THE DIE IS CAST QUICK REFERENCE

Shooting table

				Cavalry				Infantry		
	Short	**Medium**	**Long**	**Cat.**	Extra	Heavy	None	Extra	Heavy	None
Javelin/Dart	Up to 5	to 10 *	n/a	1	1	3	4	1	2	4
Sling	Up to 10	to 15	to 30	1	3	4	5	2	4	4
Bow	Up to 8	to 15	to 30	1	2	4	5	1	2	4
Crossbow	Up to 10	to 20	to 38	1	3	3	3	2	3	3
Longbow	Up to 10	to 18	to 35	1	4	4	4	2	4	4
Staff sling	Up to 10	to 20	to 35	1	3	3	3	2	3	3
Pilum	Short range, melee only			1	1	3	3	4	4	6

* only light troops or darts may shoot at this range

Phase Sequence

1.	Compulsory moves.
2.	Declare and test morale for all charges.
3.	Test morale for all units being charged.
4.	Move all charge responses and charges.
5.	Move all normal moves.
6.	Resolve shooting.
7.	Resolve melees.
8.	End phase.

Shooting Modifiers

Add 2

Shooting at short range.

Add 1

Target is shieldless.

Shooters are Elite.

Subtract 1

Target is skirmishers or in cover.

Shooters firing overhead.

Shooters are Poor

Shooters have moved.

Subtract 2

Shooting at long range.

Target moved over 10 or is charging/being charged.

Target behind walls.

Movement

Troop type	**Normal**	**Charge**	**Evade**
LI, loose order	10	12	5 + D
Other infantry	8	10	n/a
Light cavalry	20	25	15 + D
Other cavalry	15	20	10 + D
Cataphracts	10	15	n/a
Carts & baggage	4	n/a	n/a

Cavalry Breakthrough

Throw 3 D6 plus factors

Steady	+1	Wedge	+2
Guard	+2	General	+?

Result	
up to 10	Unformed, Retire
11-15	Formed, continue
16+	Formed, Advance

Melee table

	Cavalry					Infantry			
	Cat.	**Extra**	**Heavy**	**None**	**Light**	**Extra**	**Heavy**	**None**	**Light**
Cavalry									
Lance	3	5	6	6	6	5	5	5	8
Melee weapon	1	2	4	5	5	3	4	5	5
Sidearm	1	1	2	3	4	1	2	3	4
Infantry									
Pike or LTS	3	4	5	5	3	3	3	3	2
Spear or Javelin	2	3	4	5	4	3	3	4	4
Sword	2	3	3	4	3	3	3	4	3
Axe	5	5	5	5	4	4	5	5	4
Sidearm	1	1	1	1	2	1	1	2	2

Light Troop Morale

Throw 1 D6 per group of six

+1

Testers Raw
Being charged
Each rout within 15
Lost melee
Each multiple lost melee
Testers unformed

-1

Testers Steady
No enemy in 30
Has part group
General within 15

-2

Testers are Guard

Melee Modifiers

Add 2

Cavalry or fanatics; charging, following up or pursuing .

Each supporting rank for pikes (max 3) or LTS (max 1).

Add 1

Infantry; charging, following up or pursuing .

Advanced downhill this move.

Target is shieldless.

Per level advantage of fighting skill.

Subtract 1

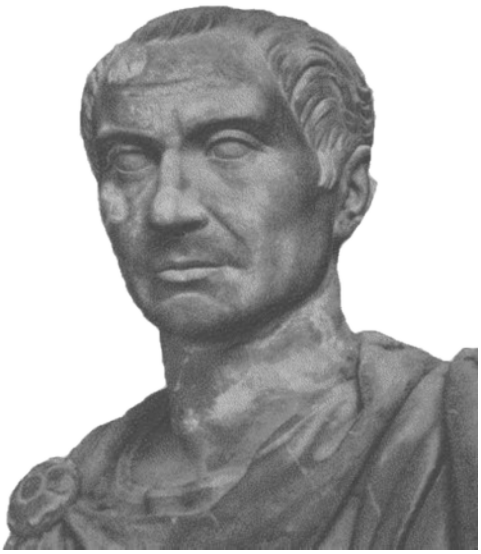
Facing pike or LTS which have not yet been recoiled or unformed.

Subtract 2

Unit is unformed.

Opponents halted on higher ground.

Fighting to cross defended obstacle.



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THE DIE IS CAST - MORALE QUICK REFERENCE

Regular units roll 4 D6 and choose which 3 to use. Warrior units simply roll 3 D6.

Routing units, units in column of march or units at 50% strength, roll one die less.

Morale Results

	Raw	Average	Steady	Guard
Rout	5 or less	3 or less	1 or less	-1 or less
Retreat	6 to 7	4 to 5	2 to 4	0 to 4
Shaken	8 to 10	6 to 7	5 to 6	5
Obey orders	11 to 14	8 to 13	7 to 11	6 to 11
Act as required	15	14 to 16	12 to 18	12 to 18
Advance	16+	17+	19+	19+

Reasons to test - all tests at end of phase

When charging		
Declared valid charge.		
When being charged		
Target of valid charge.		
In movement phase		
Received new orders.	Cavalry unformed by elephants.	
In shooting phase		
Testers lost a figure from shooting.		
In melee phase		
Testers lost a melee phase.	Attempting to stop or avoid pursuing.	
End phase		
Seen new friendly unit rout or destroyed within 15	Voluntary rally test.	General in command of unit has been killed or captured this move

Morale modifying factors

Add 3				
Testers are in advance morale state or are currently pursuing.	If losers in current melee phase, out-number their enemies by at least 2:1 at end of combat. Not loose foot.			
Add 2				
Facing enemy flank or rear and capable of charging.	Each enemy unit routing or destroyed within 15 .	Testers are fanatics.	Testers won in last melee phase.	
Add 1				
Any friends charging, pursuing or in advance state within 15.	Any enemy retiring within 15.			
Subtract 1				
Each friendly unit within 15 retreating or shaken.	If advancing enemy cavalry are within 15.	Any of the testers armed with bows or slings.		
Subtract 2				
Testers lost in last melee phase. General in command has been killed, captured or routed.	For each multiple lost last melee phase by.	Each friendly unit routing or destroyed within 15.	Testers broken-through this move.	Enemy elephants or chariots advancing within 15 or in melee
Optional				
May add generals command ability if with unit.	May add half of generals command ability if within 15.	May add or subtract 2 if testers have hold orders.		

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