

RANGED FIRE

Ordered units may conduct ranged fire at a range of 2+ hexes. Light Cavalry & Auxilia Infantry have a range of 2, Bow-armed Cavalry a range of 3, and Light Bow Infantry a range of 4.

Line of Sight applies – draw a line from center of firing unit's hex to center of target unit's hex. If this line crosses any part of a hex with blocking terrain, or a unit or leader, Line of Sight is blocked and no firing is possible.

Ranged Fire is 2 dice if the unit ordered did not move, or 1 dice if it moved (exception, Parthian Shot when Light Bow Cavalry evade is 2 dice even though the unit has moved). NOTE that a Battlefield Action may increase the number of dice rolled, and Terrain effects may reduce the number of dice rolled.

Target units apply unit symbols rolled as casualties (remove one block per), and apply flag results as 1 retreat per flag – NOTE certain card effects etc. allow targets to ignore some results.

MELEE COMBAT

Ordered units must conduct melee vs an adjacent enemy unit (choose which if more than one)

Light Bow Infantry, Auxilia Infantry, Light Cavalry and Light Bow Cavalry roll 2 dice, Medium Infantry, Warrior Infantry, and Medium Cavalry roll 3 dice (Warriors 4 dice if at full strength at start of melee), and Heavy & Super Heavy troops 4 dice.

Target units apply unit symbols and swords (plus Leader symbol if a Leader is attached or adjacent) rolled as casualties – one block per (NOTE Light Bow Infantry, Light Bow Cavalry and Light Cavalry do NOT hit on swords); and apply flag results as 1 retreat per flag – NOTE certain card effects etc. allow targets to ignore some results.

Note if a unit chooses to Evade then the attacker rolls combat dice but only unit

symbol hits are applied (i.e. not swords, Leader symbols or flags)

Note Troops with heavier armour (e.g. Heavy Infantry in melee with Medium Infantry etc.) may ignore 1 Sword result; Cavalry may ignore 1 Sword result from Infantry; and Warrior Infantry at full strength at start of melee may ignore 1 Flag.

Defending units that do not retreat may battle back.

If defender retreats or is destroyed attacker may Momentum Advance into the vacated hex. This also applies to the bonus combat if any – but after a second Momentum Advance no further bonus combat occurs.

Units with Leaders attached, Warrior Infantry and Cavalry may bonus melee if they Momentum Advance into the vacated hex. Cavalry other than Super Heavy may make 1 extra hex movement after a Momentum Advance.

Evading

Light Bow Infantry, Light Bow and Light Cavalry may always evade; Medium Cavalry may evade foot and Heavy / Super Heavy Cavalry; Heavy and Super Heavy Cavalry may evade foot. No evade is possible in other circumstances.

Attacker may not evade Battle-Back, First Strike or Ambush.

May not evade if there are not two legal hexes to evade into, although can stop if the first evade hex has a lone friendly leader.

Attacker rolls all combat dice, but only unit symbols hit. If a Leader is attached to the evading unit he must check for possible hit.

If evaders are Light Bow Cavalry, they get Parthian Shot as they evade i.e. two dice that only hit on unit symbols.

MORALE ADJUSTMENT (Ignoring Flags)

Units supported 2+ adjacent – Ignore 1 flag
friendly units – a lone leader
in an adjacent hex counts as
support if the unit does not
have a leader attached

Warrior Unit at full strength - Ignore 1 flag

Leader attached to unit - Ignore 1 flag

Terrain effects as written

RETREAT MOVES

Units that retreat due to Flag results, Evade moves, must follow the following rules.

Units move a number of hexes equal to their Retreat Hexes number (1 for Medium & Heavy Infantry; 2 for Light Bow, Auxilia and Warrior Infantry, Heavy and Super Heavy Cavalry; 3 for Medium Cavalry, 4 for Light and Light Bow Cavalry) multiplied by the number of Flag results being applied.

Evaders retreat 2 hexes regardless of type.

Units must retreat backwards towards their own baseline, and movement rate is unaffected by terrain (except impassible terrain stops movement in the same way as units / baseline)

Units may not move sideways or forwards during a retreat.

Units may cease a retreat without penalty if they enter a hex containing a lone friendly leader.

Units cannot pass through friendly or enemy units, enemy lone leaders, or exit the battlefield via their baseline (also if halted by impassible terrain). If this occurs before the total number of hexes calculated for the retreat have been made remove 1 block from the unit per unmoved hex.

NOTE leaders must accompany a retreating unit they are attached to.

RISK TO LEADERS

If a leader is with a unit that loses one or more blocks to Ranged Fire or Melee throw 2

dice – 2 Leader symbols results equals Leader killed.

If a leader is with a unit that is eliminated by Ranged Fire or Melee roll 1 dice – a Leader symbol result equals Leader killed.

Lone leaders can be engaged in Ranged Fire or Melee – rolling 1 Leader symbol eliminates the Leader.

Note any check above that does not eliminate the Leader causes him to retreat 1 – 3 hexes.

LEADER RETREAT MOVES

Leaders retreat between 1 and 3 hexes. Like units their move is affected by terrain as set out above.

They can move through friendly units and leaders, but must end the retreat either attached to a unit or in an empty hex (i.e. cannot have two leaders in one hex).

If a leader's retreat is blocked by enemy units (note can retreat through a lone enemy leader without penalty) he chooses a unit to try and retreat through – that unit throws it's normal melee dice and any Leader symbol hit kills the leader (even if the unit does not normally hit on Leader), otherwise retreat continues.

A leader can retreat off the table (must do if he suffers a mandatory retreat on his own baseline), and is considered lost to the battle but does not give the enemy a Victory Point.

A Leader who cannot retreat at least 1 hex is eliminated.

INSPIRED ACTION TOKENS

Can be played either immediately after you play a Leadership Command Card – choose one of your army's 6 Inspired Actions.; or at any point in your or your opponent's turn on a Battlefield Action.

Only one Inspired Action Token can be played in your turn, and 1 in the opponent's.