

		CS	MS	MF	CF
<u>Rest</u>	+20	Stand	Stand	Stand	Disrupted
Maneuver	+10	Double Move	Full Move	Half Move	Disrupted
Charge Cavalry	-10	Double Move Triple Move Melee +10	Full Move Double Move Melee +5/ +1 fat	Half Move Full Move Melee +0/ +1 fat	Morale Check Morale Check
Disengage	+0	Disengage Full Move	Disengage Half Move	Stand	Disrupted
Engage	+0	Full Move Engage	Half Move Engage	Half Move Engage -10	Morale Check
Move & Fire Cavalry	-10	Full Move Fire -10 Double Move	Half Move Fire -10 Full Move	Half Move <u>or</u> Fire -20 <u>or</u> Half Move	Disrupted Disrupted
Fight	+0	Melee/ Fire +10	Melee/ Fire +0	Melee/ Fire -10	Morale Check
Rally	-10	Rally Half Move	Rally Stand	Fall Back (Half Move)	Rout (Full Move)
Reformation	+0	Full Move into Formation	Half Move into Formation	Stand	Disrupted
Run Cavalry	-10	Double Move Triple Mov	Double Move +1 fat Triple Mov+1 fat	Full Move +1 fat Double Mov+1 fat	Disrupted Disrupted
Fear individually	Var	Bonus for action equal to fear checks minus	Normal action	Flee (Half Move)	Flee (Full Move)
Special Action	+0	2 turns worth	1 turns worth	No turns worth	Add one turns worth
Rally Check individually	+0	Bonus Turn	Stand	Fall Back (Half Move)	Rout (Full Move)

		CF	MF	MS	CS
Attack	CF	BF	AF	DTA	DTA
	MF	DF	Block	DTA	DTA
	MS	A*2	A*1	Block	DTA
	CS	A*3	A*2	A*1	Block

**Block:** Roll 3d6 vs WQ of weapons  
 IM 3 or less -2; IM 4 = -1  
 IM 5-7 = 0; IM 8 = +1; IM 9-12 = +2  
 IM 13-15 = +3; +1 per 3 IM over 15

Missile Block				
	CF	MF	MS	CS

Attack	CF	Wild	Wild	Wild	Wild
	MF	•	•	•	•
	MS	M*2	M*1	Block	Block
	CS	M*3	M*2	M*1	Block

**Missile Block:** is at 50% for non Shield Type Weapons being used against thrown Weapons and is not an option vs propelled Weapons. -10 For shields vs Bows & slings

Dodge (MOV*5)				
	CF	MF	MS	CS

Attack	CF	BS/F	AS/F	DTA	DTA
	MF	DF	•	•	DTA
	MS	A*2	A*1	•	•
	CS	A*3	A*2	A*1	•

**Dodge:** vs Non Thrown Weapons is at 50%. This applies to Bows and Slings

CounterStrike (DF)				
	CF	MF	MS	CS

Attack	CF	BF	AF	D*2	D*3
	MF	DF	Block	D*1	D*2
	MS	A*3	A*2	B*1	D*1
	CS	A*4	A*3	A*1	B*2

Ignore		
	Melee	Missile

Attack	CF	DTA	WLD
	MF	A*1	•
	MS	A*3	M*2
	CS	A*4	M*3

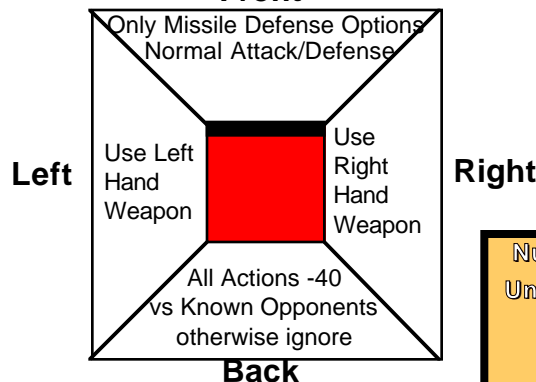
**Command Range:** is 10" from the Mani Leader and warriors outside of this range or doing other actions make their own command roll.

**Back and Rout:** Move toward safety and away from the enemy. The figures back will be to their last opponent.

**Immobilization:** Take no action this turn. Next Turn the unit has a -20 to its command Roll otherwise may function normally. If Engaged While Disrupted the unit is at a -10 to attack/ defense.

**Run:** Run away from the object causing the fear. A rally check is needed to bring fleeing warriors back. Those who critically failed have an additional minus equal to the minus of the fear check they failed.

### Miniature Facing



Numbers ending in 0 or 5 are critical  
 Under your skill is a success over is a failure  
 01-05 is always a success;  
 96-00 is always a failure

er your skill is a success over is a failure  
 01-05 is always a success;  
 96-00 is always a failure

# Injury Table

GAC	Effective Impact							
	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25+
0	M1	S2	G3	K	K	K	K	K
1	•	M1	S2	G3	K	K	K	K
2	•	•	M1	S2	G3	K	K	K
3	•	•	•	M1	S2	G3	K	K
4	•	•	•	•	M1	S2	G3	K

Special Actions	
sk	Time
Rope/ Throw Grapple, etc.	2 Turns
Start a fire(requires Fuel/Tinder)	6 Turns
climb 4' Wall	1 Turns
Get Up Prisoner	3 Turns
Mount/Dismount Horse	1 Turn
Find Path 1" through a Hedge	4 Turns
Charge Weapon per Weapon	1 Turn
Get Aid Basic(Staunch Wound)	6 Turns
Get Aid Body	2 Turns

