

WARRIOR QUICK REFERENCE SHEET

v1.1 August 4, 2004

Warrior is a rules set with a relatively complex sequence of play but simple component rules mechanics which interacting together allow great tactical depth. The attached Quick Reference Sheet is intended primarily to springboard newer players through learning the sequence of play and game mechanics so they can move on to focus on tactics. It is also intended to offer reminders and rules cross-references for casual and more experienced players.

The Quick Reference Sheet is organized as follows: The text boxes across the top are organized according to the Sequence of Play. If there are charge declarations, the Charge/Support Shooting/Hand-to-Hand/Combat Results sequence branches off down the right side of the page. Useful ancillary information is presented in boxes with italicized titles, mostly in the lower left and center. Abbreviations are used to allow more comprehensive information to be provided on an easily-scanned single page—the abbreviations are intended to be intuitive, but I suggest you skim through the table below to stimulate your intuition.

A Terrain Effects Chart is also attached for your convenience.

Please feel free to post your feedback on substance and format on the YahooGroups forum so it can be taken into account by FHE as it evolves this play aid.

APP(R)=Approach Art=Artillery BD=Bound BLK=Block BKOF =BreakOff BRKN=Broken BRKTH=Breakthrough BURST=Burst-through CAUT=Cautious CH or CHAR = Chariot CHG, sometimes C = Charge CCHG, sometimes CC = Countercharge CNTR=Counter COL=Column CONV=Converted Charge DISD=Disordered DMZ=Demoralized DSTN=Destination	ELPH, El=Elephant ELM=ElementELIM=Destroyed EN=Enemy EVD=Evade EXH=Exhausted FAT=Fatigue FF=Followup FR=Friendly unit FT=Foot HTH=Hand to hand IMP or IMPET = Impetuous MNVR=Maneuver MT=Mount DSMT=Dismount MTD= Mounted MV=Move PURS=Pursuit RCAL=Recall REC=Recoil	RET=Retire RETRT= Retreat Rgh =Rough Terrain RLY=Rally SFAT=Shooting Fatigue SHKN=Shaken SK or SKIR = Skirmisher STAF=Staff STD =Standard STDY=Steady TRANS=Transport UNEZ=Unease, Uneasy VIS=Visible VRgh=Very Rough Terrain wo = w/o or without WVR or WAVER = Waver Test
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< means less than

^ or “in” means within (including at the stated distance)

* or ** directs you to refer to the rulebook for important exceptions or qualifications

• For readability, lowercase “i” is sometimes used in cases such as LMi, Li or Hi .

• Morale Classes may be referred to in quotes for clarity (e.g., “E”) where space permits.

