



TROPAION

FAST-PLAY WARGAMES RULES FOR THE CLASSICAL WORLD

BY

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COMMANDING YOUR ARMY

AT THE BEGINNING OF EACH TURN, PLAYERS ROLL 3 DICE IN SECRET TO DETERMINE THEIR GENERAL POINTS FOR THE TURN. THE DICE SCORES THEY RECEIVE REPRESENT THEIR GENERAL'S INFLUENCE ON THE BATTLE FOR THAT TURN. THEY ASSIGN THE THREE DICE SCORES THEY RECEIVE TO THEIR THREE GENERAL VIRTUES: VALOUR, DISCIPLINE, STRATEGY.

VALOUR: USED TO AFFECT THE FIGHTING OF, AND RESULTS OF COMBATS

DISCIPLINE: USED TO AFFECT DISCIPLINE TESTS

STRATEGY: USED TO AFFECT TURN ORDER, RALLY ATTEMPTS AND TURN OUTCOMES

GENERALS MAY USE GENERAL POINTS ON THEIR TURN TO AFFECT THEIR ARMY, BUT NOT ON THEIR OPPONENT'S TURN.

DEFINITIONS

- BASES - ALL BASES ARE THE SAME WIDTH, THE SAME AS 1 MU. THERE ARE TWO UNIT DEPTHS - REGULAR AND DEEP.
- DEEP UNIT - A UNIT WHICH OCCUPIES THE SAME FRONTAGE AS USUAL, BUT A GREATER DEPTH - USED FOR PIKES, WARBAND AND MANIPLES.
- DIFFICULT TERRAIN - ANY TERRAIN THAT IS NOT OPEN.
- FLANKED - A UNIT THAT IS IN COMBAT TO ITS FRONT WITH ONE UNIT AND TO ITS SIDE WITH ANOTHER - FLANKED UNITS CANNOT BE DRIVEN BACK, SO ALWAYS RECEIVE A DISRUPTION POINT IN A LOSING COMBAT.
- FORMATION - A GROUP OF UNITS IN BASE THE BASE CONTACT, ALIGNED CORNER TO CORNER. THIS IS DEALT WITH IN MORE DETAIL IN THE FORMATIONS SECTION.
- MOVEMENT UNIT (MU) - THE UNIT IN WHICH ALL MEASUREMENTS ARE MADE - 1 MU IS EQUAL TO THE WIDTH OF ANY UNIT'S BASE (USUALLY 40MM).
- NEAR - UNITS OUT OF COMBAT THAT ARE WITHIN 1 MU OF EACH OTHER.
- SUPPORTED / SUPPORTING - A UNIT THAT HAS BASE TO BASE CONTACT WITH ANOTHER FRIENDLY UNIT.
- THREATENED - A UNIT WITH AN ENEMY UNIT TO IT'S REAR / FLANK THAT IS NOT ENGAGED AND COULD CHARGE.
- WAVERING - AN ARMY THAT HAS HAD ITS MORALE REDUCED TO 2 OR LESS.
- ZONE OF CONTROL - A 1 MU ZONE AROUND EACH SIDE OF A UNIT'S BASE, THAT AN ENEMY MAY NOT ENTER UNLESS IT IS CHARGING.



DISCIPLINE TESTS

A SINGLE DICE ROLL, WITH A RESULT OF 4+ NEEDED TO SUCCEED. HOWEVER, THERE ARE A NUMBER OF SITUATIONS AND EFFECTS THAT CAN MODIFY THE RESULT NEEDED TO PASS A DISCIPLINE TEST:

POSITIVES:

- LEGIONARIES - +1
- OPPOSITION ARMY IS WAVERING - +1
- FRIENDLY TROOPS NEAR TO THE REAR - +1

NEGATIVES:

- THREATENED ON THE FLANK / REAR - -1
- PART OF A WAVERING ARMY - -1
- SKIRMISHERS - -1

DISCIPLINE POINTS

DISCIPLINE POINTS CAN BE USED TO IMPROVE THE RESULTS OF DISCIPLINE ROLLS BY A POINT PER POINT SPENT.

