

TURN ORDER	
Initiative Phase	Determine initiative, both sides draw initiative cards. D6 roll off for ties.
Magic Phase	Initiative winner casts spells and makes dispell attempts.
	Initiative loser casts spells and makes dispell attempts.
Charge Phase	Initiative winner declares charges, targets declare reactions.
	Initiative loser declares charges, targets declare reactions.
Move & Fire Phase	Initiative winner compulsory movement, then normal movement, then firing.
	Initiative loser compulsory movement, then normal movement, then firing.
Combat Phase	Both sides, simultaneous. Initiative winner chooses order in which melee is fought, apply results and reforms one by one.
End Turn Phase	Both sides, simultaneous. Roll for game end from turn 6 onwards.

MOVEMENT DISTANCES	
Normal	MV
Double (outside 6")	MV x 2
Charge or Evade	MV x 2
Rough Going or Cross Obstacle	MV x 1 *
Retire	1/2 MV **
* No doubling allowed unless light troops.	
** Directly backwards along flank lines only.	

NOTES

FIRING TO HIT MODIFIERS	
FIRER	
Has moved	-1
Is unsteady	-1
TARGET	
Is at long range	-1
Is a medium / small target *	-1 / -2
Has light / heavy cover *	-1 / -2
* Only one or the other can apply.	

MELEE TO HIT (CS VS CS)	
CS is double or more enemy CS	2+
CS is greater than enemy CS	3+
CS is equal to enemy CS	4+
CS is less than enemy CS	5+
CS is half or less enemy CS	6+

LEGIONS OF BATTLE

COMBAT TO HIT MODIFIERS	
Opponent is Unsteady	+1
Opponent is Uphill	-1
Opponent is Defending Obstacle *	-1
Opponent is Defending Building *	-2
You are Unsteady	-1
You Charged into Combat **	+1
You are Attacking in Flank ***	+1
You are Attacking in Rear ***	+2

TO WOUND (MT VS PR)	
MT is double or more PR	2+
MT is greater than PR	3+
MT is equal to PR	4+
MT is less than PR	5+
MT is half or less PR	6+

* Against opponents defending obstacles or buildings you cannot get supporting attacks from your rear ranks.

** The charge bonus does not apply if the charge is directed against units behind obstacles or in buildings.

*** If you are attacking an enemy in the flank or rear then they cannot get any supporting attacks against **any** opponent.

To wound chart applies to both missile fire and hand to hand combat attacks.

With all missile and hand to hand attacks 6 always hits and 1 always misses no matter what the actual modifiers.

WEAPON	CLOSE	LONG	MIGHT	PTS
Light Crossbow	12"	24"	5	19
Heavy Crossbow*	15"	30"	6	26
Handgun*	9"	18"	6	23
Sling	9"	18"	4	13
Bow	12"	24"	4	14
Short Bow	9"	18"	4	13
Longbow	15"	30"	6	26
Elf Bow	18"	36"	5	22
Javelins	6"	-	4	11
Darts	9"	-	3	9
Thrown Axes	6"	-	5	16

* Heavy Crossbow and Handguns may not move and fire.

WEAPON	CLOSE		LONG	MIGHT	PTS	
Light Bolt Thrower	15"	D6-1	30"	D3-1	6	91
Heavy Bolt Thrower	24"	D6-1	48"	D3-1	7	130
Light Cannon	20"	D6-1	40"	D3-1	8	147
Heavy Cannon	30"	D6-1	60"	D3-1	9	196
Organ Gun	10"	2D6-2	20"	D6-1	5	135
Flame Cannon	-	-	15"	D6-1	10	135
Light Catapult (I)	9-18"	D6-1	36"	D6-2	10	266
Heavy Catapult (I)	12-24"	D6-1	48"	D6-2	12	288
Rockets (I)	10-20"	2D6-2	40"	2D6-2	4	180

HANDY STUFF TO KNOW	PAGE