2	2	2	1
4	3	3	2	2
6	4	4	3	2
8	5	5	4	3
9	6	5	4	3
10	7	6	5	4
12	8	7	5	4

ATTRITION POINTS	
Each BG of <i>Battle Troops</i> Broken, Routed off Table or Destroyed	2
Each BG of <i>Battle Troops</i> evaded off table	2
Each on-table BG of <i>Battle Troops</i> currently FRAGMENTED	1
Each BG of <i>Skirmishers</i> Broken, Routed off Table or Destroyed	1
Each BG of <i>Skirmishers</i> FRAGMENTED or evaded off table	1
Each BG straggling off-table	1
Camp sacked by enemy	2

SIMPLE & COMPLEX MOVES						Throw 2 dice. Quality Re-rolls apply.				
Simple	Complex	Impossible	Skirmishers	Battle troops						
				All drilled troops except Pikemen	Undrilled Cavalry, Camelry & Light Chariots	Drilled Pikemen with commander	Other Undrilled with commander	Other Undrilled without commander		
Type of move	Move to be made									
Charges	Charge straight ahead or with a single wheel at the start									
Advances	A full move straight ahead									
	Any wheel or short move which does not start or pass close to enemy									
	Any wheel or short move which starts or passes close to enemy									
Double Wheels	Advance with 2 separate wheels in 1 move									
	Expand 1 or 2 bases while stationary									
Expansions	Expand 1 or 2 bases followed by a simple <i>advance</i> (reduced by 2MU)									
	Contract 1 or 2 bases with simple <i>advance</i> >= 3 MUs before or after									
Contractions	Contract 1 or 2 bases if stationary or advancing < 3 MUs before or after									
	Turn 90 or 180 deg while stationary									
Turns	Turn 90 deg with simple <i>advance</i> (reduced by 2MU) before or after									
	Turn 180 deg with simple <i>advance</i> before or after									
	Turn 180 deg, move <=2 MUs with simple advance and turn back. - only if skirmishers or non-lancer cavalry & camelry in single rank									
2nd Moves	Simple advance if > 5 MU from enemy if commander (BG or BL)									

COMPLEX MOVE TEST						Throw 2 dice. Quality Re-rolls apply.			
Quality re-rolls do not apply if testing shock troops not to charge	UNIT TYPE	PASS SCORE	Adjustments						
	Drilled	7	Commander in LoC in range	+1	DISRUPTED or DISORDERED	-1			
	Skirmishers		Extra if he is with BG/BL	+1	FRAGMENTED or SEVERELY DISORDERED	-2			
	Other Undrilled	8	Extra if he is IC	+1					

COHESION TEST						Throw 2 dice. Quality Re-rolls apply.			
Reasons to test	Immediately	Losing a close combat - or seeing a commander lost in combat in range (after all combats are resolved)							
		A FRAGMENTED battle group charged by other than light foot							
	At the end of the current phase	Suffering 1 HP3B from shooting - or taking 2 or more hits and shot at by artillery.							
		A BG breaks within 3 MUs - Non-skirmishers ignore skirmishers							
JOINT ACTION PHASE only	A commander in line of command is lost within 3 MUs - 6MUs if he is the CinC (if caught during a pursuit)								
	To bolster or rally a BG with a commander								
Modifiers									
>= 1 HP2B from shooting or combat		-1	Any one of...	Testing for shooting hits when also shot at by artillery or firearms		-1			
Losing an impact phase combat		-1		Foot or Non-Shock Mounted losing impact combat vs lancers					
At least 2 more hits received than inflicted in the melee phase		-1		Foot testing for losing impact combat against impact foot					
Each full 25% of its original bases lost		-1		Medium Foot testing for losing close combat against Mounted of Heavy foot in the open					
Non-skirmishers with threatened flank		-1		Any troops testing for losing close combat against elephants					
If testing for seeing CinC lost		-1		Any troops testing for losing close combat against heavy or scythed chariots					
More than 1 reason to test		-1							
Current Cohesion State						Commanders and support			
DISRUPTED or SEVERELY DISORDERED		-1	Commander in range or with the testers if they are in close combat.		+1				
FRAGMENTED		-2	Extra if he is IC		+1				
BROKEN		-3	Battle Group has rear support		+1				
RESULT	7 or more	Passed	Rise one cohesion level if testing to bolster or rally the battle group.						
	6, 5, 4, 3	Failed	Drop 1 cohesion level (unless testing to bolster or rally the battle group).						
	2 or less	Failed	Drop 2 cohesion levels if testing for close combat in which BG received 2 or more hits than inflicted, or if testing for seeing friends break or commander lost. Otherwise drop 1 cohesion level (unless testing to bolster or rally the battle group).						