## BATTLE GROUP BettER ARMOUR and QUALITY ~~– Quality~~ Re-ROLLS

The effect of **Better Armour and** the **Quality** difference of troop types is determined by re-rolling dice. Where a section of the rules states ‘quality re-rolls apply’ the following rules are used.

~~Elite troops can re-roll 1’s and 2’s.~~

~~Superior troops can re-roll 1’s.~~

~~Poor troops must re-roll 6’s.~~

~~A dice is only re-rolled once.~~

Quality Re-roll Ladder

|  |  |
| --- | --- |
| Base troop quality | Can re-roll dice scores of |
|  | 1, 2, 3 |
| Elite | 1, 2 |
| Superior | 1 |
| Average | No re-rolls |
| Poor | 6 |
|  | 5, 6 |

A dice is only re-rolled once.

A commander fighting in the front rank of a battle group in close combat allows the close combat ‘to hit’ dice (but not any other dice rolls) of that battle group to be one re-roll level higher on the Quality Re-roll Ladder above.~~:~~ ~~Elite troops re-roll 1’s, 2’s and 3’s; superior 1’s and 2’s; average ‘1’s and poor troops need not re-roll their 6’s.~~

If a base is in combat with an opponent which has **Better Armour** (see glossary), and it is not a type that ignores Better Armour (see below), the Melee close combat “to hit” dice (but not any other dice rolls) of that base are one re-roll level lower on the Quality Re-roll Ladder above. This is cumulative with the re-roll effect of a commander fighting in the front rank.

Types that ignore Better Armour:

* Shot
* Troops armed with Heavy Weapons
* Elephants
* War Wagons
* If fighting against mounted opponent:- Protected Horse, Protected Determined Horse, or Protected Cavaliers

For any re-roll of 1’s, 2’s and 3’s the re-rolled dice is never taken as less than the original roll. This is rare but possible, e.g. an elite battle group rolling two 2’s for a score of four gets two re-rolls. If these come up say 6 and 1, the score is counted as eight, 6 and 2. The re-rolled 2 cannot go down to a 1.