DEPLOYMENT

GENERALS HAVE THE CHOICE OF HOW LAY OUT THE BATTLEFIELD AND THEIR TROOPS ON IT. EITHER BY MUTUAL AGREEMENT, AS PART OF A SPECIFIC SCENARIO, OR ACCORDING TO THE GENERALSHIP SECTION OF THE RULES. ONCE TERRAIN HAS BEEN LAID OUT, BOTH PLAYERS ROLL A DICE, WITH THE HIGHER CHOOSING THE TABLE EDGE THEY WISH TO DEPLOY ALONG, AND TAKING THE FIRST DEPLOYMENT. THE ENEMY THEN DEPLOYS ALONG THE OPPOSITE TABLE EDGE. BOTH SIDES MUST DEPLOY ALL THEIR UNITS AND FORMATIONS WITHIN 3MU OF THE TABLE EDGE.

TURN ORDER

THE PLAYER WITH THE HIGHER STRATEGY SCORE GOES FIRST FOR EACH TURN. IN THE EVENT OF A TIE, PLAYERS MAY EXPEND A POINT OF MORALE TO BEAT THE TIE, OR SIMPLY EACH ROLL A DICE, WITH THE HIGHER SCORE BEING THE FIRST ACTIVE PLAYER.

1 - ROLL FOR ACTION POINTS

2 - PLAYER 1

- PLAYER 1 MOVES
- PLAYER 1 SHOOTS
- PLAYER 1 FIGHTS ANY COMBATS
- PLAYER 1 RALLIES

3 - PLAYER 2

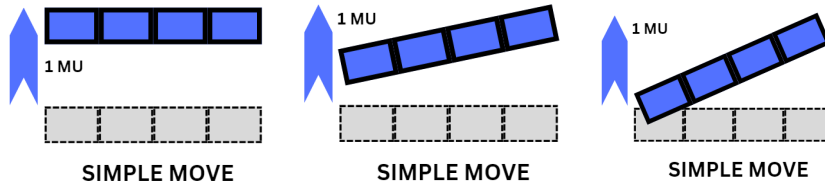
4 - DETERMINE LOSSES AND LOWER MORALE ACCORDINGLY



MOVEMENT

TROOPS CAN UNDERTAKE BASIC MOVES EITHER ALONE OR IN FORMATIONS. A BASIC MOVE IS IN ANY DIRECTION FORWARDS UP TO THE MAXIMUM MOVE DISTANCE PERMITTED FOR THE SLOWEST MEMBER OF A FORMATION. AS LONG AS NO PART OF THE UNIT OR FORMATION HAS MOVED FURTHER THAN ITS MAXIMUM MOVE DISTANCE, THE MOVE REMAINS SIMPLE.

A SIMPLE MOVE REQUIRES A DISCIPLINE TEST. A FORMATION CAN UNDERTAKE THE SAME MOVE WITH A SINGLE DISCIPLINE TEST, USING THE WORST SET OF MODIFIERS AVAILABLE TO THE FORMATION.



A MOVE INTO BASE TO BASE CONTACT WITH ANOTHER UNIT OR FORMATION IS A CHARGE. THESE ARE DEALT WITH IN THE CHARGES SECTION.

COMPLICATED MOVES

UNITS AND FORMATIONS CAN ALSO UNDERTAKE COMPLICATED MOVES. THESE REQUIRE 1 DISCIPLINE POINT TO ORDER, AND STILL REQUIRE A DISCIPLINE TEST TO UNDERTAKE.

- SECOND MOVES - A UNIT OR FORMATION CAN MOVE FOR A SECOND TIME WITH A SINGLE DISCIPLINE POINT.
- MOVES INTO DIFFICULT TERRAIN - A UNIT THAT MOVES INTO OR THROUGH DIFFICULT TERRAIN.
- FACING CHANGES - A UNIT CAN CHANGE ITS FACING IN ANY DIRECTION.
- MOVES NEAR THE ENEMY OTHER THAN CHARGES.
- MOVES DIRECTLY BACKWARDS OUT OF COMBAT.
- MOVE SIDWAYS OR BACKWARDS.
- MOVES TO FORM A FORMATION.

MOVEMENT RATES

- LIGHT INFANTRY - 3 MU
- MEDIUM AND HEAVY INFANTRY - 2 MU
- LIGHT CAVALRY - 4 MU
- MEDIUM AND HEAVY CAVALRY - 3 MU
- ELEPHANTS - 2 MU

SHOOTING

A UNIT THAT CAN SHOOT IS ABLE TO INITIATE RANGED COMBAT IF IT IS NOT IN COMBAT, AND IS WITHIN RANGE.

