

# WAR CRY

## SEQUENCE OF PLAY

1. WRITE ORDERS
- 2A. DECLARE CHARGES
- 2B. MOVE TROOPS
3. MISSILE FIRE
4. MELEE COMBAT
5. MORALE CHECK

## 2 TERRAIN EFFECTS CHART

		Lt. Inf.	Lt. Med. & Lt. Hvy. Inf.	Med. Hvy. & A. Inf.	Lt. Cav. & Cam.	All Other Cav. & Cam.	Elephants	Chariots
SLOPE	FORD	NE	2X	4X	2X	4X	4X	1 Move
	RIVER		2X	2X	EP	4X*	EP	EP
	WOODS		2X	2X	4X*	4X*	EP	6X
	GENTLE	NE	NE	2X	2X	2X	4X	4X
	STEEP		2X	2X	4X*	6X*	EP	EP
	ABRUPT		4X	4X	EP	EP	EP	EP

\* Disordered while crossing.

• Charge moves not allowed up or across.

Roads and Bridges negate Slopes, Woods, and Rivers.



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SERIES RULESET

## 2 MOVEMENT REFERENCE CHART

TROOP TYPE	NORMAL CHARGE		MARCH COLUMN
Light Infantry	10	16	10
Light Medium Infantry	8	14	10
Light Heavy Infantry	8	14	10
Medium & Heavy Infantry	8	12	8
Armored Infantry	6	8	8
Light Cavalry	16	24 *	-
Medium Cavalry	12	20 *	14
Heavy Cavalry	12	18	12
Extra Heavy Cavalry	10	14	10
Super Heavy Cavalry	8	12	10
Heavy & Extra Heavy Camels	8	12	10
Other Camelry	10	14	12
Light Chariots	12	18 *	-
Medium & Heavy Chariots	10	14	-
Elephants	8	12	-

March Column may only be utilized on roads.

\* May alternate Charge and Normal moves and does not need to charge into contact. All other types may only charge into contact.

## 2 MOVEMENTS COSTS CHART

	Chariots	Med. Hvy. & A. Inf.	Lt. Med. & Lt. Hvy. Inf.	Med. Hvy. & E. Hvy. Cav.	S. Hvy. Cav. & Elep. & Cam.	Lt. Cav.
TURN 45°+	1/4 Move	3"	2"	3"	4"	2"
FRONT TO REAR	1/2 Move	2"	2"	4"	6"	3"
COLUMN TO LINE	1/2 Move	1/2 Move	1/2 Move	1/2 Move	Full Move	1/2 Move
LINE TO COLUMN	Full Move	1/2 Move	1/2 Move	1/2 Move	Full Move	1/2 Move

Light Infantry pay no Evolution Penalty. Irregular Infantry add One Inch to all Evolutions.

## 3 MISSILE FIRE TABLE

Adjusted Die Roll	Factors Firing																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-5	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	2	3
-4	0	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	2	3	3
-3	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3
-2	0	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	4
-1	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	4
0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	3	3	3	4	5
1	0	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5	5
2	0	0	0	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	5	5
3	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	5	6
4	0	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	5	5	6	6
5	1	1	1	1	1	2	2	2	2	3	3	3	4	4	5	5	6	6	7	7
6	1	1	1	1	2	2	2	2	3	3	3	4	4	5	5	6	6	7	7	7
7	1	1	1	2	2	2	2	3	3	3	4	4	5	5	6	6	7	7	7	7
8	1	1	2	2	2	2	3	3	3	4	4	5	5	6	6	7	7	7	8	8
9	1	2	2	2	2	3	3	3	4	4	5	5	6	6	7	7	7	8	8	8
10	2	2	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	9

## FACTOR MODIFIERS

Mounted Units	-1
Long Range	-2
Foot Firing Unit Moved	-2
Short Range	+2

## DIE ROLL MODIFIERS

Cataphracts or Plate Armor	-4	Formation 3 or more Ranks Deep	+2
Other Metal Armor	-2	Non-Barded Cavalry or Camelry	+1
Other Armor	-1	Defender has Light Cover	-2
Oversize Shield	-1	Defender has Dense Cover	-4
Unshielded	+1	Fire at Moving Target	-1

## 3 MISSILE WEAPON RANGES

TYPE	SHORT	EFFECTIVE	LONG
Javelin, Lt. Pilum	1-3	4-6	—
Spears, Hvy. Pilum	1-2	3-4	—
Sling Stone	1-3	4-7	8-11
Sling Bullet	1-5	6-10	11-16
Simple Short Bow	1-5	6-10	11-16
Compound Short Bow	1-6	7-12	13-20
Longbow	1-10	11-18	19-26
Mounted Bow	1-4	5-10	11-15
Simple Crossbow	1-6	7-12	13-20
Heavy Crossbow	1-15	16-30	—
Ballista	1-24	25-48	—
Catapult	1-15	16-40	—

