

WARLORD I - PLAYSHEET

THE PLAY SEQUENCE (Rule 2)

1. Agree **time** and **points** for the game.
2. Choose your troops etc (Rule 3).
3. **Lay out a battlefield** and define any objectives (Rules 5 & 6).
4. If using hidden troops or you plan to have reinforcements arriving, draw a sketch map showing where they are or where and when you intend they arrive on the field (Rules 8, 9 & 10).
5. **Lay out your troops** (excluding hidden and off table troops - Rule 8).
6. **Start timing** at the start of the **first Move** (Rule 11).
7. Start your **last Move** at least 10mins before time limit.
8. End the game once both sides have completed their Turn
9. Decide **who has won** (Rule 104, E129 to E132).

THE MOVE SEQUENCE (Rule 25)

1. Dice to determine the **order of play** (Rule 26).
2. Player 1 completes CO control, recuperation & movement (routes first)
3. Player 2 completes CO control, recuperation & movement (routes first)
4. Shooting (Both sides may shoot)
5. Waver Tests (Both sides may be required to test)
6. Complete charges, counter-charges and other attacks (Rules 63-75)
7. Melees (Both sides participate)
8. Conclude the Move (Both sides complete activities - Rules 100 & 101).

COMMAND CONTROL (Rules 27-37)

COMMAND CONTROL APPLICATIONS (E54)

1. Authorising special actions (Mover);
2. Rallying and establishing control (Mover);
3. Declaring charges and other attacks (Mover);
4. Authorising responses (Responding opponent);
5. Authorising & restraining normal actions (Mover);
6. Prompting other actions later in the turn (Mover).

COMMAND TEST PROCEDURE (Rule 29):

Throw one die per CO star, **deduct per each die score if applicable:**

CO wavering/routed/in melee/evading/pursuing/reckless/dispersed -1
 General is wounded (Rule 99) -1
 General is seriously wounded, captured or killed (Rule 99) -2
 Each unit lost by the division -1
 Isolated Unit COs attempting to use their initiative (Rule 37) -1

Sum the resulting scores for **CCPs**, add any transferred from the C-in-C.

Transferring CCPs from the C-in-C deduct:

Each 10cms separating the command bases (not per die) -1

Allocate CCPs per unit: Vd 1; Vt & Sd 2; St & Rd 3; Rt 4

Add 1 additional CCP per unit:

- When attempting to rally a routed unit;
- if simultaneously restraining and prompting a unit, *unless* reckless;
- if any of the unit's bases are in melee, pursuing or looting
- if prompt **OO** to charge etc enemy other than hostile **OO** or **Artillery**;
- for each 10cms from CO base to the nearest base in the unit;
- when attempting to command troops whose division's CO base is lost.

ATTRITION (Rules 12-17)

ATTRITION POINTS (Rule 12)

A unit gains 1 AP in the following circumstances:

- **Each** hostile charge declared from behind its flank or rear;
- **Each** friendly disaster occurring within 10cms;
- **Each** disorder point (DP) acquired;
- **Each** shooting hit point (HP) sustained;
- **Each** time it is shaken but does not recoil or retreat;
- **Each** time it charges over MDfs or pits or crosses chevaux de Frise;
- **Each** time reckless mounted troops charge over MDfs or pits (& above);
- **Each** time reckless mounted troops charge facing pikes, long spears etc
- **Each** melee result point in excess of 4 scored by winning opponents.

ATTRITION SUFFERED BY FUGITIVES ETC (Rule 13)

Throw one die.

Add: 1 for **each** elephant bursting through **NO** troops, **Chs**, **Els** or **Art**;
 1 for **each** 2 routing bases or **evading** bases in the unit;
 1 for **each** 2 overriding bases pulled up on skirmishers;
 1 for **each** 2 successfully attacking **expendable** weapon bases.

Deduct: 2 if troops are **routed** or being **overridden** or are **Raw evaders**;
 3 if they are **Snd evaders** or **ridden through** etc, 4 if **Vtn evaders**;
 and, 1 in addition if the troops are skirmishing in **difficult** terrain.