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<p>ORDERS: Unbroken Gen Issues/Changes deploy, disposition or later orders {4.21}</p> <ul style="list-style-type: none"> • Signals given {4.53} • Off-table {see 4.6.} • Interpen - RASH up on 4-6, CAUTIOUS down on 1-2, UNREL WAITS* on 1 {4.43} • Reorder only on 2nd following BD. • TIME 15m-2D5 if Gen CHGS/HTH/ recovery. Cost D5 +1/DSTN if vis, +2 if not; +2 per 240p Li path outside EN CHG/SHOOTING range; +3 AllyGen or prompting Irreg. 	<p>EVENTS: Arrivals {12.5,14.45} Weather {12}, Fires {10.5}</p> <p>APPROACH 6.13</p> <ul style="list-style-type: none"> • High roll=Init: <ul style="list-style-type: none"> • Both FT 1st, then both MTD, but MTD w/o EN MTD ~240p may pre-cede any FT. • APP only at 480p-40p from EN, can end no farther from nearest EN. • If EN <40p, can only MNVR. • Surprised WVR. • Any rallier may 180 if closest EN is to rear. 	<p>STEADY RALLY {5.43}</p> <ul style="list-style-type: none"> • To same frontage Block. • May not move in APP except turn 180 see 4. <p>RALLY CONDITIONS 5.41</p> <ul style="list-style-type: none"> • No move, new DISD, CHG response, or HTH so far this BD, & didn't start BD BRKN or SHKN. {5.41} • PREP Shooting is OK. <p>MUST MANDATORY RALLY If Elim all HTH EN, BRKN, EVAD, RECALL, BKOF, BrknThru, REC w/ EN FF, Replaced, CHG w/ contact, ceased PURS w/ CONV, returning to table.</p> <p>THEN No voluntary move (except CHG Response by Unsteady Rallying).</p> <p>VOLUNTARY RALLY: Move → can't rally this BD</p>	<p>COUNTERS {6.14}</p> <ul style="list-style-type: none"> • Rev Init; <ul style="list-style-type: none"> • D6: 22345 pass • -1 if not Stdy REG • Need a Reason: <ul style="list-style-type: none"> • EN <40p. • EN could shoot or Declare CHG. • Cause of UNEZ. • DET > TacMove from parent. • Fail: NO CNTR. • MOVE ends NO Closer to Known EN ^240. • Can't PREP or CHG later in BD. 	<p>RETIREMENT {6.15}</p> <ul style="list-style-type: none"> • Rev Init <ul style="list-style-type: none"> • NOT if RUSH HTH, APP, tried CNTR, or UnStdy rallying • Unless in RETREAT need prompt & WAVER if Stdy EN in its CHG range. • No closer to any known EN ^240. • Can't PREP or CHG later in BD. 	<p>MARCHES {6.2}:</p> <ul style="list-style-type: none"> • NOT if APP, CNTR, or non-RETREAT • RETIRED, if EXH; if known EN <240p. • Prompt unless 1st BD, arrival, Marched 1+ full Segments last BD w/o TacMove since, or RETREAT. • 5.4.3.2.1 Segments in Col/Block. • 120p if Obstacle • 120p if VRgh-only in Col unless All-Li • 240p open or Rgh • No Interpenetration. • Ends & may not CHG if move less than Max each Segment. • Opposed bodies prorate to 240p. 	<p>PREP SHOOTING {8.1}: by Combat Direction DICE per target.</p> <p>1 SFAT • Priority Table 8.3: in front able to shoot, Gen joined, etc.</p> <ul style="list-style-type: none"> • No JLS shot if CO FT or w/ longer-range wep. Horse/ Camel use only JapLB, XB, B, HG, or JLS. {2.3} • Move+shoot: only if non-ART that APP/CNTR/REC/FF w/o Interpen/Exchange ranks. {8.84, esp ARTY}. SKIR MUST shoot. • Long & Overhead <u>not</u> cumulative. Rd up halves. • All ARTY and First Elv/Ch CREWMen shooting counts as TWO figs. • General in unit WIA if 3 CPF Prep @dice -2+5 {10.4} • 3 CPF DISD, & WAVER if prev DISD; (See Table 11.1) • 2 CPF: WAIT must, others may respond Table 11.1 or WAVER. • 2 CPF from ARTY/Handguns: CO/LO FT w/o Irr A must WAVER. • SKIR/LIGHTS decide to RECALL or WAVER after PREP. 	<p>RECALL {6.36}</p> <ul style="list-style-type: none"> • VarMove rear, no 180, pass gaps but not divert. • Mandatory Rally. • MUST RCAL if replaced in combat or pushed back • MAY if •Cease pursuit, •NonIMP CHG w/ contact • LI in non-Diff 40p ^ Stdy CO/LO EN FT & not behind their flank (if not, WAVER) • Rules allow as optional. 	<p>STAFF Moves {6.17; Staff 2.513}</p> <ul style="list-style-type: none"> • Alone or 2E unit • If not prev moved or in HTH. • Move in Init order. • Intercept {4.11} • Join {4.13} • Recovery see 5.143 for SHKN 5.233 for BRKN (see lower left) 	<p>UNSTEADY RALLY</p> <ul style="list-style-type: none"> • Cessation-cured • UnSteady (i.e., DISD, SHKN) • RALLY if RALLY CONDITIONS met • ← see {5.41, 5.44} • For recovery, see 5.143, 5.233. <p>END BOUND</p> <p>WQRS v1.1 20040804</p>
