

CB Quick Reference Sheet

Sequence of Play

Command Phase:

- Allocate command actions and move messengers.
- Take all required Control Tests.
- Start to rally shaken units

Tactical Phase. All troops may shoot, move and manoeuvre, stopping one javelin throw from enemy. Artillery and bowmen may shoot or move. Skirmishers, missile troops and light cavalry may shoot before or after moving. Others may only shoot after or instead of moving.

Combat Phase. In the following order from right to left:

- Declare charges, determine charge responses.. Make charge and charge response moves.
- Simultaneously resolve all combats and apply results
- Conduct after-combat moves and follow-on combats if applicable.

Morale Phase. Remove DPs. Assign DPs for morale

Remove DPs if stationary and not in combat

A Grade: 1 per turn +1 if beyond bow shot of enemy

B Grade: 1 per turn

C Grade: 1 per turn if beyond bow shot of enemy

Gain DPs:

2 DPs – equal /higher grade HI destroyed/rout in bow shot.

1 DP – other unit destroyed/rout within bow shot.

2 DPs – cavalry within 1 JT of elephants, unless there are elephants in their army in which case 1 DP.

1 DP – cavalry within 1 JT of camels

1 DP – For an evade move

1 DP – leader killed/routs in bow shot. 2 DPs if general or allied contingent commander

2 DPs -- Charging formed infantry charged by mounted

2 DPs – If burst through. 1 DP if able to open ranks

1 DP – Formed unit charged from behind the flank. 2 DPs if in combat, phalanx or cataphracts.

Special Troops & DPs

Roll a D6. 1-2 = critical hit. Roll again:

1-2 Stand destroyed.

3 Elephant rampage, others destroyed.

4-6 Artillery destroyed, others rampage

Risk to Leader.

 Roll one D6: 1= Hit. Roll again:

1 = Killed

2-4 = Wounded. Lose 1 action, Commanders may not inspire or steady. Second wound = killed.

5-6 = Near miss. No effect

Passage of Lines. No penalty if units are parallel, one stationary, and one unformed (not routing and not more than one stand deep). Units to the same Roman legion may pass freely if one stationary. Otherwise 1 DP on formed units, 2 DPs if phalanx or if interpenetrated by SyCh or elephants.

Command Actions

Move up to 5 JTs. attach and/or detach

Give or receive new orders

Influence unit to which he is attached:

Steady - remove 1 DP per action. Unit must remain halted

Inspire - increase combat effectiveness and charge speed

Direct shooting - to engage target other than the nearest

Control Test: 1 AvD for Artillery/ A Grade 1 D6 others

+1 charging, pursuing, looting, or spontaneous advance.

+1 Leader inspiring within 1 JT (optional)

+/-1 Attached leader steadying (optional)

Results

2- Looters, chargers, pursuers, SyCh & spontaneous advance continue. Others halt.

3-4 Act as the player wishes.

5+ Warriors, SyCh and rabble spontaneous advance. Others continue their previous action.

Movement

Infantry: 1 AvD, +1 optional D6 or AvD if in quincunx

Cavalry: 1 AvD, +1 optional AvD. Non cataphracts may add a third D6.

Light Troops: May add ½ JT for each die rolled, if unformed and not armoured.

Rout, Pursuit or Rampage: Use maximum dice possible, always using any optional additions.

Retire, Evade. + ½ JT for each die rolled on initial move.

Column: Cavalry up to 6 JTs, others up to 4 JTs. Lights may add additional 1 JT.

Fatigue: No penalty if column, unformed non-chariots, special troops, 5 or 6 for phalanx, 6 for others.

Difficult Terrain: impassable to mounted. 2 DPs phalanx, 1 DP formed infantry in line.

Double Move: move double distance as long as move does not come closer than bow shot of enemy.

Manoeuvre No DPs for manoeuvre further than bow shot from enemy, nor if the unit already has 3 DPs (4 if phalanx)

Wheel: 1 DP, ½ move phalanx, cataphracts or SpT

Change formation: ½ move if beyond bow shot or Roman legion; full move otherwise. 1 DP

Form-up unformed: 1 move.

About face: ½ move. 1 DP if C Grade, phalanx or cavalry. 1 move if chariots or special troops.

Double/halve ranks: ½ move. 1 DP if C Grade, phalanx, cataphracts

Cross obstacle 2 DPs chariots, 1 DP other formed. Major obstacle impassable to chariots, 2 DPs & 1 move others.

Pass a gap: 1 DP, ½ move except cavalry

Side-step/Step-back. up to 1 JT back or sideways. No dice required.