SHOOTING RANGES:

JAVELINS / SLINGS - 2 MU

Bows - 3 MU

IN RANGED COMBAT, SHOOTERS ROLL A SINGLE DICE. IF THE RESULT IS A 5 OR 6, THEY ROLL ON THE RANGED COMBAT RESULTS TABLE:

1-4 - NO RESULT

5 - DRIVEN BACK 1 MU

6 - DISRUPTED

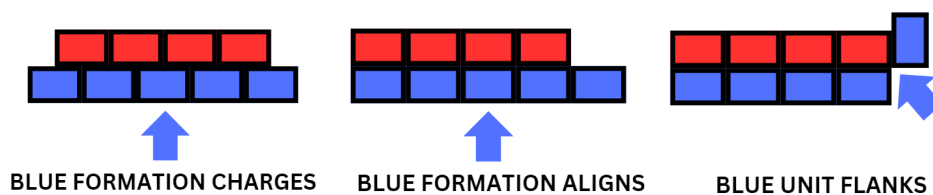
IF THE TARGET OF SHOOTING CAN ALSO SHOOT, THEY MAY FIRE BACK IN RETURN.

COMBAT

CHARGES

UNITS OTHER THAN HEAVY INFANTRY CAN CHARGE SLIGHTLY FURTHER THAN USUAL - 1 MU MORE THAN THEIR REGULAR MOVEMENT DISTANCE.

UNITS WHO CHARGE OTHER UNITS ALIGN THEIR BASES CORNER TO CORNER WITH THE ENEMY. UNITS IN A FORMATION THAT OVERLAP THE END OF THE ENEMY FORMATION MAY EITHER SPEND A VALOUR POINT TO CHARGE INTO THE FORMATION'S EXPOSED FLANK, OR REMAIN IN PLACE AND OFFER SUPPORT TO THE UNIT TO ITS OWN FLANK. A UNIT MAY ONLY CHARGE THE FLANK OF AN ENEMY THAT IS ALREADY ENGAGED IN COMBAT TO ITS FRONT.



COMBAT

HAND TO HAND COMBAT IS DONE BETWEEN INDIVIDUAL UNITS, ALTHOUGH THOSE SURROUNDING THEM IN FORMATIONS CAN AFFECT THE RESULTS OF INDIVIDUAL COMBATS.

IN COMBAT, THE TWO FIGHTING UNITS BOTH ROLL A SINGLE DICE, AND ADD MODIFIERS TO THE RESULT. THE HIGHER RESULT IS THE VICTOR OF THE COMBAT, WHO THEN ROLLS ON THE COMBAT RESULTS TABLE.

MODIFIERS

- DISRUPTED - -1
- MASS FORMATION CHARGED - +1
- SUPPORTED TO THE FLANK - +1
- FIGHTING TO THE FLANK / REAR - -2
- FIGHTING DOWNHILL - +1
- FIGHTING IN ROUGH TERRAIN - -1
- PIKES WHEN CHARGED - +1

COMBAT RESULTS:

- 1-3 - PUSHED BACK 1 MU
- 4 - PUSHED BACK 1 MU AND DISRUPTED
- 5 - DISRUPTED AND REMAINS IN COMBAT
- 6 - BROKEN

VALOUR POINTS

YOUR VALOUR POINTS MAY BE USED TO INCREASE YOUR DICE ROLLS IN EITHER FIGHTING THE COMBAT, OR WHEN ROLLING ON THE COMBAT RESULTS TABLE BY A SINGLE POINT PER POINT. THEY ARE ALSO USED TO FLANK OR WRAP AROUND ENEMY LINES.

RALLIES

UNITS SUFFER DISRUPTION POINTS THROUGHOUT THE BATTLE, AS THE RESULT OF CASUALTIES, DAMAGE TO MORALE ETC. A REGULAR DEPTH UNIT CAN SUFFER A SINGLE DISRUPTION POINT, BUT IF IT SUFFERS A SECOND, IT IS BROKEN AND ROUTS. A DEEP UNIT CAN SUFFER TWO DISRUPTION POINTS, BUT IF IT SUFFERS A THIRD, IT IS BROKEN AND ROUTS. A UNIT THAT IS NOT IN COMBAT CAN ATTEMPT TO RALLY, AND REMOVE A DISRUPTION POINT. TO DO SO, IT TAKES A DISCIPLINE TEST. IF IT SUCCEEDS, IT REMOVES THE DISRUPTION POINT.

