

Turn Sequence

1. Initiative Roll D6 (attacker+1)
2. Character Phase. Terrain movement.Character attacks
3. Battle PhaseFirst player moves all.
4. Second player moves all.
5. First player shoots. Second player shoots. **Effects simultaneous.**
6. Fighting carried out.
7. Morale Tests
8. Countdown(from 25 to 0)

Movement D6 for priority (attacker +1)

Cavalry/Chariots/Generals/Leaders 2 SQ
All others 1 SQ

Hosts may move diagonally

General allows a second movement dice roll.

Troop/Character Type	Score to move back or side	To leave a closed square
Close Order Inf	4,5,6	5,6
Support Inf	3,4,5,6	4,5,6
Skirmish inf	N/A	N/A
Cavalry	3,4,5,6	6
Skirmish cav	N/A	5,6
Chariot/elephant	4,5,6	Not permitted
General/Monster/leader/magician/Host do not roll		
Artillery	6 for all directions	6
Veteran/Elite +1 Levy -1 to above		

Shooting from hand held weapons

One D6 per base. Less one base if Levy . Less one base if mounted. One D6 per skirmish unit. Each 5,6 scored = Hit.

To save

2,3,4,5,6 Generals/monsters

3,4,5,6 skirmishers/hosts/armoured /Magicians

4,5,6 others

+1 If saver in buildings or woods -1 If saver shieldless

Artillery (Each hit is a kill unless saved)

Generals, magicians 2,3,4,5,6

Monsters 3,4,5,6

Leaders 4,5,6

Troops in woods, defences , villages or thick brush 6

All others have no saving rolls

Fighting

Attacker

- +4. 2+ units present that were involved in a successful attack
- +3 Each close order infantry, chariot or cavalry unit at strength
- +4 General leading the attack(defender roll D6 6=killed)
- +4 For each monster attacking.
- +3 2 + Cav/chariot/close order/support units to rear
- +2 Elite unit in square (up to 2)(excess of 2 can be counted as vet if 3 vets have not been used)
- +2 For each elephant
- +2 If no enemy skirmishers present
- +2 For each support or host unit at strength
- +1 Each weakened cav/chariot/support/host/close order inf unit.
- +1 For each skirmisher unit
- +1 For a general present but not leading attack
- +1 Each leader (up to 2).All leaders must attack. (6=leader killed)
- +1 Each flank square containing own units(not characters,host,artillery)
- +1 For each shock unit not at full strength
- +1 For each veteran unit(up to 3)
- +1 Each unit/monster without enough move to attack
- 1 For each Levy unit(up to 3)
- 1 For each elephant/Cavalry(chariot) match (up to 3)
- 1 For each host/monster unit match(up to 3)
- 2 Fighting to cross a shallow river
- 4 If the defenders are in closed terrain
- 2 Each cav/chariot/mounted skirm/elephant unit assaulting closed

Defender

- +4 For each monster.
- +3 For each close order unit at strength(only + 1 if defending closed)
- +3 2+Units to rear(cav/chariots/support/close order inf(not host/art))
- +2 Each flank square with any own side units in it(not hosts/ art)
- +2 For each general present(max 1)
- +2 For each elite unit up to 2
- +2 For each support/host unit at strength.
- +2 Each cav or chariot unit at strength (only +1 if defending closed)
- +1 Each elv unit in wooded square (up to 8)
- +1 Each leader(up to 2) in defence(no 6=dead)risk
- +1 Each shock unit
- +1 Each weakened close order infantry, support, host or cav
- +1 For each veteran unit up to 3
- +1 For each skirmisher unit
- +1 For each elephant(not allowed in closed terrain)
- 1 For per levy unit up to 3
- 1 For each elephant /cavalry(chariot) unit match (up to 3)
- 1 For each host/monster unit match(up to 3)
- 4 For each previous fight this turn

Each 4 points =1 D6(1 or 2 points ignored, 3 points rounded up to a full 4 points)

3,4,5 =1 Hit

6=2 Hits

Results Of Fighting

Attacker Wins. Defender withdraws one square.NOW Attacker rolls D6-2(D6+1 if defender cannot retire) on kill chart. Defender chooses losses, no saves. Attacker move up to 4 units + Leader/general into square now.

If Neither player wins. No extra casualties, no extra move.

If Defender wins. Attacker and defender do not move. Defender D6 extra rolls on kill chart. Attacker chooses losses, no saves.

Quick Sheet

Saving Rolls from Fighting (up to 2 hits per unit)

General/monster 2,3,4,5,6

Unarmoured troops/Elephant /Artillery/hosts 5,6

Armoured troops/Chariot 4,5,6

Skirms (unless unaccompanied) 4,5,6

Leaders 3,4,5,6

Elite/Veterans +1 Levy -1 Shieldless troops -1

Dead Monster D6-3 extra hit dice.