**Injury Table Modifiers Enchantment and Size mods**  
 Are subtracted from the impact before applying to the table.  
 Alternately they may be added to the levels needed to cause the injury.  
 Note: + values of size or enchantment give more protection while negative values increase likely severity of injury

Terrain	Move		Missile
	Foot	Mount	Cover
Open	4	5	-10
Forest (Inside)	2	3	-30
Road	1	1	-0
Plain	2	3	-10
Marsh/Gully	2	Jump	-20
Cave/Hedge	2	Jump	-10
Open (+/-)	2	3	-0
High	2	3	-10
Less than 5'	3	Jump	-20
Shallow	3	2	-10
Deep	Swim	Swim	-30
Brush	3	5	-20
Shallow (light)	2	4	-10
Deep	3	na	None
Water	2	3	None
Shallow	na	na	-30
Deep	na	na	-50
Shallow	5	na	-20
Deep	1	1	-10

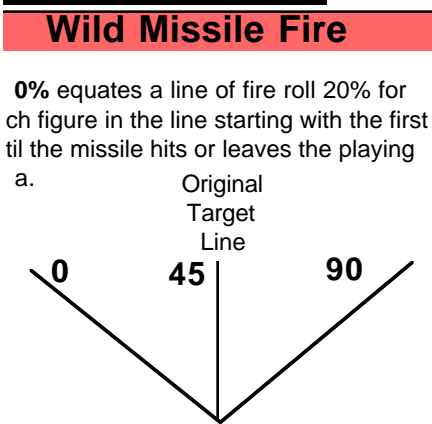
**Situational Modifiers**

**Combat (Melee)**  
 +10 Warrior Higher  
 -10 Outnumbered 2:1  
 -20 Outnumbered 3:1  
 -30 Outnumbered 4:1  
 -30 Night/Fog/Smoke (Melee/Missile)

**Wounds**  
 -10 per point to Skill & Command  
 -1" to MOV per point

**Command**  
 -10 Unit has 20% Casualties  
 -30 Unit has 50% Casualties

		Short -0		Medium -20		Long -40		Extreme -80	
<b>Shortbow</b>	Light	20"	L/5	40"	L/4	80"	L/3	160"	L/2
	Medium	M/6		M/5		M/4		M/3	
	Heavy	H/8		H/7		H/6		H/4	
<b>Longbow</b>	Light	25"	L/6	50"	L/5	100"	L/5	200"	L/3
	Medium	M/8		M/7		M/7		M/5	
	Heavy	H/10		H/9		H/9		H/7	
<b>Crossbow</b>	Light	15"	L/6	30"	L/5	60"	L/4	120"	L/3
	Medium	20"	M/8	40"	M/7	80"	M/6	160"	M/5
	Heavy	25"	H/10	50"	H/9	100"	H/8	200"	H/7
<b>Elvin Bow</b>	Light	30"	L/5	60"	L/5	120"	L/4	240"	L/3
	Medium	M/7		M/6		M/5		M/4	
	Heavy	H/9		H/8		H/7		H/5	
<b>Throwing Axe</b>	Light	4"	L/4	8"	L/3	16"	L/2	32"	L/2
	Medium	M/5		M/4		M/3		M/3	
	Heavy	H/6		H/5		H/4		H/4	
<b>Javelin</b>	Light	8"	L/5	16"	L/4	32"	L/3	64"	L/2
	Medium	M/6		M/5		M/4		M/3	
	Heavy	H/8		H/6		H/5		H/4	
<b>Spear</b>	Light	6"	L/5	12"	L/5	24"	L/4	48"	L/3
	Medium	M/7		M/6		M/5		M/4	
	Heavy	H/9		H/8		H/7		H/5	
<b>Sling</b>	15"	4	30"	3	60"	2	120"	2	
	4		3		2		2		
<b>Throwing Knife/ Taburi</b>	3"	4	6"	3	12"	2	24"	2	
	4		3		2		2		
<b>Melee Weapon</b>	2"	100%	4"	100%	8"	50%	16"	50%	
	100%		100%		50%		50%		



**91-00 Roll WQ Success**  
 equates 1d3 round delay to retrieve weapon, replace string etc.  
 Failure means the weapon is broken.

Size Mod	Height Mod
	1 ft -20
	2 ft -15
	4 ft -10
	6 ft +0
	8 ft +10
	16 ft +15
	32 ft +20

**Weather Mod** Rain/mist/Wind 2  
 -10% short range  
 -20% medium range  
 -30% long range  
 no extreme  
 WQ roll each shot for string on bow and crossbow  
 Wind 3 mod x2  
 Wind 4+ Mod x4 No Long Range

**Aimed Shot** 1 round to aim roll fight command (criticle command in either round grants the fight bonus). The aimed shot grants either a +20 to hit or -20 defense from the target.

Light crossbows take 1 round to reload  
 Medium crossbows take 2 rounds to reload  
 Heavy crossbows take 4 rounds to reload

**High Velocity Weapons**  
 hvy Brush no extreme range & a -10 @ long range  
 light woods no long range & a -10 @ medium range  
 underground no long range & a -20 at medium range  
 due to variability of cieling hieght and shape