STRATEGY POINTS

STRATEGY POINTS CAN BE USED TO IMPROVE THE RESULTS OF DISCIPLINE TESTS, BY A POINT FOR EACH POINT SPENT.

ARMY MORALE

THE AIM OF ANY LARGE BATTLE OF THE ANCIENT WORLD WAS TO DRIVE OFF YOUR ENEMIES AND WIN THE DAY. THIS IS DONE BY REDUCING YOUR ENEMY'S MORALE TO 0.

ARMIES START THE BATTLE ON 6 MORALE POINTS. EACH UNIT OF MEDIUM OR HEAVY INFANTRY LOST REDUCES ARMY MORALE BY 1 POINT. EACH UNIT OF MEDIUM OR HEAVY CAVALRY REDUCES MORALE BY 1 POINT. EVERY 2 UNITS OF LIGHT CAVALRY LOST REDUCES ARMY MORALE BY 1 POINT.



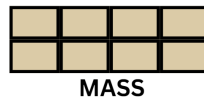
FORMATIONS

A FORMATION CAN BE FORMED OF ANY NUMBER OF UNITS OF THE SAME TYPE - LIGHT INFANTRY, MEDIUM INFANTRY, HEAVY INFANTRY, LIGHT CAVALRY, MEDIUM CAVALRY, HEAVY CAVALRY ETC. ELEPHANTS CANNOT BE PART OF A FORMATION. DEEP UNITS CAN ONLY FORM A LINE OR COLUMN FORMATION. LIGHT INFANTRY AND LIGHT CAVALRY CAN ONLY FORM A LINE FORMATION.

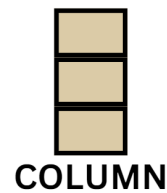
LINE - A FORMATION OF UNITS ALIGNED ALONG THEIR FLANK EDGES.



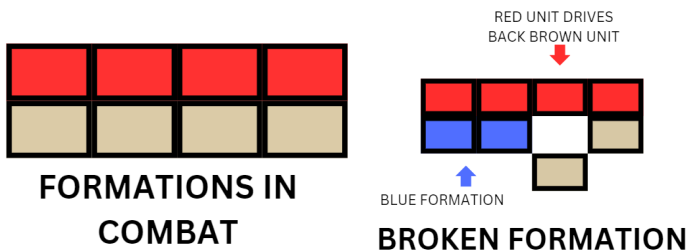
MASS FORMATION - A FORMATION OF UNITS ALIGNED ALONG THEIR FLANK AND REAR EDGES - UP TO 2 UNITS DEEP. THE FRONT RANK OF UNITS IN MASS FORMATION RECEIVE AN ADDITIONAL CHARGE BONUS OF +1. HOWEVER, A UNIT IN A MASS CANNOT BE PUSHED BACK, SO ON A COMBAT RESOLUTION RESULT OF 1-5, THEY ARE DISRUPTED, AND BROKEN ON A 6.



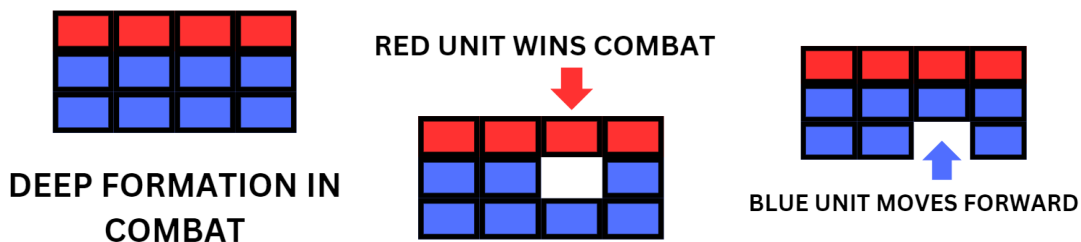
COLUMN - A FORMATION OF UNITS ALIGNED ALONG THEIR REAR EDGES IN A LINE. UNITS IN A COLUMN GAIN +1 MU TO THEIR MOVEMENT RANGE, BUT EASILY OUTFLANKED.



