Reasons to test	EST (2d6, quality re-rolls apply) a FRAGMENTED battle group charged by other than	light foot	Reason	s to test at the end	l a frien	dly battle group br	eaks withi	_	TURN SEC		
immediately:	a FRAGMENTED friendly battle group breaks within 3	3 MUs as			3MU f	or other reasons - I		1./ 11111	Il charges, into		
	a result of being charged - battle troops ignore skirmishers					skirmishers mander in <i>line of co</i>	ommand i	evade mo	oves. Resolve i	impact	
	losing a close combat				lost wi	thin 3 MUs		tests and	nd post-comb death rolls.	oat conesion	
	suffering 1 hit per 3 bases from shooting - or taking 2 hits and shot at by artillery	suffering 1 hit per 3 bases from shooting - or taking 2 or more hits and shot at by artillery			to bols	•	y a battle group with a		NOEUVRE F		
Situation	,				l				troops in cont oops. Feed ad		
Battle group suffer	red at least 1HP2B from shooting or close combat -1				-	se combat even pa s	rtly	bases int	o melee.	artional	
Rattle group testin	ng for losing impact phase combat -1		against elephants or scythed chariots Medium foot testing for having lost close combat even partly						rmal moves. OTING PHA	ACE.	
	g for losing melee phase combat in which it	Any		mounted troops or					hooting (both		
received at least 2	more hits than it inflicted	one	Any tro	ops shot at by artil	ery or fire		Post-shooting cohesion tests and				
	of its original bases that battle group has lost -1 with threatened flank -1	of		ops testing for hav	-	pact phase combat	even		death rolls. 4.) MELEE PHASE		
If testing for seeing				-	•	hase combat even	partly	Resolve r	nelee combat		
More than 1 reaso				impact foot			, ,		ohesion tests ault camps.	and death	
Current cohesion	state	Comman			ommand	range if battle grou	n is		NT ACTION	PHASE	
DISRUPTED or SEVERELY DISORDERED -1				-		it is in close comba		_	nounted must		
FRAGMENTED	-2	Extra if he	e is an Ins	spired Commander				±1	mmanders and le groups. Mo		
BROKEN	-3	Battle gro	oup has <i>r</i>	ear support					uers, test to st		
COHESION T					-	ing to relleve		RIABLE MO		NCE	
Total Resu 7 or more Passo	,					ing to rally or bolst one cohesion level	er Rol	-2 MUs		+1 MU	
6,5,4,3 Faile	'		Lia el	tafitar 1		ffect	2	-1 MU		+2 MUs	
2 or less Faile	d If testing for losing close combat where received at le friends break or commander lost, drop 2 cohesion le				No e	ffect	3-4	Normal move	Applies to all pursuit und r		
EFFECT OF CO	OHESION LEVELS		أحيا	MOVEMEN	T RATE	S	Oper	Uneven	Rough	Difficult	
Level	Effect			Light Foot Medium Foot			5 4	5 4	5 4	3	
STEADY	All troops start the battle STEADY			Heavy Foot			3	3	2	2	
	• -1 on all CMTs			Light Horse and O			7	7	5	3	
DISRUPTED	 -1 on all further cohesion tests Lose 1 dice per 3 in shooting or close combat 			Cavalry and Arm Heavily Armoure			5 4	3	2	1	
	Non-shock battle groups must pass a CMT to charg	ge or interce	pt	Elephants		·	4	4	3	2	
	 -2 on all CMTs and further cohesion tests Lose 1 dice per 2 in shooting or close combat 			Light Chariots 5 Heavy and Scythed Chariots 4				2	2 1	1 N/A	
	Shock troops are no longer so			Battle Wagons			3	2	1	N/A	
FRAGMENTED	 Cannot charge or intercept Must take a cohesion test if charged by any troops except light foo 			Light Artillery Heavy Artillery			2 1*	1 1*	1 1*	N/A N/A	
	Has its maximum manoeuvre phase movement dist	KEY									
	1 MU (after any other deductions) Battle group makes a rout move in the phase in wh	nich it breaks	s and	NO EFFECT	No 6	effect					
	in each subsequent joint action phase - 3 on cohesion tests to rally No rallying possible if <i>autobroken</i> or at or below 50% strength			-1 on CMTs. Lose 1 dice per 3 for shooting/o					mbat.		
BROKEN				2 on CMTs. Lose 1 dise no				shooting/close co	mhat		
	1 base removed for each pursuing enemy battle gro			SEVERELY		s not count as STEA		snooting/close co	illout.		