<p>PROMPTS {4.3}: to Distinct & some to CHG, RETIRE, March.</p>	<p>PREGAME {3.1}: 1. Army/period. 2. Terrain . 3. Command list. 4. Fortif/Equip {17.1}</p> <p>5. Scouting {14.1} 6. Character. 7. Deploy Type {15} 8. Time {12.1} 9. Weather {12.22}</p> <p>10. Deployment & disposition orders 11. Deploy {14.4}</p> <p>12. Tac Orders {4.22, 4.5} 2inC {4.11}, Signal {4.53} 13. Fordability {12.3} 14. Start FIRST BOUND</p>	<p>CHARGES {6.163}: vs. target in reach but NOT if MARCHED, UnSteady RALLYING, or Unit is ARTY/TRANS, SHKN, EXH.</p> <ul style="list-style-type: none"> • LC or Lcm only if: <i>behind</i> flank, vs. Lights, UnSteady, or ART/Trans. Rallying as same or if in mixed body w/ MTD. {6.161} • PROMPT unless RUSH, eligible <i>free</i> ATTACK, all Irr A, Ambush, CONV-CHG, vs DISD, behind flank, or PREP response. Prompted "D" or "E" WAVER • WRITE DECLARATION OF ALL CHGS {6.163} and if IMPETUOUS (not IMPET if Elph, "E", Reg FT, Tired, UNEZ; and Reg MTD IMPET only if Gen CHGS ^240p. If Irr A in front rank then MUST be IMPET. Remain IMPET until SHKN, BRKN, or Rallied). • CANCEL SKIR by 3d Party outside path, if non-IMPET Foot by MTD or by IMPET, or if EN chgd by IMPET or non-Elph MTD and body is Elph or non-IMPET. SKIR to DISD Block if its CHG is cancelled {6.45}. WAVER > if LO/00 FT CHGD by any MTD across open, > if SHAKEN when CHGD <p>CHARGE RESPONSES {6.166}: STAND (They can try to face EN attack on flank or rear by a COUNTER next bound)</p> <p>COUNTERCHARGE non-impet vs. most eligible target if not SHKN, EXH, FT vs. MTD or IMPET (MTD must WAVER to C-CHG FT/Exp)</p> <p>EVADERS: SKIR must & Lights or EVADERS last bound may. VarMove 180° & directly away or to own rear if Lights, SKIR, or bodies. No deviation.</p>							
<p>MOVES: TacMoves: APP,CNTR,RET,CHGS,EVAD, STAFF</p> <ul style="list-style-type: none"> • If EN <40p: MNVR,CNTR,RET,STAF,CHG only. {6.0} • MANEUVERS (MNVR) in APP, CNTR, RET or STAFF move. • Include 90° 180° formation change, expand/contract 1 or 2 Elem, get on or off MTD or Naval. {6.12} • 1 FREE for Stdy REG; their 2d or others' 1st cuts move to 40p • SKIRMISH {6.45} by L/M/H Li, Cav, or Cm if not EXH & vs. known EN in or if APP 2d could enter SKIR's shooting range. • Move: Try to stay in range or revert to Block. May CNTR straight back facing fwd. Only LO/00 FT can SKIR in VRgo. • Advance means max Marches or 40p+ Approach. • Exchange ranks by REC or full APP/CNTR; Can't shoot. • REPLACE by legal interpen, replaced DISD & moved back. • Echeloned by elem <6.165, 6.18> dropped back are re-aligned post-combat, fwd. • VarMove: EV, RT BKOF,BTHRU,RCAL,PURS, CHG vs. EV/RT. • Roll D5, D6 if IRR: minus 40p if 1-2, MTD may +/- 80p if 5-6, subject to ORDERS. IMPET usual MUST add on 5-6. {6.1} • {6.0} No reduced distance to follow road/track, wheel 45°; 	<p>MOVES: APP,CNTR,RET,CHGS,EVAD, STAFF</p> <ul style="list-style-type: none"> • If EN <40p: MNVR,CNTR,RET,STAF,CHG only. {6.0} • MANEUVERS (MNVR) in APP, CNTR, RET or STAFF move. • Include 90° 180° formation change, expand/contract 1 or 2 Elem, get on or off MTD or Naval. {6.12} • 1 FREE for Stdy REG; their 2d or others' 1st cuts move to 40p • SKIRMISH {6.45} by L/M/H Li, Cav, or Cm if not EXH & vs. known EN in or if APP 2d could enter SKIR's shooting range. • Move: Try to stay in range or revert to Block. May CNTR straight back facing fwd. Only LO/00 FT can SKIR in VRgo. • Advance means max Marches or 40p+ Approach. • Exchange ranks by REC or full APP/CNTR; Can't shoot. • REPLACE by legal interpen, replaced DISD & moved back. • Echeloned by elem <6.165, 6.18> dropped back are re-aligned post-combat, fwd. • VarMove: EV, RT BKOF,BTHRU,RCAL,PURS, CHG vs. EV/RT. • Roll D5, D6 if IRR: minus 40p if 1-2, MTD may +/- 80p if 5-6, subject to ORDERS. IMPET usual MUST add on 5-6. {6.1} • {6.0} No reduced distance to follow road/track, wheel 45°; 	<p>VISIBILITY {12.4, 1.26}</p> <p>Day 720/1200 if one higher. Dusk/Dawn 240; Moon** 120.