



# QUICK REFERENCE

## TURN SEQUENCE

- 1. Command Phase** Issuing of Command Counters
- 2. Initiative Phase** Roll a D10 + Command Value

| Initiative Phase |            |
|------------------|------------|
| Difference       | Edge Units |
| 1 - 5            | 1 Unit     |
| 6 - 9            | 2 Units    |
| 10+              | 3 Units    |

- 3. Edge Bonus Activation Phase**
- 4. Second Player Activation Phase**
- 5. Edge Player Activation Phase**
- 6. Additional Unit Activation Phase** Continue until all command counters are removed.
- 7. Rally Phase**

## MISSILE COMBAT

| Range      | Short | Medium | Long |
|------------|-------|--------|------|
| Difficulty | 3     | 5      | 7    |

### Base 6 + Difficulty - Missile Rating

|          |     |     |     |
|----------|-----|-----|-----|
| Bows     | 10" | 20" | 30" |
| Slings   | 8"  | 16" | 24" |
| Spears   | 6"  | 12" | 18" |
| Javelins | 4"  | 8"  | 12" |

## MISSILE TEST MODIFIERS

(modifiers are applied to the Range Difficulty)

- +1 Attack is a *Fire of Opportunity*.
- +1 Firing from a Chariot at *Advance* speed.
- +2 Firing from a Chariot at *Fast Advance* speed.
- +1 Target is a single man-sized character at Medium or Long Range.
- +1 Target is moving at a speed of 10 inches or more.
- +2 Target is moving at a speed of 20 inches or more.
- +1 Target is flying at Ground Level.
- +2 Target is flying at Soaring Level.
- +2 Target behind Soft Cover
- +4 Target behind Hard Cover

## UNIVERSAL TEST TABLE

The Test is simply illustrated in the chart below. The attacker's Rating (shown on the left) is compared to the defender's Rating (shown along the top). The resulting Target Number is shown in the center, where the two columns intersect.

|    | 1 | 2 | 3 | 4 | 5  | 6  | 7  | 8  | 9  | 10 |
|----|---|---|---|---|----|----|----|----|----|----|
| 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  |

Target Numbers, required to roll equal to or greater than on a d10.