

## INITIATIVE

Both sides roll **1D6 +1** to score if CinC has higher LPs. High score chose to go first or second. Each Phase in same order.

## LEADERSHIP PHASE

**Assign leadership actions** for each leader up to their max LPs

**Move = 1 LP** Immediate independent move up to 12" away from Comitatus. May move again in movement phase.

**Steady = 2 LPs.** -1 DP from unit  $\leq 2"$  or Rally Shaken to 3 DPs. Unit and leader may not move this turn. May charge

**Inspire = 2 LPs.** Encourage men in charge combat.

**Issue Challenge = 3 LPs.** Fight immediately if accepted.

## CONTROL TEST

If  $>2"$  of leader or  $>4"$  of CinC, or to cease pursuit/looting.

**AvD Light and A grade. D6 others.**

+1 B/C Grade pursuing or looting  
+ or -1 (optional) leader  $\leq 2"$

**2-** Halt. Cease pursuit/looting.

**3-4** Act as player wishes.

**5+.** B-C grade Shock cav or Shock Inf + Rabble must advance & charge. Others repeat last move.

## ARCHERY PHASE

**Artillery and bows only.** May not then move in the movement phase, except Light Horse Archers.

**Range** 4" Short, 12" long (24" artillery)

**D6 per stand according to troop type.**

**1/2 dice** if v unformed LI, HI front, armoured horses, in cover; or if low on ammo. Round up. Not cumulative.

**Always roll 1 die. 6 = Hit.** Max 2 hits per target unit per shooting phase.

## MOVEMENT PHASE

Move units that did not shoot, and Light Horse Archers even if they did. Units may choose to rest & recover to remove DPs instead of moving. Movement must stop at 4" of formed enemy to front.

## MISSILE EXCHANGE

All may shoot except artillery and crossbows that shot in Archery Phase

## COMBAT RESULTS

Compare difference in Hits

**$\geq 4$  Victory. 0 DPs**

May halt if v. only lights, A Grade, or B Grade did not charge. Others pursue

**+1-3 Success. 1 DP except Inf that stood to receive charge.**

Inf stood cav charge halt. Cav charged formed inf fall back or retire. A Grade Inf & all v. only lights may halt. Others follow-up or pursue.

**Equal. Inconclusive 1 DP each. Refight immediately as non-charge combat.**

If 2<sup>nd</sup> round inconclusive +1 DP each. Non-Shaken inf fall-back others retire.

**-1-3 Set Back. 2 DPs, or Shaken rout**

Formed Inf charged by Cav halt. Unformed retire. Others fall-back.

**-4-5 Defeat.** Rout if unformed, EI, or Shaken. Others become shaken and retire

**$\geq 6$  Break.** 1 casualty and rout.

## COMITATUS SEQUENCE OF PLAY FLOW CHART

## COMBAT

**D6 per engaged stand according to troop type.**

Then +/- D6 below:

+/- Morale Value

+1 up to 1 unengaged stand outflanking either flank

+1 each supporting stand\*

+1 each leader inspire action **if charging**

+1 cav fighting unformed inf only

+1 Shieldwall, Spearmen, Spear & Bow, stand to receive charge if facing enemy

-1 per DP in **charge combat only**

-5 if shaken

**Hit** 6 if unformed,

5-6 otherwise.

**Automatic hit if leader fighting.**

**Advantage of Ground**  
Negates attack dice

\* Supporting if in a second rank of supported line facing enemy

## CHARGES

**No charge if:** Shaken; artillery; column; LI except Rabble or Javelinmen, or skirmishers v other LI; HC with bows shot in Missile Exchange; or unformed formed-up this turn.

