



Universal Test Table

		DEFENDER'S RATING									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S RATING	1	6	7	8	9	10	10	10	10	10	10
	2	5	6	7	8	9	10	10	10	10	10
	3	4	5	6	7	8	9	10	10	10	10
	4	3	4	5	6	7	8	9	10	10	10
	5	2	3	4	5	6	7	8	9	10	10
	6	1	2	3	4	5	6	7	8	9	10
	7	1	1	2	3	4	5	6	7	8	9
	8	1	1	1	2	3	4	5	6	7	8
	9	1	1	1	1	2	3	4	5	6	7
	10	1	1	1	1	1	2	3	4	5	6

Missile Combat

Defender's Rating vs Attacker's Rating
Range Difficulty vs Your missile rating

Range	Short	Medium	Long
Difficulty	3	5	7

RANGE IN INCHES

Bows	10	20	30
Slings	8	16	24
Spears	6	12	18
Javelins	4	8	12
Clubs	4	8	12

EDGE ROLL ACTIVATION:

Difference
1-5 1 Unit
6-9 2 Units
10+ 3 Units

TURN SEQUENCE

1. Command Phase
2. Initiative Phase
3. Edge Bonus Activation Phase
4. Second Player Activation Phase
5. Edge Player Activation Phase
6. Additional Unit Activation Phase
7. Rally Phase

ATTACK RATING MODIFIERS

Unit Charging +1
Unit Set For Charge +1
Flank Attack +1
Rear Attack +2

ROUT SAVE MODIFIERS

Unit Disordered -2
Unit charged in rear -1
Unit in Column Formation -1
Block Unit, each full rank +1 (max +3)

ROUT SAVE TRIGGERS

- A unit suffers 25% casualties.
- A unit suffers 50% casualties.
- After 50% losses, Save each casualty thereafter, -1 penalty.
- Unit charged in the rear.

MISSILE TEST MODIFIERS

(modifiers are applied to Range Difficulty)

Attack is a Fire of Opportunity +1
Firing from Chariot at Advance speed +1
Firing from Chariot at Fast Advance speed +2
Target is Character at Med. or Long Range +1
Target is moving at a speed of 10" or more +1
Target is moving at a speed of 20" or more +2
Target is flying at Ground Level +1
Target is flying at Soaring Level +2
Target behind Soft Cover +2
Target behind Hard Cover +4
Target is a Unit in Tortoise Formation +Disc
(Note: Units in the Tortoise formation do NOT gain benefit of their shields on their Armor Save if hit.)