Remove bases lost (1 base per 4APs, deduct 2APs after each is removed).
 Each pursuing base still **in contact** removes 1 base (deduct 1AP per loss).

Troops may **recuperate** Attrition (lose 1 or 2 APs) if they have steady morale and are not charging, being charged, evading, pursuing, reckless, looting, dispersed or in melee (Rule 15). Remove a base if a unit accumulates 6 APs (or 4 APs if unable to recuperate), deduct 2 APs for each base lost (Rule 16).

DISORDER & DISORDERING (Rule 18)

A unit gains 1 **DP (AP)** as follows:

- **Pike** in a wood/BUA/brush & any **NC** troops in a thick wood if moving or contacted, OR, routers, **NR** or **NC** troops, **NLMt**, **Chs** or **Els** slowed by terrain; OR any attacking over obstacles etc or in column of march;
- **Each** time troops **withdraw in disorder** OR **move** twice in a turn OR advance or charge **reckless** in successive moves (Rules 34, 44 & 61);
- **Each** own Turn spent **pursuing** or **looting** baggage (Rules 81 & 85);
- Evading troops other than **OO** troops, **LChs** or **Artillery** crews;
- **Each** time disordered by **interpenetration** or is **burst through** by **Els**;
- It **turns more than 45°** and attempts to counter-charge (Rule 65);
- **Charging** etc **NO** troops, **Chs** or **Els** fail to contact enemy troops;
- Moving **foot** contacted by a **mounted** charge or counter-charge;
- **Contacted** by **charges** etc. from behind flank or if changing formation;
- Charged by **SChs** or **EVps** and not prepared to receive them;
- **Cv**, **Cm** and **Chs** contacting or contacted by hostile **Els** (1st round only);
- **Cv** and **Chs** in 2nd round of melee with hostile **Cm**;
- After **each** 2nd or later round of melee fought with the same enemy;
- **Each** time troops **recoil** or **follow up** in melee OR **retreat** or **route**;
- **NC**, **NR**, **NL Mt**, **Chs** or **Els** **retire** (IRMV) in terrain that reduces normal movement rates (Rules 41 & 43);

MOVEMENT & MANOEUVRING (Rules 38-47)

MOVEMENT DISTANCES (Rule 39)

Troop Type	Nrml	Chrg	Route	Psuit
OO & NL Foot other than FA or square	16	20	32	32
NR & NC Foot other than FA or square	12	16	32	24
All FAIn & other FA on foot	8	12	24	16
Foot in square or in a strong point	8	NA	Rules	NA
OO Mounted <i>unless</i> FA	32	40	48	48
NL Mounted <i>unless</i> FA	24	32	48	40
NC Mounted <i>unless</i> FA ; Els & HChs	20	28	40	32
All FA Cv	16	24	36	32
Light Chariots & Scythed Chariots	24	32	48	36
Lt catapults, CBts & BWgs in draught	8	NA	20	NA
Deployed Lt catapults & Rocket batts	2	NA	Crew32	NA
Rocket batts in draught & Pack animals	12	NA	32	NA
Heavy catapults in draught	4	NA	12	NA
Heavy catapults deployed	1	NA	Crew32	NA

MANOEUVRING & CHANGING FORMATION (Rule 40)

Manoeuvre	Dis Troops	Any Trb
Expand/contract per base per flank	¼ turn	½ turn
Form square	½ turn	1 Turn
Turn, deploy or harness up etc:		
OO Skirmishers (any turn)	No penalty	No penalty
Light Catapult	2 Moves	2 Moves
Heavy Catapult	4 Moves	4 Moves
Hvy Chariots, Rkt Batts & Cbts	½ turn	½ turn
Wagons (BWgs): about turn	1 Turn	1 Turn
deploy/harness up	1 Move	1 Move
Turn other troops	¼ turn	½ turn
Mount/dismount Mounted Troops	¼ turn	¼ turn
Deploy/take up Mobile Defences	½ turn	½ turn