Range in Inches



## 4 MELEE COMBAT CHART

		Combat Factors																									
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
Adjusted Die Roll	-10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4
	-9	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4
	-8	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	4
	-7	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5
	-6	0	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
	-5	0	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	5
	-4	0	0	0	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
	-3	0	0	0	0	0	0	0	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6
	-2	0	0	0	0	0	0	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6
	-1	0	0	0	0	0	1	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
	0	0	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
	1	0	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7
	2	0	0	1	1	1	1	2	2	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8
	3	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8
	4	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	8
	5	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9
	6	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9
	7	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	9
	8	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10
	9	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
10	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	
11	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	
12	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	
13	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	
14	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	
15	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	12	
16	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	12	12	
17	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	12	12	13	
18	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	12	12	13	13	
19	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	12	12	13	13	13	
20	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10	10	11	11	11	12	12	12	13	13	13	14	

## VISIBILITY

Maximum visibility distance is 30 inches, with each contour level adding 3 inches.

The following ranks of Troops block line of sight:

ONE: Elephants; Chariots; Medium, Heavy, Extra Heavy, and Super Heavy Cavalry; Medium, Heavy, and Armored Infantry.

TWO: Light Cavalry; Light Medium and Light Heavy Infantry.

THREE: Light Infantry.

## 4 DIE ROLL MODIFIERS

		ATTACKER						Cav. & Cam.						Elephants			Chariots		
DEFENDER		Infantry						Cav. & Cam.						Elephants			Chariots		
		Lt.	Lt.Med.	Med.	Lt.Hvy.	Hvy.	A.	Lt.	Med.	Hvy.	S.Hvy.			Lt.	Med.	Hvy.			
Infantry	Lt.	0	0	+1	+2	+2	+3	+1	+2	+3	+3	+1	+2	+3	+3				
	Lt.Med.	0	0	+1	+2	+2	+3	+1	+2	+3	+3	+2	+2	+3	+3				
	Med.	-1	-1	0	+2	+2	+3	0	+1	+2	+4	+2	+1	+2	+3				
	Lt.Hvy.	-2	-2	-2	0	0	+1	-1	0	+1	+3	+2	0	+1	+1				
	Hvy.	-2	-2	-2	0	0	+1	-1	0	+1	+3	+2	0	+1	+1				
Cav. & Cam.	A.	-3	-3	-3	-1	-1	0	-2	-1	+2	+2	+2	-1	0	0				
	Lt.	-1	-1	-1	+1	+1	+2	0	+1	+2	+3	+2	-1	0	0				
	Med.	-2	-2	-1	0	0	+1	-1	0	+1	+4	+2	-2	-1	-1				
	Hvy.	-3	-3	-2	-1	-1	0	-2	-1	0	+2	+2	-3	-2	-2				
Elephants	S.Hvy.	-3	-3	-4	-2	-2	-2	-3	-3	-2	0	+3	-4	-3	-3				
		0	-1	-2	-1	-2	-2	-2	-2	-2	-3	SR	NP	NP	NP				
Chariots	Lt.	-2	-2	-1	0	0	+1	+1	+2	+3	+3	F	0	+1	+1				
	Med.	-3	-3	-2	-1	-1	0	0	+1	+2	+2	F	-1	0	+1				
	Hvy.	-3	-3	-2	-1	-1	0	0	+1	+2	+1	F	-2	-1	0				