BREAKING A FORMATION: IF A UNIT IN THE FRONT RANK IS DESTROYED, IT CAUSES A GAP TO FORM, AND THEREFORE THERE IS NOT AN UNBROKEN LINE OF UNITS ALIGNED ALONG THE FLANK AT THE FRONT OF THE FORMATION - ESSENTIALLY SPLITTING THE FORMATION INTO TWO OR MORE SMALLER FORMATIONS.



REFORMING A FORMATION: A UNIT IN A REAR RANK OF A DEEP FORMATION MAY MOVE FORWARDS TO FILL A GAP LEFT BY A DESTROYED UNIT AS A SIMPLE MOVE IN ITS TURN - THEREBY REFORMING THE FORMATION. HOWEVER, ONE OF THE UNITS IN THE FORMATION WOULD THEN ALREADY HAVE MOVED, SO ORDERING THE FORMATION AS A WHOLE TO MOVE WOULD COUNT AS A SECOND MOVE, AND REQUIRE A FURTHER DISCIPLINE POINT TO MOVE.



GENERALSHIP

TO SIGNIFY THE ARTS OF GENERALSHIP AND CAMPAIGNING, TROPAION USES A DECK OF 40 CARDS. BEFORE THE BATTLE, SHUFFLE THE DECK, AND DEAL 5 CARDS TO EACH PLAYER. A PLAYER MAY DISCARD 2 CARDS, AND REDRAW ANOTHER 2 – HOWEVER THEY ARE THEN STUCK WITH THIS HAND. PLAYERS MUST USE ALL 5 OF THEIR CARDS IN A BATTLE, SO CHOOSING WHEN TO STICK AND WHEN TO TWIST IS ESSENTIAL.

TERRAIN CARDS

A BATTLEFIELD STARTS AS A FLAT UNINTERRUPTED AREA, WITH NO DIFFICULT TERRAIN.

BEFORE THE BATTLE BEGINS, PLAYERS MUST USE ANY OF THEIR TERRAIN CARDS TO BUILD THE BATTLEFIELD. ROLLING OFF FOR THE FIRST PLAYER, PLAYERS TAKE TURNS TO PLACE A TERRAIN CARD ON THE BATTLEFIELD. NO CARD MAY BE PLACED WITHIN 3 MU OF ANOTHER. WHEN ALL TERRAIN CARDS HAVE BEEN PLAYED, THOSE CARDS ARE SWITCHED FOR APPROPRIATELY MODELLED TERRAIN, ACCORDING TO THE DETAILS OF THE TERRAIN ON THE CARD.

THE DECK CONTAINS 20 TERRAIN CARDS:

- 10 FIELD CARDS – REPRESENTING AN AREA OF UNBROKEN TERRAIN SUCH AS FARMLANDS, PASTURELANDS, STEPPE ETC.
- 4 SMALL WOODS – A SQUARE-ISH WOOD OF NO MORE THAN 2MU ON EACH SIDE.
- 1 LARGE WOOD – A RECTANGULAR-ISH WOOD OF NO MORE THAN 16MU CIRCUMFERENCE.
- 3 SMALL DIFFICULT TERRAIN – A SQUARISH AREA OF DIFFICULT TERRAIN, SUCH AS BROKEN GROUND, MARSH ETC, NO MORE THAN 2MU ON EACH SIDE.
- 1 HILL
- 1 RIVER – A RIVER OF NO MORE THAN 1 MU WIDTH THAT GOES FROM ONE END OF THE BATTLEFIELD TO ITS OPPOSITE END.

TACTICS CARDS

PLAYERS MAY PLAY THEIR TACTICS CARDS AT THE TIME SPECIFIED ON THE CARD.