</p> <p>Moonless/Cloudy Night 80.</p> <p>KNOWN: visible/was visible**/shot at/visible to friends ^240p.</p>	<p>CHARGE / COUNTER-CHARGE MOVES {6.165}: • BRKN troops CHGD ROUT, CHGers VarMove after routing EN as if EVADers.</p> <ul style="list-style-type: none"> • Legal interpen may push back FR up to 100p. Wheel on near corner up to 45° at start, contact, free pivot & line-up • Need 2E Gap to charge through if shoulder is not HTH/BRKN, but may attack shoulder. •See p42 re flank CHGS • Echelon fwd/drop back 20p {6.18}. • C-CHG halfway or pro-rate. •See p41 re pivoting both sides to conform. • CHGer may wheel more if legal to chase Rear EVAD, or continue in CHG path to try to contact Evaders (IMP must), or legal CHG others in path. <p>HAND-TO-HAND COMBAT PHASE ~ Take CHG FAT. Complete combats in turn.</p> <p>REAR SHOOTING: 8.7 {Legend under RANKS below.) No E class. Not in Trees unless SKIR.</p> <ul style="list-style-type: none"> • SKIR: MTD 2&3H, FT 2H. • NON-SKIR: MTD Bow, FT XB 2F over any. FT LB 2H. FT Bows: over any: 2F or 345H. JLS, D, SSS: 2H vs 2F. See 8.7 re Art, escort LI etc. 						
<p>MOVES: TacMoves: APP,CNTR,RET,CHGS,EVAD, STAFF</p> <ul style="list-style-type: none"> • If EN <40p: MNVR,CNTR,RET,STAF,CHG only. {6.0} • MANEUVERS (MNVR) in APP, CNTR, RET or STAFF move. • Include 90° 180° formation change, expand/contract 1 or 2 Elem, get on or off MTD or Naval. {6.12} • 1 FREE for Stdy REG; their 2d or others' 1st cuts move to 40p • SKIRMISH {6.45} by L/M/H Li, Cav, or Cm if not EXH & vs. known EN in or if APP 2d could enter SKIR's shooting range. • Move: Try to stay in range or revert to Block. May CNTR straight back facing fwd. Only LO/00 FT can SKIR in VRgo. • Advance means max Marches or 40p+ Approach. • Exchange ranks by REC or full APP/CNTR; Can't shoot. • REPLACE by legal interpen, replaced DISD & moved back. • Echeloned by elem <6.165, 6.18> dropped back are re-aligned post-combat, fwd. • VarMove: EV, RT BKOF,BTHRU,RCAL,PURS, CHG vs. EV/RT. • Roll D5, D6 if IRR: minus 40p if 1-2, MTD may +/- 80p if 5-6, subject to ORDERS. IMPET usual MUST add on 5-6. {6.1} • {6.0} No reduced distance to follow road/track, wheel 45°; 	<p>MOVES: APP,CNTR,RET,CHGS,EVAD, STAFF</p> <ul style="list-style-type: none"> • If EN <40p: MNVR,CNTR,RET,STAF,CHG only. {6.0} • MANEUVERS (MNVR) in APP, CNTR, RET or STAFF move. • Include 90° 180° formation change, expand/contract 1 or 2 Elem, get on or off MTD or Naval. {6.12} • 1 FREE for Stdy REG; their 2d or others' 1st cuts move to 40p • SKIRMISH {6.45} by L/M/H Li, Cav, or Cm if not EXH & vs. known EN in or if APP 2d could enter SKIR's shooting range. • Move: Try to stay in range or revert to Block. May CNTR straight back facing fwd. Only LO/00 FT can SKIR in VRgo. • Advance means max Marches or 40p+ Approach. • Exchange ranks by REC or full APP/CNTR; Can't shoot. • REPLACE by legal interpen, replaced DISD & moved back. • Echeloned by elem <6.165, 6.18> dropped back are re-aligned post-combat, fwd. • VarMove: EV, RT BKOF,BTHRU,RCAL,PURS, CHG vs. EV/RT. • Roll D5, D6 if IRR: minus 40p if 1-2, MTD may +/- 80p if 5-6, subject to ORDERS. IMPET usual MUST add on 5-6. {6.1} • {6.0} No reduced distance to follow road/track, wheel 45°; 	<p>FATIGUE {5.31} 5=Tired/15=EXH</p> <ul style="list-style-type: none"> • 1 SFAT: Each time shooting • Parent/DET retain higher FAT. • 2 FAT: <ul style="list-style-type: none"> • starving (campaign) • Per CPF if body has any IRR FT • MTD Charges (incl CCHG, CONV) • ROUT, Forced M, early/late Flank M • 1 FAT: <ul style="list-style-type: none"> • IMPETUOUS CHG. • Per CPF (unless 2 FAT above) • Continued CHG • SHK. EHK. HK. SHC. Hch CHG. • SHI/EHI march/tacmove >40p • Tired march/tacmove in Difficult • Each of Thirst after 12, Work, Night 	<p>INTERPEN {6.52}</p> <ul