Sequence
- Command
- Shooting
- Combat

Initiative
Before orders units within 20cm of enemy may use initiative to:
- Charge the closest enemy
- Evade the closest enemy

Units that use their initiative may not be given orders.

Orders (2D6)
- -1 Per full 20cm distance
- -1 Each successive order
- -1 Enemy within 20cm
- -1 Within dense terrain
- -1 Each Casualty

An order roll of 12 is a, blunder see table.

Home Back
Flying units more than 20cm from a character can home back up to 10xD6cm before orders are issued. A flying unit can home back and receive orders in the same turn.

Moves
- Infantry: 20cm
- Cavalry: 30cm
- Chariots: 30cm
- Characters: 60cm
- Artillery: 20cm limber/unlimber
- Wagons: 20cm
- Flyers: 100cm
- Monsters: 20cm
- Machines: 20cm or as listed
- Siege Weapons: 15cm
- Small boats: 15cm
- Oared galleys: 20cm
- Ships under sail: 15cm
- Vessel moving downstream: +5cm
- Vessel moving upstream: –5cm
- Sail moving with wind: +10cm

Units in irregular formation half pace, characters after orders.

Shooting Ranges
Bows/Crossbows/Guns	30cm
Stone Throwers/Cannons	60cm or as listed
Blot Throwers	40cm
Pistols/Short Bows	15cm

Shooting To Hit
Target in Open	4, 5, 6
Target in defended position	5, 6
Target in fortified position	6

Drive Backs
Roll for drive backs at the end of shooting. 1D6 cm per hit.
- -1 dice if Defend
- -2 dice if fortified

Combat
All modifications are per stand
- Charging enemy in open +1
- Monster/Chariot charging enemy in open +1
- Pursuit attack +1
- Extra Pursuit Attack (per 3cm) +1
- Fighting terrifying enemy -1
- Fighting, side or rear -1
- Confused -1
- +1 to combat result per supporting stand

Draw: Both sides fall back 3D6cm (the minimum score) defended/fortified units may stand ground.

Lose: Loser retreats by the difference in Combat results in cm.

Win: Fall back, stand ground, pursue or (if enemy is destroyed) advance (once only).

Blunders (D6)
1	The unit/brigade, suffer –1 Command penalty for rest of game.
2-3	If there are no visible enemy within a full pace move, unit halts. If there are visible enemy the unit/brigade must move so it is at least a full pace move distant where possible
4-5	The unit/brigade can move up to, half pace but may not charge.
6	The unit/brigade moves its, full pace towards the nearest enemy and will charge if it is possible to do so.

Steam Tank Blunders (D6)
1	Immobilized for rest of game.
2-3	Cannot shoot that turn.
4-5	Unaffected.

Giant Goes Wild (D6)
1	Will neither move nor fight this turn.
2	Moves to nearest table edge, if moves into another unit (friend/foe) will attack. If victorious will stand its ground.
3	Throws rock towards closet unit (friend/foe), range 5D6cm, if it hits does 3 attacks.
4	Moves full pace in direction it is facing, if reaches enemy attacks as normal. If moves through friendly units they become confused for remainder of command phase. Units walked through cease to be confused at end of command phase.
5	Rushes nearest enemy it can see at and will attack as normal. If moves through friendly units, they become confused for remainder of command phase. Units walked through cease to be confused at end of command phase.
6	Rushes towards the nearest enemy it can see at double full-pace move, doing double attack value for the first round of combat.

Flame Cannon Attacks (D6)
1	No hits caused. Destroyed
2	4 hits caused +2D6 attacks. Destroyed
3	3 hits caused. Shoots with one dice in future
4	4 hits caused – otherwise unaffected
5	Doesn't shoot this turn – otherwise unaffected
6	12 hits caused +D6 attacks – otherwise unaffected.

Death Rocket Attack (D6)
1	Destroyed.
2	Does 2D6 additional attacks and is then destroyed.
3	Does not shoot this turn. From now on roll D6 attacks.
4-5	Does not shoot this turn.
6	Add an additional D6 to this attack.

Damage To Fortresses & Buildings & Ships (D6)
To damage a fortress/ship a roll of 6 to hit is needed to damage, no save. Other buildings/boats a roll of 4+ is needed no save. Only Artillery can be used to attack buildings. To work out the effect of each hit roll a dice for one unit at a time, take highest scoring dice and consult chart below to determine effect

1-2	Nothing.
3-6	Damaged but holds.
7+	Breached/destroyed/sunk, tower must be breached twice.

Modifiers
- Shooting at a, gateway/building +1
- Shooting at damaged wall/gateway/building +1
- Ship already damaged +1

Boiling Oil (D6)
1-2	No effect.
3-4	Unit suffers 1 attack.
5-6	Takes D3 attacks, if loses a stand retreats 1cm for each hit