

Turn sequence	
1	Move general (s)
2	Morale
3	Flanking (20 on battle clock)
4	Moves (R to L)
5	Shooting (R to L)
6	Fights (any order)
7	Reinforcements
8	Battle clock D6

Morale D6	
Each casualty (max 5)	+1
Each Hostile face (Max 4)	+1
Levy present Y/N	+1
Lack of proximity support Y/N	+1
Elite present Y/N	-1
Veteran present Y/N	-1
On hill or winning Y/N	-1
Each 4, 5, 6 = fail	

The General	
Any 5th shoot / fight (not pursuit) hit is on general. Always saves on 2, 3, 4, 5, 6	
Morale gift = Max 4D6 for morale	Morale can be re-rolled when general present
Valiant gift = 4,5,6= assault instantly	General moves on 2, 3, 4, 5, 6 per zone
Fight gift = Min 4 hits <u>if</u> 8D6 fights used	Dead general = 3 casualty markers

Movement		
Mounted skirmishers, Chariots, Cavalry = 2 zones All others = 1 zones		
1 harder for levy		1 easier for veteran / elite
1 harder for obstructed. Gentle hill = no scenery D6 exit needed. Choose harder score if both apply.		
Troop Type	Sideways	Exit scenery
Close order infantry	4, 5, 6	5, 6
Auxiliary infantry	3, 4, 5, 6	3, 4, 5, 6
Infantry skirmishers	No die roll needed	
Cavalry	3, 4, 5, 6	6
Mounted skirmishers	Free	5, 6
Chariots	4, 5, 6	Only allowed in gentle hills
Elephants	4, 5, 6	Only allowed in gentle hill/ rough ground
Artillery	3, 4,5,6 for everything	
Failed roll = waste a zone of movement.		

Morale outcome	
1 fail	1 unit must fall back. Owner chooses.
2 fails	No move for zone this turn. Shooting allowed. 1 unit must fall back. Owner chooses.
3 or more fails	No shooting this turn. Apply pursuit. No casualties placed. All units fall back 1 zone. Artillery lost. Winning markers lost.

CK Play sheet
FRONT

Shooting	
Range 1 zone 5, 6 to hit Re-roll =opponent choice	
Unit type (per unit)	D6
Close order (Not levy)	4
Skirmish or chariot	2
All other units	3
Close order and auxiliary can shoot if assaulted.	
15. Artillery 1D6 per piece, Range = 2	
5, 6 to hit	
5 = target chooses hit location 6 =shooter chooses hit location No saves.	

Saves	
Elephants save 3, 4, 5, 6 General saves 2,3,4,5,6	
Others = 4,5,6 with modifiers	
Any Close order foot , auxiliary, cavalry without shield=1 worse Armoured =1 better	
Fight specific modifiers Veteran or Elite= 1 better Levy= 1 worse	
1 = auto fail 6 = auto save	

Fighting D6

Target choose fall back = apply pursuit/lose fight

The good modifiers (maximum +6)

Rear support (4 or more bases in total)	2
Each Veteran unit (max 2)	1
Each Elite unit (max 1)	1
4 Close order combined (all faces+ zone)	2
Winning markers (max 2)	1
Each assaulter shock unit (max 2)	1
Erratic leader (good)	2

The units (maximum 10)

Skirmisher unit	1
Close order / cavalry / chariot (at strength)	3
Any other unit	2

The bad modifiers (maximum -6)

Erratic leader (bad)	-2
Being assaulted from the flank or rear	-2
Assaulting a hill or obstructed	-2
Being assaulted 2nd, 3rd, 4th time this turn	-2
Late units	Σ
1 Bow auxiliary /close order in zone	-1
2 or 3 bow auxiliary/close order	-3
Each levy unit (max 3)	-1
Pike effect	β
Bow effect	Ω

General

General present (max 1)	2
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5, 6 = Hits (Minimum 4D6)

Target rolls **first** (re-roll allowed)

Assaulter rolls **second** (re-roll allowed)

Hit number 5 on general.

Max 2 hits per unit owner placed. Excess opponent placed.

Ω **Bow effect**=Normal shoot. Each 5,6=-1 on opponent. Max -4. Re-roll OK

β **Pike effect**= D6 per pike unit. 5,6=-2 on opponent. Max -4. Re-roll OK

Σ **Late units**. 1 late = -1, 2 late = -3, 3 late = no fight

Fight Outcomes

More hits = fight winner. Else target wins.

If target wins

1. Target removes all casualty markers (no matter how they were caused).
2. Apply pursuit to assaulter.
3. If win by margin of **2 or more** hits, apply cav destruction on assaulter. (9, 10, 11, 12 per cav unit).
4. Target no move. Assaulter falls back one zone (to give a gap) **or** remains still (his choice).
5. Target awards 2 win markers (1 per unit) to close order, auxiliary, chariot or cavalry units.
6. Assaulter loses all "winning" markers.

If assaulter wins

1. Assaulter removes all casualty markers (no matter how they were caused).
2. Apply pursuit to target.
3. If win by a margin of **2 or more** hits, apply cav destruction on target. (9, 10, 11, 12 per cav unit).
4. Target falls back one zone toward base edge.
5. Assaulter awards 2 winning markers (1 per unit) to close order, auxiliary, chariot or cavalry units.
6. Target loses all "winning" markers.

Pursuit

Pursuit = 5D6 rolled by pursuer
0,1 hit excess = pursued re-roll option
2 hit excess = pursuer re-roll option

Each 4, 5, 6 = half base lost.
 Loses chosen by **pursuer**
 Casualty markers **are** placed.

Zone occupancy

Capacity = 3 units

Generals not count
 First **skirmish** unit not count
 First **artillery** not count
 First **elephant** not count
 Occupancy check at end of movement

Skirmishers

No casualty markers placed Never count as late
 Not allowed tactics or win markers
 Cannot assault unless 4 or more bases greater

Blocked movement

Normal fall back

Takes casualty markers with it.
 When jumping over a zone, casualty markers are "dumped" into the zone that was jumped over.
 Fall back off table= lose casualty markers.
All the units move in the same direction.
 Always toward the player's base edge.

Blocked by enemy

Less than 4 bases, owner moves them away.
 Owner chooses direction.
No fall back possible = choose new direction.

Blocked by own units

Units will "jump over". Casualty markers dumped into jumped over zone.
 There might be multiple jumps and even a jump off table.

At table edge

Retire off table and become reserves.
 Lose half base per unit for leaving the table.
 Some destroyed.

Play sheet
BACK