PENALTIES FOR DIFFICULT TERRAIN ETC (Rule 41)

Terrain Feature	OO	NLFt	Chs	Art	BWg	Other
Broken ground or brush	-	-	¼	½	½	¼
Open woods or sand	¼*	¼	½	½	½	½*
Thick woods, forest etc	½	½	Imp	Imp	Imp	¾
Steep hills - Going up	½	½	½	½	½	½
Down or across	¼	¼	¼	½	½	¼
Built up areas	¼	¼	½	½	½	½
Fordable rivers	½	½	½	½	½	½
Marshy ground	½	½	¾	¾	¾	½
Bogs, cliffs and crags	¾	Imp	Imp	Imp	Imp	Imp
Minor linear obstacles	¼	¼	½	½	½	¼
Ditches	½	½	1	1	1	½
Major obstacles (minimum)	1M	1M	Imp	Imp	Imp	1M+

(* not Cm in sand)

DICING TO ENTER OR RETURN TO THE FIELD (Rule 47)

Throw two dice. Add +3 if led by 3*CO, +2 by 2* CO +1 by 1* CO, AND, +1 for **each** two previous failed attempts to enter the field or return.

- If a **flank march** -1 per 30cms to the baseline.
- If **returning** +1 if **Vtn**, -1 if **D class** and/or **Raw**.
- If **evaded off-table** and their pursuers have not yet returned -1.
- If **opposed**, -2 if x2 as many enemy bases, -3 if x3 times -4 if x4 or more times as many enemy bases, otherwise -1.

Score 10 or more enter the field at the intended point, OR, **score 9** for **flank march** to arrive 30cms nearer to baseline if unopposed.

SHOOTING (Rules 48-57)

RANGES & DEFENCE VALUES (Rule 55)

Shooting Weapon	Short	Maximum	LA	AR& LCh	HA& HChr	FA& EL	Other
Bow	12	20	2	4	5	6	NA
Crossbow	12	24	4	4	4	5	NA
Mixed weapons	12	20	4	5	6	7	NA
Sling	NA	12	1	2	3	4	NA
Staff-sling	NA	24	4	4	4	5	NA
Darts	NA	4	1	2	3	4	NA
Lt Catapult or Carroballista	NA	48	5	5	5	5	5
Heavy Catapult	NA	60	10	10	10	10	10
Rocket Battery	NA	60	10	10	10	10	10

SHOOTING PROCEDURE (Rule 56)

- Check the target's **range** and **defence value**.
- Throw 2 dice** for Rockets & Heavy Catapults, 1 die for other weapons.
- Deduct number of front rank target bases** from shooting bases.
- Add/deduct 1 for each 2 extra shooting/target bases.**
- Except for Art, deduct 1** for each extra **NO** target rank/file (max 4) (2 ranks/files count as 1 rank/file if shooting from behind flank/rear)
- Add** any of the following modifiers that apply:
 - Each **NO etc rank** (max 2) in **Artillery** line of fire in the open +1
 - Artillery** shooting at a **NO etc flank** in the open *from the flank* +2
 - Mixed weapons shooting at short range +1
 - Bows & crossbows** shooting at short range +2
- Deduct** any of the following modifiers that apply:
 - Shooters charging, evading etc, dispersed, disordered or shaken -1
 - Target charging or pursuing or screened by **OO troops** -1
 - Target is in **OO** in the open *unless* it is charging -1
 - Target in **cover** *unless* shooters are **artillery & target** not in **OO** -2
- Deduct** Defence Value, remainder is number of hits (**HPs/APs**) inflicted.

MORALE - WAVER TESTS (Rules 58-62)

THE SEQUENCE & CAUSES OF TESTS (max 1 per turn, Rule 58)

- A rout starts/passes within 10cms or another **disaster** occurs within 10cms;
- The Unit **suffers losses while conducting a fake retreat** (Rule 83);
- The Unit tries to **press home an attack** *unless* reckless (Rule 66);
- The Unit tries to **counter-charge home** *unless* reckless (Rule 66);
- The Unit **stands to receive an attack** *unless* reckless (Rule 66);
- A friendly **Religious Party** is attacked within sight (E17).
- The Unit suffers **attrition (APs)** from shooting in this Move (Rule 56);
- Conduct resulting **retreats** (IRMDs) & **follow-ups** (IFUMs) (Rule 61).

