

BATTLE GROUP & ARMY DETERIORATION

COHESION LEVEL AND EFFECTS	
LEVEL	EFFECT
STEADY	All troops start the battle STEADY
DISRUPTED (DISR)	<ul style="list-style-type: none"> -1 on all CMTs -1 on all further cohesion tests Battle group loses 1 dice per 3 in close combat or shooting Non-shock battle groups must pass a CMT to charge or intercept
FRAGMENTED (FRAG)	<ul style="list-style-type: none"> -2 on all CMTs -2 on all further cohesion tests Battle group loses 1 dice per 2 in close combat or shooting Shock troops are no longer so Battle group cannot charge or intercept Battle group must take a cohesion test if charged by any troops except light foot Battle group has its maximum manoeuvre phase movement distance reduced by 1 MU (after any other deductions)
BROKEN	<ul style="list-style-type: none"> Battle group makes a rout move in the phase in which it breaks, and in each subsequent joint action phase -3 on cohesion tests to rally No rallying possible if autobroken or at or below 50% strength 1 base removed for each pursuing enemy battle group in contact at the end of each rout move

DEATH ROLL	
Roll 1 dice for the battle group. (No re-rolls).	
<ul style="list-style-type: none"> Add +1 to the dice score if elephants, artillery or battle wagons. Add +2 to the dice score if the hits suffered were from shooting or the battle group won/drew a close combat. 	
If the score does not exceed the number of hits, remove a base.	
If a base was removed, and there were more than 6 hits, deduct 6 from the hits and roll again for the remainder. (Use the same modifiers).	

AUTOBREAK				
Initial BG size	Bases remaining to trigger autobreak			
	elite	superior	average	poor
2	1	1	1	1
4	1	1	2	2
6	2	2	3	4
8	3	3	4	5
9	3	4	5	6
10	3	4	5	6
12	4	5	7	8

At the end of the joint action phase, battle groups that are **auto-broken**, broken and at or below 50% of their original number of bases, or reduced to 1 base, are destroyed and removed from the table. If the battle group was not already broken when this happens, this will trigger a cohesion test for nearby friendly battle groups as if it had broken. Leave it in place until this has been adjudicated.

COHESION TEST			
Throw 2 dice (Quality re-rolls apply)			
MODIFIERS			
Battle group suffered at least 1 HP2B from shooting* or close combat**	-1	Commander in line of command in command range if battle group is not in close combat, or with the battle group if it is in close combat.	+1
Battle group testing for losing impact phase combat**	-1	Extra if he is an Inspired Commander	+1
Battle group testing for losing melee phase combat in which it received at least 2 more hits than it inflicted**	-1	Battle group has rear support (See Glossary)	+1
For each full 25% of its original bases that battle group has lost	-1	Current Cohesion State	
Non-skirmishers with threatened flank .	-1	Disrupted or Severely Disordered	+1
If testing for seeing C-in-C lost***	-1	Fragmented	+2
More than 1 reason to test	-1	Broken	+3
Any one of...	-1	Any troops shot at by artillery or firearms* OR Any troops testing for having lost close combat even partly against elephants or scythed chariots** OR Medium foot testing for having lost close combat even partly against mounted troops or heavy foot in open terrain **. This modifier applies whether or not the medium foot are partly in non-open terrain, provided that at least one front rank mounted or heavy foot base fighting them is entirely in open terrain (and not attacking or defending fortifications or a riverbank). OR Any troops testing for having lost impact phase combat even partly against lancers or heavy chariots** OR Foot testing for having lost impact phase combat even partly against impact foot**	*Only applies when testing as a result of shooting hits in the shooting phase. The modifier for being shot at by artillery or firearms applies whether or not they scored any hits. ** Only applies when testing as a result of losing a close combat. The modifier for fighting specific enemy troop types applies whether or not these inflicted any hits. *** Only applies when testing as a result of seeing C-in-C lost. Other tests do not use these modifiers even if they occur in the same phase.

COHESION TEST RESULT	
If the final score is:	
7 or more	<ul style="list-style-type: none"> Rise one cohesion level if testing to bolster or rally the battle group. Otherwise no change in cohesion level.
6, 5, 4, 3	<ul style="list-style-type: none"> Drop 1 cohesion level (unless testing to bolster or rally the battle group).
2 or less	<ul style="list-style-type: none"> Drop 2 cohesion levels if: <ul style="list-style-type: none"> - Testing for losing a close combat in which the battle group received at least 2 more hits than it inflicted. - Testing for seeing friends break or commander lost. Otherwise drop 1 cohesion level (unless testing to bolster or rally the battle group).