



WOUND CHART

Toughness of Target

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

SHOOTING TARGETS (p41)

1. A unit must nominate one enemy unit as a target – a unit cannot divide its shots between multiple targets.
2. Only individual models that are in range and within sight of the target can shoot.
 1. Infantry and artillery shooters can see into their forward arc only.
 2. Cavalry, elephant and chariot mounted troops can see into their forward, side or rear arcs.
 3. In the case of archers and darters, every alternative model from a rear rank can also shoot if the corresponding front rank model can shoot (massed missiles).
 4. Skirmishers moving greater than a basic move cannot shoot that turn.
3. Hits upon units engaged in combat are distributed equally between both sides.

Shooting Ranges and Strength (Summary)

Weapon	Range	Strength
Thrown Rocks or Stones	4"	S3
Javelins	8"	S3
Darts	12"	S2
Handgun	18"	S3/4
Light Crossbow	18"	S3
Short Bow	18"	S3
Sling	18"	S3
Composite Bow	24"	S3
Staff Sling	24"	S3
Crossbow	30"	S3/4
Longbow	30"	S3

Shooting to Hit + Modifiers (D6)

BS	1	2	3	4	5	6
D6 Score required to hit	6	5	4	3	2	1

- +1 Shooting at a large target
- 1 Shooting whilst moving
- 1 Shooting at an enemy who is charging
- 1 Shooting at long range
- 1 Shooting at a character model
- 1 Shooting at skirmish formation
- 1 Shooting at a moving light chariot
- 1 Target is behind soft cover
- 2 Target is behind hard cover

7+ To Hit (Shooting and Combat)

1. If a score of 7 or more is required to score a hit, this becomes a 6 with the following modifiers applied to the strength of the subsequent attack:

TO HIT	MODIFIER
6 or less	No modifier
7	-1 Strength
8	-2 Strength
9	-3 Strength
10	-4 Strength
11 or more	-5 Strength



TO HIT CHART

Weapon Skill of Opponent

		1	2	3	4	5	6	7	8	9	10
Weapon Skill of Attacker	1	4	4	5	5	6	6	6	6	6	6
	2	3	4	4	5	5	6	6	6	6	6
	3	3	3	4	4	5	5	6	6	6	6
	4	3	3	3	4	4	5	5	6	6	6
	5	3	3	3	3	4	4	5	5	6	6
	6	3	3	3	3	3	4	4	5	5	6
	7	3	3	3	3	3	3	4	4	5	5
	8	3	3	3	3	3	3	3	4	4	5
	9	3	3	3	3	3	3	3	3	4	4
	10	3	3	3	3	3	3	3	3	3	4

ARMOUR SAVES (p49)

1. Maximum infantry save is 3+ and cavalry is 2+

Type of Armour	Infantry Save	Cavalry Save
None	None	6
Light	6	5 or 6
Heavy	5 or 6	4, 5 or 6
Cataphract	-	3, 4, 5 or 6*
Partial Plate	4, 5 or 6	3, 4, 5 or 6*
Full Plate	3, 4, 5 or 6*	3, 4, 5 or 6*

* Either with or without shield – carrying a shield adds no bonus to the warrior's armour saving throw.

Type of Shield/Barding	Bonus	Note
Shield	+1	-
Large Shield	+2	-
Pavise	+2	When hit to the front by shooting only
Buckler	+1	Hand-to-hand only unless skirmishers
Full Metal Barding	+1	-
Half Metal Barding	+1	When hit to the front
Full Cloth Barding	+1	Hand-to-hand only
Half Cloth Barding	+1	When hit to the front in hand-to-hand only

SAVE MODIFIERS (p49)

1. Some weapons have specific modifier values that apply, notably artillery where no save is allowed against most weapons.
2. The standard save modifier for shooting and hand-to-hand combat is -1 per pip of attacker Strength over 3 as follows:

Strength	Modifier
3 or Less	No modifier
4	-1 reduction
5	-2 reduction
6	-3 reduction
Per +1	Reduce by a further -1

CASUALTIES (p49)

1. Models with 1 Wound on their profile are removed one model for each wound suffered.
2. Models with multiple wounds record wounds suffered and whole models are removed once sufficient wounds are scored, any remainder being carried forward.
3. In units of troops, casualties are generally removed from the rear ranks or from the ends of units in a single rank, so that formations are retained.
 1. In combat trooper models are never removed from those touching the enemy unless there is no other choice.