style="list-style-type: none"> • Once per phase • MTD thru Lights • Li thru Any • LO FT thru LI, Art,EL,CH • MTD thru LO, one RTG • Exceed Move, then may not Prep/CHGDECL • ROUT/EVADers move clear if no EN contact <p>DISORDER {5.22}</p> <p>Cessation-Cured:</p> <ul style="list-style-type: none"> • CO in Diff, MTD VRgh. • SHKN/BRKN DET joins. • Disembk/Mount/Dsmt. • Animal fear Camel/Elph • Fire/incend vs. animals. • SKIR CHG cancelled. <p>Rally-Cured:</p> <ul style="list-style-type: none"> • SHAKEN (to DISD). • MTD CHG/CCHG in RGH • Echelon fwd over 40p. • 3 CPF Prep or HTHSS. • 2x HTH & 1 CPF. • Pk 1 CPF & more HTH. • Fail to Recoil full 40p. • FT Recoil vs. MTD. • Burst/broken thru. • Breakoff/BRKN. • DISD parent/DET. • Loot,wake, driven back • Interpens CHAR, DISD or moving body, or by CHG or CCHGg {6.521} • Interpen'd by non-Li. <p>HTH COMBAT RESULTS: Complex mechanics {6.37}</p> <ul style="list-style-type: none"> • SHAKEN who defeat EN improve to DISD. • 1 CPF and MORE HTH: <ul style="list-style-type: none"> • FT vs. MTD REC unless MTD Rout/BKOF • ARTY/EXH Elim (Rly in place). • Pikes REC if DISD, else DISD. • Other Lights BKOF • Other MTD/Loose BKOF or RECOIL • ALL OTHERS RECOIL. • DISD if 3 CPF OR 1 CPF & TWICE HTH losses OR can't recoil. • BREAKTHROUGH allowed on TRIPLE HTH or by CHAR (see) → • BREAKOFF above; original CHGer may if neither has 1 CPF. → • ROUT if 3 CPF & TWICE HTH loss → Do RTG/PURS, then WEVERS. • GEN KIA if 2 CPF HTHSS @dice -5,+1+2. {4.13, 10.4} <p>ROUT {6.32}: BRKN Rout until off-table/Elim. Elim if EXhausted.</p> <ul style="list-style-type: none"> • Mechanics as EVADE, but 1st from center away from direct EN cause, later to base/arrival edge or non-Elph DET's parent. • FR in path are Interpen, non-Elph/Exp deviate 240p, or Burst-Thru (FR ROUT if SHKN or IRR). EN: try BrkThru as IMPET SHKN next BD. <p>RECOIL 40p (sideways if flank att.): Lights behind Recoil & RECALL. Unit Halts DISD if recoils into others.</p> <p>FOLLOW-UP (FF) 40p: {6.31, 11.22}</p> <ul style="list-style-type: none"> • IMPET & MTD must FF vs. REC/BKOF+ • Receive MTD CHG standing may <u>not</u> • Others May FF. // May echelon Fwd. • LO/00 may expand 1-2 Elem but not into contact with another EN body. <p>BREAKTHROUGH <6.35>: Occurs after RECOILS and FF.</p> <ul style="list-style-type: none"> • Only if: <ul style="list-style-type: none"> • Losers lose TRIPLE HTH or • CHARIOT-only vs. LO/00 or UnStdy & neither recoils/breaks. • Like pursuit move but EN are DISD in place. May 180 after APPR. May CNTR next BND. Can't brkthru if can't interpen beyond unless CONVCHG, where target moves back as needed. <p>BREAK-OFF {6.34,11.224} Due to RETREAT or Results, but not if HOLD. CHGer if neither has 1 CPF. Non-Light MTD or LO units BRKOFF or RECOIL due to 1 CPF & inflicted less. VarMove directly away like Evaders, must rally. If Pursuers keep contact, treat as BRKN and having routed.</p> <p>PURSUIT of BKOF/ROUT. NOT if FT stdg MTD CHG. MAY if REG FT stdg FT CHG w/o FF or if REG CO FT. OTHERS MUST PURSUE. {11.222}</p> <ul style="list-style-type: none"> • Non-IMPET PURS Once if REG, Twice if IRR; IMP until req'd to cease. VarMove to keep contact; HTH contacted EN next BD. {6.33} • If CHGD, non-IMPET Pursuers respond, IMPET continue. EXPEND PURS straight. •Note MTD +2 while pursuing counts vs. ALL EN. {9.42} • IMPET must & others may CONV-CHG if legal vs. UNCOVERED EN or other target if pursued DIVERT or Interpen, else HALT at 40p. <p>CONVERTED CHARGE {6.167} If FF, PURS or BRKTHRU contacts new EN. They stand, both QUARANTINED till next BD HTH.</p> <ul style="list-style-type: none"> • IMPET remain so. Normal FAT. Target SKIR revert to Blk. CONV won't prevent target combat with prior contacts, prevents combat result moves. • 1st SIGHT of FR ROUTING/DEST (not LI Exp E): test WAVER immed ^120p in any phase; 2nd test 1st sight of BRKN Gen in line of command ^240p. <p>LIGHTS = LC, Lcm, Lch, Li. Behind flank if any part is. Detachments 2.53; Standards 2.6; Generals 4.1; Off-Table 4.6 & 6.8, Complex Evade/BreakOffs/Routs 6.37, Testudo 6.43, Orb 6.44, Dismount/Mtd Inf 6.6, Terrain & Movement 6.7, Terrain Combat Effects 9.6, Shieldless/Shields/PO 7.0, Cover 7.4, Assault Obstacle 9.5, Elephants 13.1, Chariots 13.2, Transport 13.3+9.42, Expendables 16.2.</p>						