SR: Special Rules

NP: Not Permitted

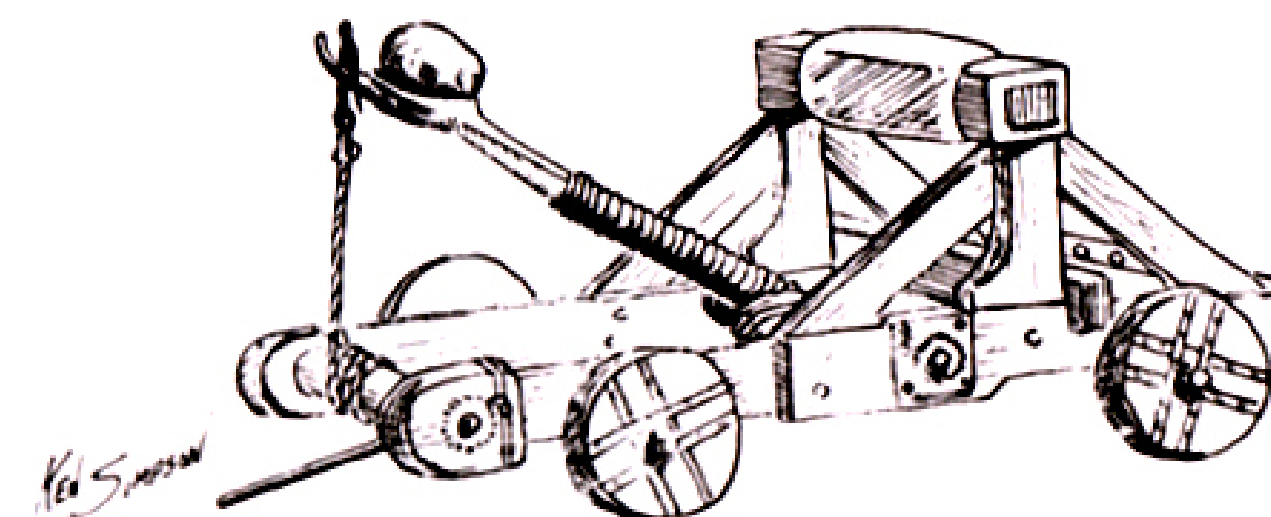
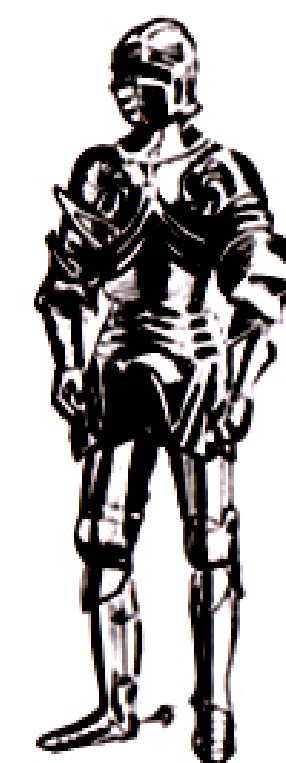
F: Missile Fire Only

Charges - All units must move at least 4 inches in a straight line at the enemy to receive the Charge Bonus.

- Med., Hvy., or A. Infantry Charging +1
- Med. Cavalry Charging +2
- Hvy. Cavalry Charging +3
- E. Hvy., S. Hvy. Cavalry Charging +4
- El. Charging +5
- Berserkers Charging (1 rnd.) +2

- Fighting from Upslope of Opponents +1
- Opponent has Light Cover -2
- Opponent has Dense Cover -4
- Opponent in March Column +2
- Attacking Opponent's Flank +5
- Attacking Opponent's Rear +7
- Opponent Shieldless +1

- Two-Handed Chopping Weapons vs. Med., Hvy., A. Infantry; Cavalry & Camelry; Chariots; & Elephants +3
- Two-Handed Chopping Weapons vs. all other +2
- Heavy Javelins or Pilum once only in first melee round +1
- Lance once only in first melee round +1



## 3 MISSILE FIRE PRIORITY

- Any unit that could engage it in melee the next turn.
- Any unit of at least half own strength that fires at own unit.

Missile troops gain or lose one inch in range for each contour level that they are above or below their target, up to a maximum of three inches.

## 5 MORALE CHECK OCCASIONS

- When a unit's losses reach 30% and for each 10% thereafter.
- Anytime a unit is attacked in the flank or rear.
- Anytime a unit sees a friendly unit destroyed or routed.
- Anytime a unit is impacted by a retreating or routing friendly unit.
- Anytime a unit sees an Army Commander or Sub-Commander killed.
- Anytime a unit disengages from melee.
- Anytime a unit is ordered to attack an enemy unit which outnumbers it 4 to 1 or more.
- Anytime a unit of skirmish missile troops is to engage in melee.

No more than one Morale Check per unit is made per turn but all appropriate modifiers are applied. Each army checks morale of each unit in sequence from the farthest left unit to the farthest right unit.

## PROCEDURE

Note Base Morale Number of Unit. Count all applicable modifiers. Roll two dice. If the required number or less is not achieved, apply the result below:

- Retire half move facing the enemy, limited to half move next turn. ●
  - Retire half move facing the enemy, limited to half move next turn. ●
  - Retire half move facing the enemy, limited to half move next turn. ●
  - Retire full move facing the enemy, no move next turn. ●
  - Retire full move facing the enemy, no move next turn. ●
  - Retreat charge move backs to enemy, check morale again next turn; if fail retreat again and check morale again; if succeed no move next turn.
  - Retreat charge move backs to enemy, check morale again next turn; if fail retreat again and check morale again; if succeed no move next turn.
  - Unit routs and is removed from the battlefield immediately.
- When retiring or retreating terrain movement penalties do not apply.
- Enemy may follow.

## MODIFIERS

- 30% or more casualties in first melee round -1
- Flank support within 6 inches +1
- Rear support within 6 inches +1
- Army Commander within 12 inches +2
- Sub-Commander within 12 inches +1
- Out of Sight of Enemy +1

Modifiers may be counted only once for each secure flank or rear.

Base Morale decreases 1 with each 10% casualties