

Combat Table

Die	<-5	-5	0/4	5/8	9/12	13/16	17/20	21/30	31/50	51/70	>70
1	R1	S	W	W	W +HK	K	K	K +HK	K +HK	K +HK	K +HK
2	R1	R1	S +HK	S	W	W +HK	K	K	K +HK	K +HK	K +HK
3		R1	R1	S +HK	S	W	W +HK	K	K	K +HK	K +HK
4			R1	R1	S	W	W	W +HK	K	K	K +HK
5				R1	S +HK	W	W	W +HK	K	K	
6					R1	S	S +HK	W	W	W +HK	K
7	AR1				R1	S	S +HK	W	W	W	W +HK
8	AR1	AR1	AR1	AR1	AR1	R1	R1	S	S +HK	W	W
9	AW	AR1	AR1	AR1	AR1	AR1	R1	R1	S	W +HK	W
10	AW	AW	AW	AW	AW	AR1	R1	R1	S	W	W +HK

Add +1 to the die roll if defender is in armour (10+1=10)

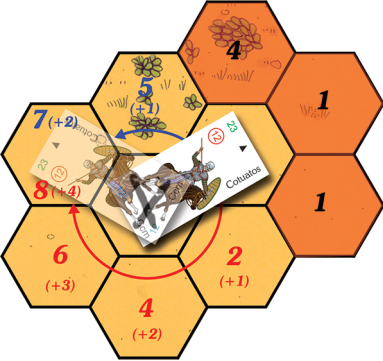
For each advantage of the attacker or disadvantage of the defender, shift the column once to the right.
For each disadvantage of the attacker or advantage of the defender, shift the column once to the left.

Risk Roll

Die	Result
5 or less	No effect
6 or 7	Movement ended
8	Stunned (and dismounted)
9+	Wounded

Modifier	Circumstances
+2	for falling
+2	additional for wearing an armour when falling
-1	for a rider during Infiltration or Retreat
-1	for wearing an armour during Infiltration or Retreat

Rotating a horse



Advantages	Disadvantages
Terrain advantageous to the defender	Terrain disadvantageous to the defender
More than one attacker	On a ladder
All attackers are riders if the defender is horse mounted	Attack through a doorway or window
Defender on a cart	Attack through a tent side
	In a Screen hex
	Attack against a legionary adjacent to 2 other legionaries
	Shield disabled

Trigger conditions:

Retreat: If the retreating character or a displaced friendly character enters a hex adjacent to any number of enemy characters.
Infiltration: If the character enters a hex which is adjacent to at least another enemy unless movement is ended.
Horses: Mounting/Dismounting adjacent to an enemy.
Fast chariot: Enemy infantry is moved to an adjacent hex when a fast chariot moves through the hex.
Chariot: If the chariot crashes, the charioteer and any passenger fall.
Crossing a Stimuli hex.
Crossing a Lilia hex.
Crossing a Cippi hex.
Ladder: If the ladder is toppled, the character on the ladder falls.
Ladder: Climbing a ladder in a Pike hex.

Actions

Short	Long
Supplying ammunition to a character (1 p.)	Moving a human corpse one hex (1 p.)
Throwing a gangway into a ditch (1 p.)	Moving a dead horse one hex (2 p.)
Moving a screen (2 p.) or ladder (1 p.) one hex	Harness/unharness a draft animal from a cart (1 p.)
Taking a shield from a dead character (1 p.)	Smashing a gate open (2 p. for 2 turns)
Cutting through a tent side (1 p.)	Pulling a gangway from a ditch (2 p.)
Rotating a screen or ladder (1 p.)	Lifting a ladder onto the battlement (2 p.)
Toppling a ladder (1 p.)	Reloading a scorpio (2 p. for 2 turns)
	Open/close a section of a gate (1 p.)

A Short Action can be made in the combat phase instead of a melee attack. A shooter who has made a ranged attack this turn, may not perform a Short Action - except legionaries (Rig).
To perform a Long Action, the character may not do anything else during the whole turn – no shooting, no moving, no fighting. The effect of the Long Action occurs at the end of that player's turn.

Missile Tables

Missile Characteristics

Romans	Celts	Germans	Type of missile weapon	Short +0	Range Medium +1	Long +2	Firing mode	Limits of movements
			Mounted Javelin/Spear	2-3	4-6	7-9	Offensive only	No limit
			Foot Javelin/Spear	2-4	5-8	9-12	Offensive only	No limit
			Pilum	2-5	6-9	10-14	Offensive only	No limit
			Sling	2-8	9-15	16-30	Offensive only	No limit
			Bow	2-10	11-25	26-50	Offensive only	No limit
			Scorpio	2-30	31-60	61-90	Offensive + Defensive	Movement impossible
							Off. only, every 3 turns (2 turns to reload)	Movement impossible

1 - Determination of the missile impact hex

All shooters: Roll 1D10



Modifier	Circumstances
+2	Long range
+1	Medium range
+1	Wounded shooter (except scorpio)

2 - Missile Damage table

Die	Impact on target	
	Infantry	Rider
1	K	K
2	K	W+HK
3	W	W
4	W	W
5	W	S
6	W	S
7	R2+DS	R2+DS
8	R2+DS	R2+DS
9	R2	R2
10		

Modifier	Circumstances
+4	Target with heavy cover
+2	Defender with armour
+2	Target with cover
+1	Wounded shooter
-3	Scorpio

(§) The retreating character moves one hex away from his opponent in combat. A retreat is not possible into hexes which the retreating character may not enter normally. The retreating character can displace friendly characters, by moving those to an adjacent hex. He can also displace friendly characters, resulting in a cascading retreat. The retreating characters may not retreat to a position which is closer to the shooter. If the retreat is not possible, the retreating character is wounded instead. MP cost is not relevant in a retreat.
If the retreating character or a displaced friendly character enters a hex adjacent to any number of enemy characters, a Risk roll (see 8.5) is made.
Enemies not eligible to attack the retreating character, due to terrain limitations or being stunned, are ignored for these purposes.