SIMPLE AND	the end of each rout move COMPLEX MOVES										
SIIVIPLE AND	COMPLEX MOVES			DISORDERED		n Cohesion Tests	Tunna Tun				
Type of move				DISORDERED			roop Type				
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Move to be made			Skirmishers		Undrilled Ca	Bar	tle troops Other undrilled		undrilled	
<i>"</i>	Move to be made	ning		Skirmishers	-1 or	Undrilled Ca or Light Cha	Baravalry priots	tle troops Other undrilled with a commande	r without a	commande	
Charges	Move to be made Charge straight ahead or with a single wheel at the begin			Skirmishers Simple	-1 or	Undrilled Ca or Light Cha	Bar avalry ariots	tle troops Other undrilled with a commande Simple	r without a	commande imple	
Charges	Move to be made Charge straight ahead or with a single wheel at the beginn A forward move of the full available move distance straigl A forward move of less than full distance and/or with a sin	ht ahead	with no	Skirmishers Simple Simple	-1 or Drilled Simple	Undrilled Ca or Light Cha Simple	Banavalry nriots	tle troops Other undrilled vith a commande Simple Simple	r without a	a commande imple imple	
Charges Advances	Move to be made Charge straight ahead or with a single wheel at the beging A forward move of the full available move distance straigl A forward move of less than full distance and/or with a single memy close	ht ahead ngle wheel,		Skirmishers Simple Simple Simple	-1 or Drilled Simple Simple Simple	Undrilled Ca or Light Cha Simple Simple	Banavalry nriots	tle troops Other undrilled with a commande Simple	r without a	a commande imple imple imple	
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POINTS	S OF ADVANTAGE (POA)			COMBA	T MECHA	ANISM		
	arget Rank is:	POA	If shooting with:		cept when o	n 2 dic	e per ba	se in
	ted cavalry unless entirely 1 base	+	Longbow, bow, crossbow, javelins or sling	battle wag			e per ba	
deep		т.	Longbow, bow, crossbow, javenins or sinig	Medium fo	ot with bow,		e per ba	
	or protected cavalry unless base deep.				or longbow (n	int —	tive rang	_
•	d knights unless entirely 1 base	+	Longbow or crossbow	bow*)			ide effec	
deep.				Cavalry wit			e per ba	
	ts or heavily armoured knights	-	Bows, javelins or sling	crossbow (not bow*)		e per 2 b	
Elephants	zonc	+	Any except artillary	Chariots Battle wag	ons		e per ba: e per ba:	
Battle wag	gons	+	Any except artillery Longbow, bow, javelin or sling		ny with javeli		e per 2 b	
Unprotect	ed heavy or medium foot	-	Crossbow, firearm or artillery		m or bow*		e per 3 b	oases
Armoured Foot		-	Any except longbow	IMPACT				
	16	-	Longbow, crossbow, firearm or artillery		and scythed	3 dic	e per fro	ont ra
Heavily ar	moured foot		Bow, javelins or sling	chariots Battle wage	nns	2 dic	e per fro	nnt ra
Any other	foot	-	Crossbow, firearm or artillery	Other troo		2 dic	e per fro	ont ra
			Any, if one or more of the following apply.		ow, longbow		e per 2 nd	
			(Count only one -): Shooting	crossbow	or firearm MF or HF of		mbat (oi intage (P	
			to rear (LH or LCh)		onary battle		dice agai	
Any		2	at a battlegroup which is partly in close combat other than		n a 2 nd rank, o		an shoot	
•			only as an overlap. (Does not apply to support shooting).		from a 3 rd ra	nk. LF ca	ın shoot	only
			 by a battlegroup which is partly in close combat other than 	MELEE	knights, all	2 4:-	e per fro	net r
			only as an overlap.	chariots, ar	-		e per fro ice for re	
In a = ::	n babind field for wift "		(Does not apply to support shooting).	Battle wag	<u> </u>	2 dic	e per fro	ont ra
In cover or	r behind field fortifications	-	Any except artillery				ice for re	
IIVIPACI		++	against any foot	Other troo Overlaps	ps	As at	e per ba	se in
Impact foo	ot		against any mounted, unless the foot are charging mounted	REDUCTION	ONS	715 01	3010	
•		+	shock troops			Lose	1 dice p	er 2
Any spear	men or pikemen if not charging	+	unless FRAGMENTED or SEVERELY DISORDERED or less than 2	Light foot o	or light horse		fighting	
