

# FAST PLAY SHEET 1

## 1. Movement

- Charge/Rout** Double basic move distance  
**March** Double basic move distance when more than 6" away from enemy  
**Flee charge** 2D6 inches for infantry with a max distance of double basic move  
 3D6 inches for cavalry with a max distance of double basic move

## 2. Unit Activation

If the unit wants to change formation, change facing, retire or sidestep then it must roll 2D6 and get equal to or less than the Training & Leadership (T&L) value of the troops

- Commander in 6" + Commander's T&L Modifier  
 Commander attached Only fail on a roll of 12

**Leader Casualty Table** Roll 2D6 per stand lost

- 2 = Dead  
 12 = Serious wound if from missile fire  
 12 = Captured if in hand to hand combat

## 3. Missile Ranges

Missile Weapons	Close	Medium	Long
Bow/Light Crossbow	6	12	24
Heavy Crossbow	8	16	32
Sling	5	10	20
Staff Sling	6	12	24
Short/Horse Bow	5	10	20
Longbow	6	12	24
Late Handgun	6	12	24
Early Handgun	5	10	20
Javelins (^)	5	-	-
Light Cannon	10	20	40
Bolt Thrower	10	20	40
Heavy Cannon	15	30	60

^ - Only used as missile weapons by skirmishers

## 4. Missile Fire to Hit Modifiers

Target is	Firing unit	Firing Weapon is
-1 in light armour	-2 is shaken	+1 Handgun, Hvy Crossbow or Longbow at close or medium range
-2 in medium armour	-2 shooting at medium range	
-3 in heavy armour*	-4 shooting at long range	* Maximum armour modifier of -2 when being fired on by Cannons & Bolt throwers
-4 in extra heavy armour*	-1 has poor missile skill	
-2 skirmishers	+1 has good missile skill	
-1 in light cover	-1 is being charged	
-2 in heavy cover	-1 Moved (not skirmishers)	

If the final modifier is +3 to -4 then roll a D10 for each attack, add or subtract the modifier and you need to get a final result of 6 or more to score a hit.

If the final modifier is -5 or worse then halve the number of attacks and only rolls of 10 will hit.

## 5. Hand to hand Combat Modifiers

- 1 Target has light armour
- 2 Target has medium armour
- 3 Target has heavy armour\*
- 4 Target has extra heavy armour\*

- +/-? Difference in weapon skill 
- +1 You are cavalry charging with lance or kontos
- +1 You have 2 handed weapons
- 2 You are shaken

Attacker's Skill	Defender's skill		
	Good	Average	Poor
Good	-	+1	+1
Average	-	-	+1
Poor	-1	-	-

\* Maximum armour value against elephants is -2

If the final modifier is +3 to -4 then roll a D10 for each attack, add or subtract the modifier and you need to get a final result of 6 or more to score a hit.

If the final modifier is -5 or worse then halve the number of attacks and only rolls of 10 will hit.

If troops armed with thrown missile weapons re-roll miss rolls of '1'

## 6. Melee Results Modifiers

### Variable modifiers :-

- +? your combat value depending on morale ε
- +? commander's combat modifier ε
- +1 for each wound you inflicted on the enemy this combat ε



- +1 Dregs
- +2 Levy
- +3 Trained
- +4 Regular
- +5 Seasoned
- +6 Veteran
- +7 Elite

### You are fighting an enemy unit :-

- +2 which is shaken ε
- +2 in the flank or rear ε
- +2 which is in skirmish order
- +1 which you outnumber by 50% or more in stands\*\*

### Your unit is :-

- +1 in deeper ranks than the enemy\*\*
- +1 steadfast troops defending
- +1 shock troops charging or countercharging
- +2 defending cover or obstacle ε

### You are formed infantry :-

- +1 with long spear vs infantry\*
- +2 with long spear vs cavalry\*
- +2 with pike vs infantry\*
- +4 with pike Vs cavalry\*
- +2 in phalanx formation\*

\* Not if fighting to flank or rear.

**+D6** both sides roll a D6 and add the result to their total ε

'E' Only these modifiers apply to combats involving elephants

\*\* These modifiers do not apply when attacked in the flank or rear

If the melee totals are the same then both sides roll 1D6 with no modifiers - highest wins melee by 1 point otherwise calculate the difference between each player's score and apply to the table below.

## 7. Victory Table

Start with the difference between the melee results scores above and then modify by :-

- +5 Losing side at 50% losses
- +2 Losing side at 25% losses
- +2 Formed troops lose to elephants

**1-2** Recoil - Move back 2" for infantry or 3" for cavalry facing the enemy.

**3-4** Retire back 4" for infantry or 6" for cavalry facing the enemy.

The unit becomes shaken.

**5-6** Retreat back 6" for infantry or 9" for cavalry, facing enemy.

Unit becomes shaken.

Winners get a breakthrough move of 2" for infantry or 4" for cavalry.

**7+** Rout 8" infantry or 12" cavalry, facing away. Side loses initiative.

Winners get a breakthrough move of 3" for infantry or 6" for cavalry.

## 8. Morale Modifiers

- +? Plus the morale value of the troops according to their quality
- 2 Unit has already lost 25% of its starting strength in stands
- 5 Unit has already lost 50% of its starting strength in stands
- +? Commander's morale value if attached or within command radius



- +1 Dregs or Levy
- +2 Trained or Regular
- +3 Seasoned or Veteran
- +4 Elite

**+D10** plus the value of a D10 die roll

- 2 Unit is shaken (does not apply if the unit is trying to rally from routing)

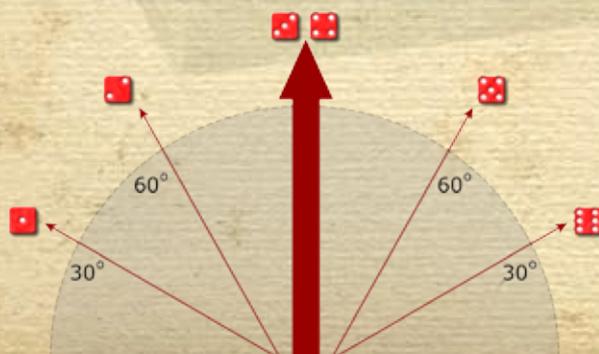
## 9. Morale Results

**0 or less** Unit will rout

**1 to 5** Unit becomes shaken. If routing then the unit continues to rout. If charging will halt shaken.

**6 or more** Unit carries on as normal. If routing then the unit will rally.

If the unit is already routing and it fails to rally then immediately remove one stand.



## Elephant Stampede Template

Roll a D6 and consult the template.