THE DECK INCLUDES 20 TACTICS CARDS

- 10 BLANK CARDS – THESE LOWER THE CHANCES OF ANY PLAYER GETTING AN OVERPOWERED HAND. HOWEVER, TO RULE OUT ONE PLAYER GETTING A VASTLY UNDERPOWERED HAND, TWO BLANKS CAN BE USED TO ORDER A FREE COMPLICATED MOVE FOR A UNIT OR FORMATION.
- BROKEN VINE STAFF – PLAY WHEN A UNIT OR FORMATION FAILS A DISCIPLINE TEST TO MOVE, AND YOU MAY REROLL THE TEST ONCE.
- RUN THEM DOWN – PLAY WHEN YOU WIN A COMBAT AND ROLL ON THE COMBAT RESULTS TABLE, AND YOU CAN REROLL THE COMBAT RESULT ONCE.
- DARKEN THE SKIES – PLAY WHEN YOU WOULD FIRE WITH A UNIT ARMED WITH BOWS, AND THAT UNIT WINS THE RANGED COMBAT AUTOMATICALLY, ROLLING ON THE RANGED COMBAT RESULTS TABLE.
- HOLD! HOLD! – WHEN YOUR ARMY MORALE WOULD DROP TO 2 AND YOUR ARMY BECOME WAVERING, STAY AT 3 MORALE INSTEAD.
- GET 'EM MOVING – A UNIT OR FORMATION MAY MAKE A SIMPLE MOVE WITHOUT TESTING WHEN THIS CARD IS PLAYED.
- SHIELDWALL – WHEN A UNIT OR FORMATION IS CHARGED YOUR UNIT OR FORMATION, IT GAINS 1 FEWER CHARGE BONUS MODIFIER THAN IT USUALLY WOULD ON PLAYING THIS CARD.
- BREAK THE LINES – WHEN YOUR UNIT OR FORMATION CHARGES, GAIN 1 ADDITIONAL CHARGE BONUS WHEN PLAYING THIS CARD.
- SUPERIOR SCOUTING – WHEN DEPLOYING, PLAY THIS CARD TO EXTEND YOUR DEPLOYMENT ZONE TO 4MU FROM THE BASE EDGE OF THE BATTLEFIELD.
- FLANK MARCH – HOLD UP TO ¼ OF YOUR UNITS IN RESERVE WHEN DEPLOYING. FROM THE THIRD TURN ONWARDS, PLAY THIS CARD AT THE START OF YOUR TURN TO ENABLE THE RESERVE TO DEPLOY ANYWHERE ON ONE OF THE TWO FLANK EDGES.
- FOUL WEATHER ON THE MARCH – PLAY THIS CARD IN DEPLOYMENT. ¼ OF YOUR ENEMY'S UNITS ARE NOW IN RESERVE, AND CAN ONLY ARRIVE ON THE REAR EDGE OF THE BATTLEFIELD FROM THE 2ND TURN ONWARDS.

UNIT RULES

ELEPHANTS - +3 TO CHARGE, HOWEVER CANNOT BE PUSHED BACK, SO ON A COMBAT RESOLUTION RESULT OF 1-5, THEY ARE DISRUPTED, AND BROKEN ON A 6. ELEPHANTS ALSO CANNOT RALLY.

FAST CAVALRY - MAY USE A VALOUR POINT TO MOVE AN EXTRA IMU WHEN THEY MOVE.

FEARSOME - -1 TO DISCIPLINE CHECKS WHEN A UNIT ATTEMPTS TO CHARGE A FEARSOME UNIT.

FRENZIED - +1 TO COMBAT UNTIL THE ARMY IS WAVERING, THEN -1 TO COMBAT.

HEAVILY ARMoured - CANNOT BE DRIVEN BACK BY RANGED COMBAT, SO ON A 1-5 ARE UNAFFECTED, ON A 6 DISORDERED.

LEGIONARIES - HEAVY INFANTRY, WHO GAIN +1 TO DISCIPLINE TESTS.

LIGHT CAVALRY - NO REAR OR FLANKS FOR PURPOSES OF COMBAT RESOLUTION, AND MOVING INTO OR THROUGH DIFFICULT TERRAIN IS NOT A COMPLICATED MOVE FOR THEM. THEY CAN MAKE A FREE MOVE BACKWARDS OF 2 MU IF CHARGED BY ANOTHER UNIT. CAN INTERPENETRATE FRIENDLY CAVALRY.

LIGHT INFANTRY - NO REAR OR FLANKS FOR PURPOSES OF COMBAT RESOLUTION, AND MOVING INTO OR THROUGH DIFFICULT TERRAIN IS NOT A COMPLICATED MOVE FOR THEM. CAN INTERPENETRATE FRIENDLY UNITS. THEY CAN MAKE A FREE MOVE BACKWARDS OF 1 MU IF CHARGED BY OTHER INFANTRY. LIGHT INFANTRY ALSO DO NOT CONTRIBUTE TOWARDS ARMY BREAKS.