<p>TACTICAL ORDERS: {4.51, 5.151} • By UnBRKN Gen. Default is HOLD. **RUSH, RETREAT occur only by interpretation or DMZN.</p> <p>** RUSH: All try max speed, CHG, Impet, and add in VarMove; No RETIREMENTS. Only SKIR EVADE.</p> <p>ATTACK: 1/2 Advance or visible EN ^80p. Free Charge unless Missile unit. Bodies w/ Irr A must charge.</p> <p>PROBE: 1/2 Advance or vis EN ^240p. If w/Irr A must charge. Only IMPET CHG/PURS may add. No MTD chg vs STDY CO Sp/Pk.</p> <p>WAIT: As Hold but may & must CHG only after 2 CPF Prep shots. Change to ATTACK on signal, reliability or when its unit CHGs.</p> <p>HOLD: No vol adv past center. No Var add. CHG: CO FT only CCHG, others prompted. Only SKIR EVADE. No LHI/LMI BKOF.</p> <p>DELAY: No vol. adv past center. No Var add. CHG: CO/LO FT from Ambush, others prompted. LI w/o MTD evade. LHI/LMI BKOF.</p> <p>**RETREAT: RET/MARCH off. EVADES add. No CHG; MTD/Lights BKOF. CNTR only in EN CHG reach. UnSteady Break on contact.</p>	<p>COHESION: StEaDY, {UnSteady=} DISordereD BRoKEn, DEST.</p> <p>MORALE: EAger, Willing, UNEasy (UNEZ), SHAKEN, DMZd.</p> <p>• Eager if RASH or Irr B front rank, Sacred ^480, AS adv 240 ^EN, EN ^240 seen BRKN or RETREAT. {5.11}, but</p> <ul style="list-style-type: none"> • NOT if Tired, EXH, SHKN/DMZ, CAUTIOUS in body, 2 UNEZ. <p>• UNEase (UNEZ): <i>Never</i> if "A" class in front rank.</p> <ul style="list-style-type: none"> • any frontal CHG on STDY Sheavy not by Kn, Elph, Ch or SHI. • unBRKN EN visible behind FLANK ^240p. • unBRKN EN ELEPHANT/CHARIOT visible ^240p. • FRIENDS seen subject to RETREAT • Unit feels Unsupported. • SHAKEN if EXH, BRKN or fails WAVER. WAVER if CHGD. • Move no closer to EN. <ul style="list-style-type: none"> • WAVER rolls at -1. • Recover to DISD if w Gen complete BD cycle even in combat; all HTH opp REC/BKOF/BRKN; or DET joins unSHKN parent. • DMZD: 1/2 Cmd on-table ELIM/BRKN/SHKN. {5.15} ↘ • BRKN RECOVERER: 233 EN>240+Gen @80p ^CO/LO FT @Det • SUPPORT {5.131} <ul style="list-style-type: none"> • Li/Elph by STDY ^240p to rear. • CO/LO FT (not orb) with flanks ^120p of STDY CO/LO or in 40p of shore (one side) or Very Rough w/o known EN. • Others by any STDY ^240p. 	<p>WAVES D6: A2 B2 C3 D4 E5 pass {5.5} Immediate test, required 1st, then optional. Write opposed choices.</p> <ul style="list-style-type: none"> • -1 UNEZ/SHKN. • +1 ALL HTH EN BRKN/ELIM this BD. • FAIL: go to SHKN, next to BRKN. • Surprised by move/shot/explosion. • Prompted RETIRE in EN CHG reach. • 2 CPF Prep Shooting (but see Table) • DISD HTH/Shoot result if prev DISD. • Li opt to Waver rather than Recall. • Prompt CHG part "E" or all "D" body. • CHGD while SHKN. • Non-CHGing LO/00 FT are CHGD in open by MTD. • MTD C-CHG vs. FT. • MTD contact EXPENDABLES. • FR ^120p ROUT/ELIM not LI, Exp, E (No FR Rout tests for Indep Staff). • See Leader ^240 BRKN, KIA, WIA. • See Army/Sacred Std lost ^480p. 	<p>CP Total →</p> <p>SUPPORT SHOOTING <8.8> Arty can't SS if Prep Shot. • Apply SFAT • CHGD by CHGer Bow from EL, CH or rear rank. {8.82}</p> <ul style="list-style-type: none"> • CHGers can be shot by non-JLS from halted EN contacted, prolonging Body, EN behind final flank, or MTD Evader rear rank Bow. • 2nd rd HTH: only each other w/ Bow from non-fighting ranks; 3d units can shoot Elm not in contact w/ JLS or other weps. {8.83} • 3 CPF: EN DISD or if already DISD then EN WEVERS (affects HTH) then • 2 CPF: React to Shooting per Table 11.1. <p>HTH MECHANICS {9.0} DIRECTION. d5; Irr get D6 Plus.</p> <ul style="list-style-type: none"> • Fight EN elem w most edge contact. Rd up half figs. • 2SA count 2 figs. Ch horses if CHG FF PURS. Elph=5 . 