

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

## DEATH ROLL

Roll 1 dice for the battle group. **(No re-rolls).**

- 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 <b>line of command</b> in <b>command range</b> 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 <b>rear support</b> (See <b>Glossary</b> )	+1
For <b>each</b> full 25% of its original bases that battle group has lost	-1	<b>Current Cohesion State</b>	
Non-skirmishers with <b>threatened flank</b> .	-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...  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 <b>open terrain</b> **. 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**	-1	<p>*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.</p> <p>** 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.</p> <p>*** Only applies when testing as a result of seeing C-in-C lost.</p> <p>Other tests do not use these modifiers even if they occur in the same phase.</p>	

## COHESION TEST RESULT

If the final score is:

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