MANIPLES - DEEP MEDIUM INFANTRY WHO GAIN +1 TO RALLY. CANNOT FORM DEEP OR MASS FORMATIONS.

PARTHIAN SHOT - LIGHT CAVALRY WHO CAN MAKE A RANGED COMBAT ACTION WHEN THEY MAKE A FREE RETREAT AFTER BEING CHARGED.

PIKES - DEEP HEAVY INFANTRY WHO ARE RECEIVE A DISRUPTION IF THEY ENTER DIFFICULT TERRAIN. PIKE GAIN +1 TO COMBAT IF THEY ARE CHARGED. UNITS THAT ARE ALREADY DISORDERED CANNOT ENTER DIFFICULT TERRAIN OR THEY WOULD BE DESTROYED.

RAW - CANNOT ATTEMPT TO RALLY.

SUPPORTING ARCHERS - ARCHERS THAT CAN FIRE DIRECTLY OVERHEAD OF THE UNIT THAT IS IN BASE TO BASE CONTACT IN FRONT OF THEM. PUSHED BACK ALONG WITH THE UNIT IN FRONT OF THEM IF PUSHED BACK, CANNOT FORM A MASS FORMATION.

UNCERTAIN MORALE - ADDITIONAL -1 TO DISCIPLINE TESTS WHEN THE ARMY IS WAVERING.

VETERAN - CAN ATTEMPT TO RALLY IN COMBAT.

WARBAND - MEDIUM INFANTRY, DEEP UNIT, +2 ON CHARGES, CAN FORM A DEEP FORMATION UNLIKE OTHER DEEP UNITS. IF WITHIN CHARGE RANGE, A WARBAND MUST CHARGE, UNLESS IT PASSES A DISCIPLINE TEST TO ACT OTHERWISE.

QUICK REFERENCE

DISCIPLINE TESTS

POSITIVES:

- LEGIONARIES - +1
- OPPOSITION ARMY IS WAVERING - +1
- FRIENDLY TROOPS NEAR TO THE REAR - +1

COMPLICATED MOVES

- SECOND MOVES
- MOVES INTO DIFFICULT TERRAIN
- FACING CHANGES

MOVEMENT RATES

- LIGHT INFANTRY - 3 MU
- MEDIUM AND HEAVY INFANTRY - 2 MU

SHOOTING

SHOOTING RANGES:

JAVELINS / SLINGS - 2 MU

BOWS - 3 MU

COMBAT MODIFIERS

- DISRUPTED - -1
- MASS FORMATION CHARGED - +1
- SUPPORTED TO THE FLANK - +1
- FIGHTING TO THE FLANK / REAR - -2
- FIGHTING DOWNHILL - +1
- FIGHTING IN ROUGH TERRAIN - -1
- PIKES WHEN CHARGED - +1

COMBAT RESULTS

1-3 - PUSHED BACK 1 MU

4 - PUSHED BACK 1 MU AND DISRUPTED

NEGATIVES:

- PART OF A WAVERING ARMY - -1
- SKIRMISHERS - -1
- THREATENED ON THE FLANK / REAR - -1

- MOVES NEAR THE ENEMY
- MOVES OUT OF COMBAT.
- MOVE SIDeways OR BACKWARDS.
- MOVES TO FORM A FORMATION.

- LIGHT CAVALRY - 4 MU
- MEDIUM AND HEAVY CAVALRY - 3 MU
- ELEPHANTS - 2 MU

SHOOTING RESULTS

1-4 - NO RESULT

5 - DRIVEN BACK 1 MU

6 - DISRUPTED

5 - DISRUPTED AND REMAINS IN COMBAT

6 - BROKEN

UNIT	COMBAT	CHARGE	MOVEMENT	MORALE PTS
LIGHT INFANTRY	-1	0	3	0
MEDIUM INFANTRY	0	+1	2	1
HEAVY INFANTRY	+1	+1	2	1
PIKES	+1	+1 / +1 CHARGED	2	1
WARBAND	+0	+2	2	1
MANIPLES	0	+1	2	1
LIGHT CAVALRY	-1	0	4	0.5
MEDIUM CAVALRY	0	+1	3	1
HEAVY CAVALRY	+1	+2	3	1
ELEPHANTS	+2	+3	2	1