

DUX BELLORUM QUICK REFERENCE SHEET

TURN SEQUENCE

- Alternately place LPs (Repeller goes first).
- Missile fire (simultaneous outcomes). Reduce unit Cohesion as required.
- Move units/groups, testing Bravery for each unit/group.
- Close combat (simultaneous outcomes). Reduce unit Cohesion as required.
- Check morale and victory conditions, reduce LPs if necessary, and return all unused LPs to players.
- Start the next turn.

LEADERSHIP POINTS: ALLOCATION

- 1–3 LPs may be placed with a unit/group.
- You may not add more to the same unit/group later in this phase.

LEADERSHIP POINTS: USES

- May be spent on the whole group for Bravery tests, or on individual units for other uses.
- Interrupt an opponent's movement sequence.
- Boost (or reduce, in the case of uncontrolled charges) Bravery for a Bravery test taken this turn (max 3 LP per unit/group per Bravery test).
- Boost Aggression for close combat, but not for missile fire (up to all 3 LPs per unit).
- Cancel 1 hit caused this turn per LP spent (up to all 3 LPs per unit).

MISSILE FIRE

- Add up all Aggression directed at each target and roll a number of dice equal to this.
- The score needed to hit is equal to or higher than the Protection value of 5.
- Targets may use LPs to cancel hits inflicted during this combat, and subtract any remaining hits from their Cohesion. If Cohesion is reduced to 0 the unit routs and is removed from the game.
- Foot with bows may not voluntarily move later in the turn if they shoot in the missile phase.

+1 if the target is within 1 BW or shooting into the rear of the target (per unit firing)

-1 if missile target/shooter is in area terrain other than Bog, or if target is behind linear terrain other than River or Ditch/Stream (per unit firing). Do not count twice if both shooter and target are in such terrain.
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MOVEMENT

- Make Bravery tests and move units/groups in sequence.
- Groups must be formed of the same troop type.
- Troop movement within 1BW of an enemy's front is restricted.
- Warriors must test for uncontrolled charges.

MOVE SEQUENCE

1. Aggressor's Skirmishers (Mounted and Foot)
2. Repeller's Skirmishers (Mounted and Foot)
3. Aggressor's Mounted
4. Repeller's Mounted
5. Aggressor's Foot
6. Repeller's Foot

CLOSE COMBAT

- Halt at the first point of contact with an enemy. Charging groups may split into individual units to make further contact.
- LPs may be used to add extra Aggression or to cancel out hits during close combat, but must be declared before any dice are rolled.
- If contacting more than one enemy, a unit decides which to attack. Each unit (from both armies) may make one attack in a turn – as a main attacker or in support of another unit.
- The main attacking unit rolls a number of dice equal to its Aggression (plus modifiers), and cause a hit to the target's Cohesion for every die equalling or beating the target's Protection.
- Targets may use LPs to cancel hits inflicted during this combat, and subtract any remaining hits from their Cohesion. If Cohesion is reduced to 0 the unit immediately routs and is removed from the game.
- All combat outcomes are simultaneous.
- Non-routed losers retreat from close combat.

+2 if attacking a unit in its flank or rear
+1 if unit moves into contact this turn (may apply to units on both sides in multiple unit combat)
+1 additional bonus for Cataphracts (and other units as noted) if moving into contact this turn
+ LPs (up to +3)
+1 for every supporting unit (up to +3)
-2 if Shieldwall, Shieldwall Companions, Riders, and Mounted Companions in close combat in area terrain other than hill
-2 if attacking uphill or attacking linear terrain
-2 if not a Skirmisher and attacking a target on your own flank or rear

ENDING THE TURN

- For each unit you've lost this turn, lose 1LP for the remainder of the game.
- If your army has suffered 50% or higher casualties of its original number of units (excluding Skirmishers), it must take a morale test. If your army has suffered 75% or higher casualties of its original number of units or suffers this from the 50% morale test, it will automatically rout, ending the game after all morale tests are completed.
- If the game continues, collect up LPs ready to use again next turn.
- Start the next turn if neither army has routed from the battle.

WINNING THE GAME

- If your opponent's army has routed from the battle and you still have units on the battlefield after passing any morale tests your army needs to, you have won the game.
- If you have fulfilled the victory conditions of the scenario you're playing and your opponent has not, you have won the game.
- If both armies rout in the same turn, or a scenario with a set number of turns ends with both armies still on the table, the winner is the army with most Cohesion points left on the table after all units failing their morale tests have been removed; if these are equal, the battle is a draw.