Shooting

2 D6 per stand if front rank bowmen; or stationary missile troops. 1 D6 for others. ½ if shooting at a target in cover or if rabble shooting.

Reduce the total number of dice by one for each DP on shooters. **Hit if 6+:**

- +2 Artillery shooting at formed
- +1 Others shooting at short range against non-armoured
- +1 if shooting at elephants or chariots

Charge Restrictions

May not charge if artillery, shaken, column, or troops that formed up in the preceding tactical phase.

Unless chariots, spontaneous advance or pursuit, unformed may only charge special troops, shaken or unformed.

Formed rabble and javelinmen may initiate a charge but will become unformed if they move more than 1 JT

Cavalry may not charge stationary good order phalanx frontally.

Spontaneous advance must charge when in bow shot.

Charge Responses

Shaken Units: Break if with poor morale.

Unformed light infantry: May stand to receive if in difficult terrain, behind obstacle, or if charged by special troops or unformed. Otherwise must evade.

Unformed cavalry: May counter-charge cavalry or unformed infantry. Otherwise must evade.

Formed cavalry: May counter-charge

In all other circumstances: Must stand to receive.

Movement after Combat

Halt. Remain in place. Infantry who chose to halt on a success result or better may advance to take the position vacated by routing or retiring enemy.

Open Ranks. Remain in place and open ranks to lessen the impact of SyCh or elephants bursting through.

Fall Back. Move back 1 JT, facing the enemy. A legion unit may choose to fall back through the supports.

Follow Up. Move forward to remain in combat with an opponent who fell back. If following up a legion unit which fell back through its supports halt 1 JT short,

Retire. Full unformed move to the rear. May halt short once separated from the enemy by friends or terrain.

Break. Become shaken and make a full unformed move to the rear until destroyed or leave the table.

Pursue. Unformed move in an attempt to remain in contact with opponents. Pursuers that encounter new enemy will immediately enter into combat with them. This is worked out as a new charge. Pursuers that catch routing or retiring troops inflict an immediate free hack.

Burst through. Move through to the far side of enemy unit inflicting 2 DPs, 1 DP if the enemy opened ranks.

Combat

AvD for A Grade; D6 for others + Combat Factor

+/- Morale Value

+1 Inspiring (+1 each inspire action if charging/pursuing)

+1 Advantage of Ground, +1 Defending Fortification

+1 Deeper formation

+1 Indian v African Elephant

+1 Armoured in melee except vs special troops

+1 Charge, follow-up, pursue (except pikes with DPs)

+2 Cavalry vs unformed infantry (not cataphracts vs LI)

-2 Unformed except LI vs special troops *

+1 Skirmishers or missile troops vs special troops

-1 Each DP (max -4 until shaken)*

-5 Shaken

-1 Each casualty

-1 Outnumbered

-2 Outnumbered at least 2:1 (-1 if special troops)

-3 Outnumbered 3:1+ (-1 if special troops)

* Except for phalanx apply in charge combats only,

Combat Results

5+ Victory. 0 DPs. A Grade, defenders of obstacles and B Grade that did not charge or opposed only by light troops may halt. Pike phalanx may follow up. Otherwise pursue.

+2/+4 Success. Phalanx 0 DPs, others 1 DP SyCh burst through if no critical hits.

Infantry that stood to face a mounted charge and defenders of obstacles may halt. Cavalry that charged formed infantry frontally retire, unless the latter break.

A Grade infantry may halt, as may other A or B Grade that did not charge or that were opposed only by light troops.

Otherwise must follow up or pursue. Pike phalanxes may follow up rather than pursue.

+1/-1 Inconclusive. SyCh 2 DPs and burst through if no critical hits. Phalanx 0 DPs. Others 1 DP.

HI may fall back if not facing mounted. LI may fall back or retire. A Grade HI facing elephants or SyCh may open ranks. Elephants burst through if enemy opens ranks.

Cavalry in melee or charged formed infantry frontally retire. Other cavalry may retire

Otherwise halt.

-2/-4 Set-Back. SyCh destroyed. Units that were already shaken take a casualty and break. Others take 2 DPs.

Formed infantry charged by cavalry only, or any troops charged by SyCh halt. Elephants halt.

Cavalry in melee and unformed light infantry retire.

All others fall back.

-5/-6 Defeat. Chariots destroyed, elephants rampage. Others that are shaken or unformed take a casualty and break. Others 2 DPs and if phalanx break, otherwise retire.

-7 or less Rout. Chariots destroyed, elephants rampage. All others take a casualty and break.