

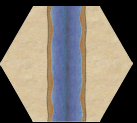

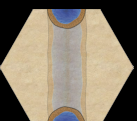
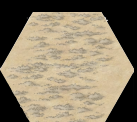
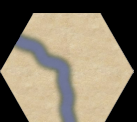




TERRAIN EFFECTS CHART (TEC)

	Terrain Type	Movement Effects	Combat Effects
	Clear	One movement point to enter.	None.
	Hill	Two movement points to enter, even if entering from and adjacent hill.	Attacking units on Hill terrain in melee causes a -1 penalty. Hill terrain blocks line of sight.
	River	May not be entered except at Bridge or Ford.	None.
	Bridge	One movement point to enter.	Units attacking out of bridge terrain suffer a -2 penalty in melee.
	Ford	Two movement points to enter.	Units attacking out of ford terrain suffer a -1 penalty in melee.
	Rough	Two movement points to enter.	Units defending in or attacking out of rough terrain suffer a -1 penalty in melee.
	Stream	Units must stop upon entry.	Units defending in or attacking out of rough terrain suffer a -2 penalty in melee.
	Structures	One movement point to enter.	Attacking units in structures during melee causes a -2 penalty. Units in structures gain a +2 bonus to missile defense. Structure terrain blocks line of sight.
	Wooded	Units must stop upon entry. Medium and heavy units are immediately disrupted upon entry, unless already disrupted.	Attacking units in woods during melee causes a -1 penalty. Units in woods gain a +1 bonus to missile defense. Wooded terrain blocks line of sight.

SEQUENCE OF PLAY

1. Remove Leaders
2. Receive Action Points
3. Determine Initiative
4. Place Leaders
5. Action Cycle
6. Melee Cycle
7. Turn End

DICE COLOR KEY

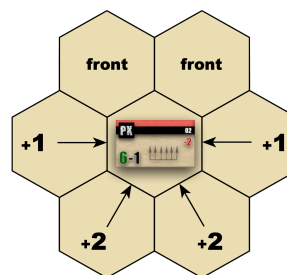
Red: End of Game Check
 Black: Army Panic Check
 Gray: Reshuffle
 Blue: Army Fatigue

DAWN OF BATTLE

MELEE STEPS

1. Light Unit Withdrawal
2. Determine Result Modifier
 - a. Determine Size Ratio
 - b. Determine Clash of Shields Modifier
 - c. Determine Attack Vector Modifier(s)
 - d. Add Action Bid Result
3. Draw or Play Melee Cards
4. Required Advance (unless disciplined)
5. Cavalry Continuance (if non-light)
6. Mark units exhausted

VECTOR DIAGRAM



MELEE COMBAT RESULTS

- : No effect.
m(#): Morale check plus or minus the value of the number shown. Failure results in "simple" disruption.
d: Simple disruption. Flip the unit to its disrupted side. If already disrupted, there is no additional effect.
d(#): Morale check plus or minus the value of the number shown. Failure results in "special" disruption.
D: Special disruption. Flip the unit to its disrupted side. If already disrupted, the unit is eliminated.
E: Elimination. The unit is eliminated.

CLASH OF SHIELDS TABLE

Unit Type		ATTACKING UNIT																				
		LI	MI	HI	PX	PK	MM	LA	HA	LG	HG	LC	HC	KT	CC	MA	CT	HT	CH	BC	EL	
DEFENDING UNIT	Light Infantry	LI	-	+1	+2	+2	+1	-	-1	-1	-	-	-	+1	+3	-	-	+1	+1	-	-	-1
	Medium Infantry	MI	-1	-	+1	+1	-	-3	-2	-1	-2	-1	-	+2	+1	-1	+1	+1	-	+1	-1	
	Heavy Infantry	HI	-2	-1	-	-	-1	-3	-3	-2	-3	-2	-1	-	+1	-	-1	-	+1	-1	+1	-
	Phalanx	PX	-3	-2	-	-	-1	-3	-3	-2	-3	-2	-2	-3	-1	-1	-2	-2	-1	-2	-	-
	Pikes	PK	-2	-1	-	-	-	-2	-2	-2	-3	-2	-2	-3	-2	-2	-2	-2	-1	-3	-1	-
	Mixed Missiles	MM	-	+2	+3	+2	+2	-	-	-	-	-	-	+1	+2	+1	-	+1	+2	+1	+2	-2
	Light Archers	LA	+1	+2	+3	+2	+2	-	-	-	-	-	-	+2	+3	+2	-	+2	+2	+1	+2	-
	Heavy Archers	HA	+1	+1	+2	+1	+1	-	-	-	-1	-	-1	+2	+3	+2	-1	+2	+3	+1	+2	-
	Light Gunners	LG	+1	+2	+3	+2	+2	-	-	+1	-	+1	-	+2	+3	+2	-	+2	+2	+1	+2	-
	Heavy Gunners	HG	+1	+1	+2	+1	+1	-	-	-	-1	-	-1	+1	+3	+1	-1	+2	+2	+1	+2	-
	Light Cavalry	LC	-	-	+1	+2	+2	-	-	+1	-1	-	-	+1	+1	+3	-	+2	+2	-	+1	-1
	Heavy Cavalry	HC	-1	-1	-	+2	+2	-1	-2	-1	-2	-1	-1	-	+2	+1	-1	-	+1	-1	-	+2
	Knights	KT	-3	-2	-1	-	-	-2	-3	-2	-3	-3	-3	-2	-	+1	-3	-2	-1	-2	+1	+2
	Camelry	CC	-1	-	-	-	-	-1	-2	-1	-2	-1	-2	-2	-1	-	-3	-2	-1	-2	-1	+1
	Mounted Archers	MA	-	-	+1	+1	+1	-	-	+1	-1	-	-	+1	+1	+3	-	+1	+2	-	+1	+3
	Cataphracts	CT	-1	-1	-	+1	+1	-1	-2	-1	-2	-2	-2	-	+2	+2	-1	-	+1	-1	-	+1
	Heavy Cataphracts	HT	-1	-2	-1	-	-	-2	-3	-2	-3	-3	-2	-1	+1	+1	-2	-1	-	-2	-1	+1
	Chariots	CH	-	-	+1	+1	+1	-	-1	-1	-1	-1	-	+1	+2	+2	-	+1	+2	-	+1	+3
	Battle Chariots	BC	-	-1	-1	-	-	-1	-2	-2	-2	-2	-1	-	-	+1	-1	-	+1	-1	-	+2
	Elephants	EL	+1	+1	-2	-	-1	+2	-5	-3	+1	-1	-4	-2	-2	-2	-4	-2	-	-2	-	-
	Artillery	AY	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E	E
	Camp	CP	-	+1	+1	+2	+2	-	-2	-	-2	-	-	+1	+3	+1	-	+1	+2	-	+1	+2
	War Wagon	WW	+1	+2	+2	+3	+3	+1	-	+1	-	+1	+1	+2	+4	+2	+1	+2	+3	+1	+2	+4
Table Results:		+#: Positive Melee Shift					-#: Negative Melee Shift					-: No Shift					E: Eliminated					