WAVER TEST PROCEDURE (Rule 59)

- Throw** two dice and sum the scores
- Add** for morale: **A** +5; **B** +4; **C** +3; **D** +2; **E** +1.
- Deduct** the following modifiers if applicable:
 - Any **friendly disaster/s** currently within 10cms -1
 - Each **base lost** by testing unit (i.e. each casualty base in the unit) -2
 - Each **AP** currently accumulated -1
 - Charged by **El, SCh, EWP** *unless* similar or prepared to receive them -2
 - Hostile El** within 10cms not routing or charging the testers -1
 - Enemy **NO etc behind flank** causing losses or at attack distance -2
 - Friendly **Religious Party** destroyed, captured or routed in sight -1
- Add** the following modifiers if applicable:
 - Each testers' **flank** which is secure (E92 & page 74) +1
 - Rear support** within 4cms (page 74) OR in **square** +2
 - Any **hostile routed bases** within 10cms during the Move +2
 - Inf/Art taking cover** OR any troops in 20cms of a **camp/baggage** +2
 - Advancing NO** troops, **chariots** or **elephants** (inc. if charging) +1
 - Try to **charge home** *unless* missile armed or charging pikes etc +1
 - Charging **flank/rear** or **OO** or **artillery** in the open +2
 - Reckless troops** +2
 - Friendly **Religious Party** not under threat is in sight +1
 - Led by C-in-C/Divisional CO** (optional) +2/+1

- Refer to **Waver Test Outcomes** table below for result (Rule 60)

Score	Response
12 or more	Tribal rolling 2x5/6 or Disciplined 2x6 become reckless ; <i>otherwise</i> become or remain steady .
10 - 11	Morale remains reckless or remains or becomes steady .
8 - 9	Steady troops shaken , shaken or dispersed troops waver ;
7 - 4	If shaken, being charged, dispersed or within 10cms of a disaster, waver ; <i>otherwise</i> become shaken .
3 or less	All troops waver and retreat (IRMD).

ADDITIONAL MORALE RESPONSES (Rule 62)

- Fleeing **superior troops interpenetrate** - unit **wavers** or **routs too**.
- RPs & shaken or dispersed troops etc** interpenetrated by wavering or routing friends **waver** or **rout too**, **retreating** in front of them.
- OO troops** interpenetrated by **followed wavering friends** evade.
- A unit failing to use initiative in a Command Test **withdraws** in disorder.
- Evading troops trapped by impassable terrain or troops **rout** if contacted, bases in direct contact are destroyed (Rules 70 & 89).

MELEES (Rules 76-84)

MELEE PROCEDURE (Rule 76)