**LC** may only charge shaken or unformed.

**Others** may charge enemy  $\leq 4"$ .

**Response if did not declare charge**

**Shaken** break if light or poor morale.

**LI** may stand if formed, in difficult terrain, behind obstacle or charged by cavalry or light troops only.

**LC** evade. Heavy Horse Archers and Equites may evade.

**Others** stand to receive at the halt.

# COMITATUS

## Quick Reference Sheet

### DISORDER POINTS (DP)

- 1 DP Fatigue, 5-6 rolled on move dice for Line
- 1-2 DPs Disordering manoeuvre
- 1 DP Evading
- 1 DP Each hit from shooting
- 1-2 DPs Combat results
- 1 DP Each HI friend retiring  $\leq 4''$
- 2 DPs Each non-light friend, broken/destroyed  $\leq 4''$ .
- 2 DPs Contingent Leader killed or routing within 12''
- 3 DPs CinC killed or routing within 12''

**Max 3 DPs for fatigue/manoeuvre.**

**Shaken on 5<sup>th</sup> DP or 6<sup>th</sup> if Morale +3**

### REST & RECOVER

**A Grade.** 1 DP +1 DP not shot at and  $>4''$  of enemy.

**B Grade.** 1 DP

**C Grade.** 1 DP only if not shot at and  $>4''$  of enemy.

**Shaken.** Must be  $>12''$  of enemy. Recover with 3 DPs in the following leadership phase.

### UNFORMED

Light Troops usually unformed except Javelinmen & Armed Rabble may form up if stationary. LI Archers may form up to merge with HI.

Evading, Routing, Retiring or Pursuing.

Charged from behind the flank or rear.

Inf charge and hit by charging cav or elephants.

Burst through by rampaging elephants.

Move through difficult terrain or cross obstacle.

Horses  $\leq 4''$  of enemy elephants or fighting v. camels

**Form-up Unformed** Full move if cause removed & not in combat. May re-form in any formation and with any facing. No Charge this turn.

### RISK TO LEADERS

If took Missile Hit or fought round of combat

**Roll D6** 1 = Hit

**Roll again:**

1 = Killed

2-3 = Serious wound -2 LPs

4-6 = Light wound -1 LP

**Leader killed in combat:** B Grade Comitatus will remain in combat and fight to the death. They will not break, fall-back or retire. Eliminated if become shaken.

**Killed in other circumstances:** B Grade Comitatus must advance to and charge the enemy who caused his death or otherwise nearest enemy.

### AFTER COMBAT MOVES

**Halt.** Remain in place.

**Fall-Back.** - 2'' facing enemy.

**Follow-up.** Remain in contact with fall-back.

**Retire.** Max dice unformed away from opponent until outdistance pursuit.

**Rout.** Max dice unformed until destroyed or off-table

**Pursue.** Max dice unformed following opponent.

**Pursuers encounter new enemy.** Lights halt @ 4''. Others charge and immediately fight new combat.

**Free Hack.** Pursuers catch opponent that evaded, retired or routed. 1 D6 per stand in contact. Casualty for every 4-6 rolled. Survivors Rout.

### MOVEMENT

**Approach Move**

Beyond 12'' of enemy. Move up to 12'' no dice. Stop at  $\geq 12''$  from enemy

**Infantry/Elephant/Wagon**

Move 1 AvD x inches + optional 1 D6 (AvD for A Grade)

**Cavalry**

Move 1 AvD + optional 1 D6 + optional 1 D6 if moved previous turn

**Light Troops**

+ 1'' (optional) for each die rolled

**Rout, retire, evade, pursue**

Roll maximum dice. +1'' per die rolled for initial rout or retire move

**Closest Approach**

Stop 4'' from formed enemy to front. Lights fall back in face of formed move

**Formed move**

$\leq 22\frac{1}{2}^\circ$  variation from centre axis or change direction otherwise need to wheel

**Unformed move**

Freely in any direction facing all-round

**Side-step or Step-back**

Whole move. Shift up to 2''. A & B grade infantry only

**Wheel**

1 DP if formed within 12'' of enemy and more than 1 stand wide

**Change Formation**

$\frac{1}{2}$  move. 1 DP if within 12'' of enemy. Only A & B Grade Infantry may refuse flank.

**About Face**

$\frac{1}{2}$  move. 1 DP if cavalry within 12'' of enemy

**Mount/Dismount**

$\frac{1}{2}$  move and 1 DP

**Pass a Gap**

1 DP.  $\frac{1}{2}$  move for infantry.

**Interpenetration**

No penalty if one stationary, one unformed and none routing. Otherwise 1 DP on formed. 2 DPs if interpenetrated by elephants.