	or offensive spearmen if charging		ranks of spearmen or 3 ranks of pikemen	Light 100t C	n light horse	• LF	H fighting	
	n-shock mounted.		unless SEVERELY DISORDERED or less than 2 ranks of	Fighting THEN (not cumulative, use only the worse				
	spearmen if charging defensive	+	spearmen or 3 ranks of pikemen	DISRUPTED		1		
spearmen				DISORDER		Lose	1 dice p	er 3
Heavy wea		+	against any foot	FRAGMENTED or Lose		1 dice p	er 2	
Foot with	light spear	+	unless charging mounted shock troops against any troops if no other net POAs	SEVERELY	DISORDERED			
Mounted	troops with light spear	+	(other PAOs cancel out)			Close	DEA +1 if 6	
Elephants		+	against heavy or medium foot, battle wagons or any mounted	POA	Shooting	Combat	wago	
Battle wag	gons	+	against any mounted except elephants	++	-	3	+2 if s	
	Knightly lancers	+	against any except elephants, scythed chariots, battle wagons or non-charging STEADY pikemen/spearmen				comb	
			against any except lancers, elephants, scythed chariots, battle	+	3	4	If the	
Only in	Other lancers	+	wagons or non-charging STEADY pikemen/spearmen	No POA	4	4	numb If a ba	
open	Heavy or scythed chariots	+	against any except skirmishers, lancers, elephants, battle	-	5	5	were	
terrain	Mounted except elephants or		wagons or non-charging STEADY pikemen/spearmen				from	
	scythed chariots	+	against any medium or light foot		6	5	remai	
	Extra for 4 th rank of pikemen	+	unless FRAGMENTED		RE-ROLLS a			
Unhill or f	whether charging or not oot defending field fortifications			Elite Superior	Re-roll 1	's and 2's	> 60%	
or a riverb		+		Average	No Re-ro		> 40%	
	lank or rear	++	Net POA regardless of other factors	Poor	Re-roll 6	's	> 30%	
MELEE					ers in front ra			
	Skilled swordsmen	+	against any except elephants or STEADY pikemen/spearmen		ect scythed cl nders on elep			
	Foot swordsmen	+	against any except elephants, skilled swordsmen or STEADY		G RANGES	Tidires aria	inese ear	
	Mounted swordsman		pikemen/spearmen	Shooters a				
	Mounted swordsmen Spearmen (at least 2 ranks)	+	against any except elephants or STEADY pikemen/spearmen unless FRAGMENTED or SEVERELY DISORDERED		Medium			
Any one	Pikemen (at least 3 ranks)	+	unless FRAGMENTED or SEVERELY DISORDERED	VEDELY DICORDEDED.				
of	·		against any .	longbow or			camelry entirely 1 Light Horse	
	Heavy weapon	+	Also cancels enemy 'better armour' POA if any.	crossbow	Cavalry or camelry not entirely			ely 1
	Elephants	+	against heavy or medium foot, battle wagons or any mounted	or any mounted base deep, cata				
	Heavy or scythed chariots	+	against any except skirmishers, elephants, battle wagons or	Sling				
			STEADY pikemen/spearmen	Javelins or Heavy artil				
Artillery Extra for 4 th rank of pikemen in open			-					
terrain	rank or pikemen in open	+	unless FRAGMENTED	Light Artillery TERRAIN				
	nemy in two directions	-		Terrain fea	ture	Visi	bility	S
<i>Uphill</i> or f	oot defending field fortifications	+					·	
or a riverb	oank			Gentle hill			crest	
0. 4							∞	
0. 4			against any except heavy weapon, elephants, chariots,	Open fields	s, broken gro		/L E\	
	<i>(c </i>		artillery or battle wagons.	Brush		4"	(LF)	
	nour (front rank)	+	artillery or battle wagons. This POA does not apply if there is only one level of armour advantage (i.e: Protected vs Unprotected, Armoured vs			4" 4"	(LF) (LF) 1"	
	nour (front rank)	+	artillery or battle wagons. This POA does not apply if there is only one level of armour advantage (i.e: Protected vs Unprotected, Armoured vs Protected, Heavily Armoured vs Armoured) and it would	Brush Enclosed fi		4" 4"	(LF)	
	nour (front rank)	+	artillery or battle wagons. This POA does not apply if there is only one level of armour advantage (i.e: Protected vs Unprotected, Armoured vs	Brush Enclosed fi Plantation		4" 4" 2	(LF) 1"	

This Quick Reference Sheet was created by Sebastian Steudtner, original layout design by Karsten Loh Visit us on www.tiny-soldiers.com!