- Adjust opposing bases so their edges coincide (E108).
- Decide which bases are engaged, inc. overlaps in 2nd etc rounds.
- Each side throws **one die**.
- Establish relative weapon ratings etc, as follows:
 - Round 1**: thrust/throwers/Els/Chs 3; cutters 2; others 1
 - Later Rounds**: cutters & Els 3; thrusters & Chs 2; others 1.
 Add difference in rating to the score of the side with higher value;
- Compare armour classes ratings as follows:
 - LA & Art 1; AR& LChr 2; HA & HChr 3; FA, El& SChr 4.**
 Add difference in armour class rating to score of side with the higher
- Add applicable modifiers to each side's score, as follows:
 - General leading** in combat (not if wounded - see **Rule 98**) +1
 - Troops with **charge advantage** (1st round only) - see below +2
 - Troops with **contact advantage** (1st round only - see below) +1
 - Unit is **reckless** in the 1st round of a melee +1
 - Using **darts** with thrusters/cutters in 1st round of melee +1
 - Using a **superior weapon** in the same weapon class (see below) +1
 - Superior troops** than opponents (Rule 23 & page 74) +1
 - NO etc** troops fighting opposing **OO troops** or **artillery crews** +2
 - OO LA troops** with **buckler** fighting **LA OO opponents** without +1
 - Each eligible **supporting rank** (see below & **Rule 79**) +1
 - Each **AP** accumulated by opponents (each casualty base = 2APs) +1
 - Each **flank** with a base **overlap** (2nd or later rounds only - **Rule 79**) +1
 - Uphill, charged down or defending a minor obstacle etc (**Rule 80**) +1
 - Defending major obstacle/field defence or strong point (**Rule 80**) +2
 - Sp** status **HChs/Elephants** fighting any other troops (**Rule 3**) +1
 - NC foot** fighting **NL/NR foot** in a 2nd or later round, AND/OR, +1
 - Disciplined troops fighting Tribal troops** in a 2nd or later round +1
 - Each two extra ranks of **NC foot** fighting **NO foot** in a 2nd etc round +1
 - Dis NC Cav** fighting **Dis NL Mounted** troops in 2nd or later round +1
- Deduct lower from higher score, 0 = stand, otherwise** as per table:

Score	Lower Scorer	Higher Scorer
1	Mounted troops fighting foot recoil (IRMR) others stand	Mounted troops fighting foot recoil (IRMR) others stand
2-3	If already shaken, disordered or dispersed retreat, waver or surrender ; otherwise become shaken and Mt recoil (IRMR) from any foot.	Advancing troops follow up (IFUM); Any take prisoners . Mounted troops fighting any foot otherwise recoil . All other troops stand .
4 or more	Retreat, waver or surrender . Each point more than 4 in the score is 1 extra AP gained	Advancing troops follow up . Any take prisoners . All other troops stand .

EXPLANATION OF MELEE MODIFIERS (Rule 79)

Charge advantage - charging troops have charge advantage as follows:

- Foot** using pilum or ango and charging hostile foot;
- Foot** charging foot that do not charge or counter-charge them;
- Foot** with thrusters or throwers charging **Mt** not charging them;
- Cv, Cm, Chs & Els** charging **Mt etc** that do not charge/counter-charge;
- Mtd** troops etc charging foot **not** in square & **not** facing if pike etc;

Contact advantage - troops have contact advantage as follows:

- If following up in melee or into contact or advancing to contact in the open, *unless* mounted troops contacting stationary pike etc;
- Facing pikes, long spears or halberds receiving a mounted charge and any **foot** prompted to receive an attack by hostile **SChs** or **Els**;
- NL Cv/Cm, HChs, SChs** or **Els** charging **NC Mt** or **LChs** charging them;

Superior weapons - weapons in the same class in descending order are:

- Thrusters** - 1. pike/long spear, 2. lance, 3. others;
- Cutters** - 1. halberd/polearm/double armed, 2. sword etc;
- Others** - 1. mixed weapons, 2. other other weapons.

Supporting ranks - front rank may count supporting ranks as follows:

- Disc NO** pike up to 2 more ranks than opponents (see Rule 79 & E114); **Disordered pike** may only count 1 **supporting rank**;
- Other **NO Ft** count 2nd/3rd **NO** rank in unit or 2nd/3rd **OO** rank not shot;
- NC Cv** count 2nd rank in unit if similar or bow/sword armed or if in melee with hostile foot and unable to count charge or contact advantage;
- Sword, spear, dart or lance armed **NL Cv** count 2nd similar or bow armed rank in the same unit in a 2nd or later round of a melee;
- NO Cv & Chs** count one **OO Ft** rank in a 2nd or later round of a melee *providing* they do not shoot during that move and are steady.

WOUNDING, CAPTURE & DEATH OF GENERALS (Rule 99)

Throw one die, add 1 per **AP** incurred this turn. **Outcomes**:

10+	General killed;
9	If in melee general captured, otherwise badly wounded;
8	General wounded;
7	Command base dispersed for rest of this Move and next Move;
6 or less	No significant loss, base remains in action intact.