2 crew per edge El/Ch & count only SS CPF, SHKN, Tired, Weather. • Prolongers count 2nd + rd vs. same EN even if FR on front edge. • General modifier 1st rd only unless CinC. • CPFs: Round down combined SS+HTH. 2 ranks + 1/2 (round up) rear ranks. "E" elements count 3 figs. <p>REAR SHOOTING: 8.7 {Legend under RANKS below.) No E class. Not in Trees unless SKIR.</p> <ul style="list-style-type: none"> • SKIR: MTD 2&3H, FT 2H. • NON-SKIR: MTD Bow, FT XB 2F over any. FT LB 2H. FT Bows: over any: 2F or 345H. JLS, D, SSS: 2H vs 2F. See 8.7 re Art, escort LI etc. <p>HTH COMBAT RESULTS: Complex mechanics {6.37}</p> <ul style="list-style-type: none"> • SHAKEN who defeat EN improve to DISD. • 1 CPF and MORE HTH: <ul style="list-style-type: none"> • FT vs. MTD REC unless MTD Rout/BKOF • ARTY/EXH Elim (Rly in place). • Pikes REC if DISD, else DISD. • Other Lights BKOF • Other MTD/Loose BKOF or RECOIL • ALL OTHERS RECOIL. • DISD if 3 CPF OR 1 CPF & TWICE HTH losses OR can't recoil. • BREAKTHROUGH allowed on TRIPLE HTH or by CHAR (see) → • BREAKOFF above; original CHGer may if neither has 1 CPF. → • ROUT if 3 CPF & TWICE HTH loss → Do RTG/PURS, then WEVERS. • GEN KIA if 2 CPF HTHSS @dice -5,+1+2. {4.13, 10.4} <p>ROUT {6.32}: BRKN Rout until off-table/Elim. Elim if EXhausted.</p> <ul style="list-style-type: none"> • Mechanics as EVADE, but 1st from center away from direct EN cause, later to base/arrival edge or non-Elph DET's parent. • FR in path are Interpen, non-Elph/Exp deviate 240p, or Burst-Thru (FR ROUT if SHKN or IRR). EN: try BrkThru as IMPET SHKN next BD. <p>RECOIL 40p (sideways if flank att.): Lights behind Recoil & RECALL. Unit Halts DISD if recoils into others.</p> <p>FOLLOW-UP (FF) 40p: {6.31, 11.22}</p> <ul style="list-style-type: none"> • IMPET & MTD must FF vs. REC/BKOF+ • Receive MTD CHG standing may <u>not</u> • Others May FF. // May echelon Fwd. • LO/00 may expand 1-2 Elem but not into contact with another EN body. <p>BREAKTHROUGH <6.35>: Occurs after RECOILS and FF.</p> <ul style="list-style-type: none"> • Only if: <ul style="list-style-type: none"> • Losers lose TRIPLE HTH or • CHARIOT-only vs. LO/00 or UnStdy & neither recoils/breaks. • Like pursuit move but EN are DISD in place. May 180 after APPR. May CNTR next BND. Can't brkthru if can't interpen beyond unless CONVCHG, where target moves back as needed. <p>BREAK-OFF {6.34,11.224} Due to RETREAT or Results, but not if HOLD. CHGer if neither has 1 CPF. Non-Light MTD or LO units BRKOFF or RECOIL due to 1 CPF & inflicted less. VarMove directly away like Evaders, must rally. If Pursuers keep contact, treat as BRKN and having routed.</p> <p>PURSUIT of BKOF/ROUT. NOT if FT stdg MTD CHG. MAY if REG FT stdg FT CHG w/o FF or if REG CO FT. OTHERS MUST PURSUE. {11.222}</p> <ul style="list-style-type: none"> • Non-IMPET PURS Once if REG, Twice if IRR; IMP until req'd to cease. VarMove to keep contact; HTH contacted EN next BD. {6.33} • If CHGD, non-IMPET Pursuers respond, IMPET continue. EXPEND PURS straight. •Note MTD +2 while pursuing counts vs. ALL EN. {9.42} • IMPET must & others may CONV-CHG if legal vs. UNCOVERED EN or other target if pursued DIVERT or Interpen, else HALT at 40p. <p>CONVERTED CHARGE {6.167} If FF, PURS or BRKTHRU contacts new EN. They stand, both QUARANTINED till next BD HTH.</p> <ul style="list-style-type: none"> • IMPET remain so. Normal FAT. Target SKIR revert to Blk. CONV won't prevent target combat with prior contacts, prevents combat result moves. • 1st SIGHT of FR ROUTING/DEST (not LI Exp E): test WAVER immed ^120p in any phase; 2nd test 1st sight of BRKN Gen in line of command ^240p. <p>LIGHTS = LC, Lcm, Lch, Li. Behind flank if any part is. Detachments 2.53; Standards 2.6; Generals 4.1; Off-Table 4.6 & 6.8, Complex Evade/BreakOffs/Routs 6.37, Testudo 6.43, Orb 6.44, Dismount/Mtd Inf 6.6, Terrain & Movement 6.7, Terrain Combat Effects 9.6, Shieldless/Shields/PO 7.0, Cover 7.4, Assault Obstacle 9.5, Elephants 13.1, Chariots 13.2, Transport 13.3+9.42, Expendables 16.2.</p>						