SHOOTING	T MECHA	ANIS	M							
Artillery (ex	2 dice per base in effective				range					
battle wago	1 dice per base outside effective range									
	t with bow,		1 dice per base of 1st shooting rank in effective range							
crossbow or bow*)	longbow (n	ot	1 dice per 2 bases of 2 nd shooting rank or							
,			outside effective range							
Cavalry with crossbow (n			1 dice per base of 1 st shooting rank 1 dice per 2 bases of 2 nd shooting rank							
Chariots	,		1 dice							
Battle wago						Ith from long				
LF, LH or an sling, firearr	y with javeli n or how*	ns,				in effective ra outside effec				
IMPACT	0. 50		1 dicc	pci 3	bases	outside effec	tive range			
Elephants a	nd scythed		3 dice per front rank hase							
chariots	3 dice per front rank base 2 dice per front rank base width									
Other troop			ont rar		I					
Foot with be	1 dice	per 2	nd or 3 rd	rank base b	ehind a base					
crossbow or supporting I				k only). Use s if shooting.						
same statio	nary battle					lank or rear				
	a 2 nd rank, o rom a 3 rd ra					nounted and	foot,			
MELEE	IUIII a 3 Ta	IIK.	LF CdII	51100	t offig v	s. mounted				
Elephants, k	nights, all					ık base.				
chariots, art	illery					nk bases of a				
Battle wago	ns					nk base width nk bases of a				
Other troop	S		1 dice	per b		irst 2 ranks				
Overlaps	NIC		As abo	ove						
REDUCTIO	CNI		Lose 1	dice	per 2 u	nless:				
Light foot o	r light horse				ng agai					
Light 100t of	ilgiit iloise			-		nst LH or LF				
THEN (not	cumulative	1150 0				FRAGMENTI able modifie				
DISRUPTED		use o				able mounte	' /			
DISORDERE			Lose 1	aice	per 3					
FRAGMENT SEVERELY D			Lose 1	dice	per 2					
SCORING				DEA	ATH RO	DLL (1d6, no	re-rolls)			
POA	Shooting		lose			ints, artillery	or battle			
		Co	mbat	wage		t or won/dre	w close			
++	-		3	com		t or wonyarc	w close			
+	3		4	If the	e score	does not exc	eed the			
No POA	4		number of hits, remove a base.							
	5		were more than 6 hits deduct 6							
-	3		from the hits and roll again for the							
	6		5		ainder.					
	RE-ROLLS a			REAK						
Elite Superior	Re-roll 1		d 2's > 60% bases lost > 50% bases lost							
Average	Superior Re-roll 1's Average No Re-rolls									
Poor Re-roll 6's			2's	> 50° > 40°	% base % base	s lost s lost				
	Re-roll 6	's		> 50 > 40 > 30	% base % base % base	s lost s lost s lost				
Commande	Re-roll 6	's nk ind	crease i	> 50 > 40 > 30 re-roll	% base % base % base s for co	s lost s lost				
Commande Cannot affe by comman	Re-roll 6 rs in front ra ct scythed cl ders on elep	's nk ind hariot	crease r	> 50' > 40' > 30' re-roll:	% base % base % base s for co	s lost s lost s lost ombat dice or	be affected			
Commande Cannot affe by comman SHOOTING	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES	's nk ind hariot	crease r	> 50' > 40' > 30' re-roll:	% base % base % base s for co	s lost s lost s lost mbat dice or ints can only iffect other n	be affected nounted.			
Commande Cannot affe by comman	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES	's nk ind hariot hants	crease r	> 50' > 40' > 30' re-roll:	% base % base % base s for co	s lost s lost s lost embat dice or ents can only	be affected			
Commander Cannot affe by comman SHOOTING Shooters ar	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e:	nk inchariot hariot hants	crease r	> 50' > 40' > 30' re-roll:	% base % base % base s for co	s lost s lost s lost mbat dice or ints can only ffect other n	be affected nounted.			
