

MOVEMENT

MOVEMENT RATES				
TROOP TYPE	Open	Uneven	Rough	Diff.
Light foot	5	5	5	4
Medium foot	4	4	4	3
Heavy foot	3	3	2	2
Light Horse & Commanders	7	7	5	3
Cavalry and Armoured Knights	5	4	3	1
Heavily Armoured Knights and Cataphracts	4	3	2	1
Elephants	4	4	3	2
Light chariots	5	3	2	1
Heavy and scythed chariots	4	2	1	N/A
Battle wagons	3	2	1	N/A
Light artillery	2	1	1	N/A
Heavy Artillery	1*	1*	1*	N/A
KEY				
NO EFFECT	No effect			
DISORDERED	<ul style="list-style-type: none"> Does not count as STEADY -1 on CMTs. Lose 1 dice per 3 for shooting & close combat No Cohesion Test penalty 			
SEVERELY DISORDERED	<ul style="list-style-type: none"> Does not count as STEADY -2 on CMTs. Lose 1 dice per 2 for shooting & close combat -1 on Cohesion Tests 			

Variable Movement Distance (VMD)	
Roll 1d6	
1	-2 MUs
2	-1 MU
3 or 4	Normal distance
5	+1 MU
6	+2 MUs
Quality re-rolls do not apply	
QUALITY RE-ROLLS	
Elite	Reroll 1's & 2's . Cannot go lower
Superior	Reroll 1's.
Poor	Reroll 6's.

COMPLEX MOVE TEST	
Roll two dice, apply quality re-rolls, and add the scores. Apply the following modifiers.	
+1 if a commander in line of command is in command range	
+1 if this same commander is with the battle group or battle line testing	
+1 if this same commander is an inspired commander	
-1 if any of the bases are DISRUPTED or DISORDERED	Count the worst of these two, but never both.
-2 if any of the bases are FRAGMENTED or SEVERELY DISORDERED	
Minimum score to pass	7 if drilled or skirmishers
	8 if other undrilled

OUTFLANKING MARCH ARRIVAL TEST	
Roll two dice for each outflanking march. (No re-rolls).	
Modifier	
+1	If the flank march is led by a field commander
-1	If the outflanking march includes medium or heavy foot
Score	Result
9 or less	Roll again next turn.
10 or more	Success – see below

SIMPLE & COMPLEX MOVES			Troop type				
Simple	Complex	Impossible	Skirmishers	Battle troops			
Type of move	Move to be made			Drilled	Undrilled Cavalry or Light Chariots	Other Un-drilled with a commander*	Other Un-drilled without a commander
Charges	Charge straight ahead or with a single wheel at the beginning		Simple	Simple	Simple	Simple	Simple
Advances	A forward move of the full available move distance straight ahead		Simple	Simple	Simple	Simple	Simple
	A forward move of less than full distance and/or with a single wheel, with no enemy close**		Simple	Simple	Simple	Simple	Simple
	A forward move of less than full distance and/or with a single wheel, close to enemy**		Simple	Simple	Simple	Simple	Complex
Double Wheels	A forward move including 2 wheels		Simple	Simple	Simple	Simple	Complex
Expansions	Expand frontage by 1 or 2 bases while stationary		Simple	Simple	Complex	Complex	Complex
	Expand frontage by 1 or 2 bases followed by a SIMPLE advance. Maximum move distance is reduced by 2 MU.		Simple	Complex	Impossible	Impossible	Impossible
Contractions	Contract frontage by 1 or 2 bases with a SIMPLE advance of at least 3 MUs before or after		Simple	Simple	Simple	Complex	Complex
	Contract frontage by 1 or 2 bases while stationary or with advance of less than 3 MUs before or after		Simple	Complex	Complex	Impossible	Impossible
Turns	Turn 90 or 180 deg while stationary		Simple	Simple	Simple	Simple	Complex
	Turn 90 deg with a SIMPLE advance before or after. Maximum move distance is reduced by 2 MU.		Simple	Complex	Complex	Impossible	Impossible
	Turn 180 deg with a SIMPLE advance before or after.		Simple	Impossible	Impossible	Impossible	Impossible
	Turn 180 deg, move maximum of 2 MUs in a SIMPLE advance and turn back again.		Complex	***Complex /Impossible	***Complex /Impossible	Impossible	Impossible

STRAGGLING TEST	
On the turn when the outflanking march should arrive, roll two dice for each battle group to see if it is straggling. Straggling battle groups will not arrive in time for the battle.	
Modifier	
+1	Drilled troops or skirmishers
-1	Medium or heavy foot
A battle group is straggling (and will not arrive) if it scores less than 5. Quality re-rolls apply.	