TERRAIN EFFECTS CHART:

v1.1

Difficult Terrain:	ROUGH	VERY ROUGH	OBSTACLE
Types (6.71)	Brush Boggy Rocky	Steep Slopes, Woods, Marsh, Orchards, Olives, Vineyards, Dunes (except Camels), Village (if not defending perimeter).	MWF except at ford/bridge, gully sides, road hedges, field defenses (see 6.71 re EL) Hazards (7.5) are <u>not</u> obstacles
Movement Effects Generally	<ul style="list-style-type: none"> • May freely contract front to pass narrower gap between non-open terrain features (6.52). • Movement effects end when <u>entire front edge</u> is clear, but reductions apply for the whole movement. • Disorder cessation-cured in End Phase if all of body is OUT of the terrain. • Difficult reduces Tac Moves (except MTD in Rough) to 80p for LHI-LMI-LI, 40p Close or MTD. • STOP at 1st obstacle in VRgh, any 2nd Obstacle, or edge of terrain in which move would be exceeded 		
Wheeled Vehicles	Impassable	Impassable	Impassable except bridge or ford across MWF
March Segment (6.712)	240p	240p LI, 120p Other.	
		<ul style="list-style-type: none"> • Column unless All LI. • Roll Deviation if not on marked path. 	
Tactical Moves (6.713)	TacMove Reduced if ROUTING or FOOT.	<ul style="list-style-type: none"> • All Reduced. Animals in column. • Roll Deviation if not on marked path. 	All reduced (see above).
DISORDERED	Close; Charging MTD	Close except defending Village; MTD.	Close Formation; MTD.
Shooting: (over troops, see 9.61)		-1 target higher (hill, wagon) -2 Cover	Negates “in contact” penalty
Cover (7.4):		<ul style="list-style-type: none"> • Village. • Wood, Grove, Orchard if not JLS/Darts. 	Palisades, Behind Wagons
Rear rank shooting?	Permitted.	Only SKIR in Woods, Orchards, Olives	
Hand to Hand (9.62):		+1 Advancing down gentle slope -2 Opponents halted on higher ground • Wood prevents use of L P LTS 2HCT.	-2 Defended obstacle • Pikes not used on rampart, palisade, or escalade
Visibility: Hills (12.42)	<ul style="list-style-type: none"> • ½+ way up hill: can’t be seen < 480p past intervening rise, ridge, knoll, Wood, Orchard or Olives.† • Not on same hill beyond 80p, or 40p if across a crest. 		
Visibility Reduction: All		<ul style="list-style-type: none"> • 40p Woods, Village interior • 120p Orchard, Olives • Not visible if between Dune crests* 	See into gully only from edge.
Visibility Reduction: LI (12.42)	120p LI if Halted or APPR in Rocky or Brush	120p LI in Marsh, Vineyards	
Ambush (14.42) <i>Forward zone restricted.</i>	Brush or Rocky Area for LI only.	Wood, Orchard, Grove, Village.; LI also in Marsh or Vineyard.	Gully hidden from EN fwd zone by Wood / high ground
<p>Road or Bridge (6.711): Cancels movement terrain effects if in column.</p> <p>Night (6.73): Max move is MI except in column or on Road. TacMove only if March illegal. Deviation off-road.</p> <p>Field Fortifications: Foot cross only in column or charging defenders; MTD/Vehicles only where destroyed.</p> <p>Water: Shoot only from Elephant if wading or swimming. See 6.72 re Boats, <i>Fleet Warrior</i> re other naval.</p> <p>† Jon has indicated hill rules will be revised in the next revision of <i>Warrior</i>.</p>			