Commander Cannot affer by comman SHOOTING Shooters are Bow, longbow or	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light Foc Cavalry c	hariot hants hants Foot ot	crease residual services or arts and the	> 50 > 40 > 30 re-roll: cillery.	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4	be affected nounted. Maximum 6			
Commander Cannot affer by comman SHOOTING Shooters are	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light Foo	rs nk ing hariot hariot hants Foot ot or can	crease restance of the second the	> 50 > 40 > 30 re-roll cillery. nese ca	% base % base % base s for co Elepha annot a	s lost s lost s lost mbat dice or s and s an	Maximum 6 6 -			
Commande Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light Foc Cavalry c base dee	hariot hariot hants Foot ot or can pr can	crease residual control of the contr	> 50 > 40 > 30 re-roll: tillery. nese ca	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 3	Maximum 6 6			
Commande Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow	Re-roll 6 rs in front ra ct scythed cl ders on elep 6 RANGES e: Medium Light Foc Cavalry (base dec	hariot hariot hants Foot ot or can pr can	crease residual control of the contr	> 50 > 40 > 30 re-roll: tillery. nese ca	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 3 4 3	Maximum 6 6 -			
Commande Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow	Re-roll 6 rs in front ra ct scythed cl ders on elep 6 RANGES e: Medium Light Foo Cavalry c base dee Cavalry c base dee	hariot hariot hants Foot ot or can	crease residual control of the contr	> 50 > 40 > 30 re-roll: tillery. nese ca	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 3	Maximum 6 6 -			
Commander Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow Sling Javelins or f Heavy artille Light Artillei	Re-roll 6 rs in front ra ct scythed cl ders on elep 6 RANGES e: Medium Light Foo Cavalry c base dee Cavalry c base dee	hariot hariot hants Foot ot or can	crease residual control of the contr	> 50 > 40 > 30 re-roll: tillery. nese ca	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or a display d	be affected nounted. Maximum 6 6			
Commander Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow Sling Javelins or f Heavy artille Light Artillet TERRAIN	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light For Cavalry c base dee Cavalry c base dee irearms	hariot hariot hants Foot ot or can	nelry er helry nelry netaphrad	> 50 > 40 > 30 > 30 re-roll- illery ntirely see bt entiticts, ch	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 3 4 3 2 6 6	be affected nounted. Maximum 6 6 12 -			
Commander Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow Sling Javelins or f Heavy artille Light Artillei	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light For Cavalry c base dee Cavalry c base dee irearms	hariot hariot hants Foot ot or can	crease residual control of the contr	> 50 > 40 > 30 > 30 re-roll- illery ntirely see bt entiticts, ch	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 4 3 4 4 6	be affected nounted. Maximum 6 6			
Commander Cannot affer by comman SHOOTING Shooters ar Bow, longbow or crossbow Sling Javelins or frequency artillet Light Artillet TERRAIN Terrain feat Gentle hill	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light Foc Cavalry c base dec Cavalry c base dec irearms ery	Foot tot pry Lig	visibio	> 50 > 40 > 300 > illity illity est	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 3 4 3 2 6 6 6 coting in 1 rank? no	Maximum 6 6 12 - Cover?			
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Commande Cannot affe by comman SHOOTING Shooters ar Bow, longbow or crossbow Sling Javelins or f Heavy artille Light Artille TERRAIN Terrain feat Gentle hill Open fields, Brush Enclosed fie Plantation Gully	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light Foc Cavalry c base dee Cavalry c base dee irearms ery ry ture	Foot tot pry Lig	visibility of the control of the con	> 500 > 400 > 300	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 3 4 3 2 6 6 6 cooting in 1 rank? no no no no yes no	be affected nounted. Maximum 6 6 12 - No no no no yes yes no			
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Commander Cannot affer by comman SHOOTING Shooters ar Bow, longbow or crossbow Sling Javelins or f Heavy artille Light Artiller TERRAIN Terrain feat Gentle hill Open fields, Brush Enclosed fie Plantation Gully Forest Vineyards Marsh	Re-roll 6 rs in front ra ct scythed cl ders on elep G RANGES e: Medium Light Foc Cavalry c base dee Cavalry c base dee irearms ery ry ture	Foot tot pry Lig	Visibility of the control of the con	> 500 > 400 > 300	% base % base % base s for co Elepha annot a	s lost s lost s lost s lost s lost s lost mbat dice or ints can only ffect other n Effective 4 3 4 3 2 6 6 6 coting in 1 rank? no no no no yes no no	be affected mounted. Maximum 6 6 12 - Cover? no no yes yes no yes yes no			
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