

AVGVSTUS to AVRELIAN Quick Reference Sheet I

Viri Magni (Page 9)

Vir Magnus	Command Radius
Level IV (Army Commander)	12"/18"
Level III (Legionary Legate)	8"/12"
Level II (Tribune)	4"/6"
Level I (Prefect, Tribal Chief)	0"

Carpe Diem Cards (Page 5)

A Vir Magnus can play as many Carpe Diem cards each round as his level, if the player holds that many.

Viri Magni Accompanying Units (Page 9)

A Vir Magnus accompanying a unit can play an extra Carpe Diem card each round. His command radius is reduced by 12".

Movement (Page 18)

Unit	Move	March	Charge
Foot Commanders	8"	16"	-
Skirmish Infantry	6"	12"	12"
Formed Infantry	5"	10"	10"
Mounted Commanders	10"	20"	-
Cavalry	8"	16"	16"
Light Chariots	8"	16"	16"
Elephants	6"	12"	9"
Camels	8"	16"	12"
Light Artillery	4"	-	-

Heavy Armour -1" (march or charge -2");

Barded horse -1" (march or charge -2");

Cataphracts -2" (march or charge -4").

Per casualty -1" (Drilled -1" for every 2).

Formed units move through Difficult Ground at ½ speed & Very Difficult Ground at ¼ speed.

Skirmishers only reduce to ½ speed over Very Difficult Ground.

For ¼ of their movement a unit may turn 45° or 180°; for ½ they may turn 90°

Units may wheel 1" (Drilled 2").

Linear Obstacles (Page 19)

Units cross linear obstacles as though they are moving through Difficult Ground. Chariots cannot cross obstacles.

Units may not shoot whilst 'straddling' an obstacle and become Disordered if engaged in Combat whilst 'straddling' an obstacle.

Charge Responses (Page 21-22)

Stand and Shoot, Hold, Retreat, Counter-charge, Skirmish & Manoeuvre, Evade.

Viri Magni's Actions (Page 10)

Viri Magni can only perform actions appropriate to their level.

Level I Actions: Level I Viri Magni can perform the following actions:

Add a die to combat (i.e. for that round, CD is increased by 1);

Remove disorder;

Remove a casualty (but not the first, or only remaining, casualty) – so that a unit is no longer Shaken – in addition the unit must remain stationary, and un-engaged, for a full round.

Level II Actions: Level II Viri Magni can perform the following actions:

Add D6" to one unit's movement - 'Follow Me Lads';

Add a die to a Reaction Test (so you're choosing two dice from a pool of three);

Increase a unit's CD by 1 for that round (but only if the Vir Magnus is accompanying the unit in the combat);

Remove disorder;

Remove a casualty (but not the first, or only remaining, casualty) – so that a unit is no longer Shaken – in addition the unit must remain stationary, and un-engaged, for a full round.

Level IV/III Actions: Level IV/III Viri Magni can perform the following actions:

Activate a formation 'out of turn';

Change a formation's order;

Add D6" to one unit's movement - 'Follow Me Lads'

Add a die to a Reaction Test (so you're choosing two dice from a pool of three);

Increase a unit's CD by 1 for that round (but only if the Vir Magnus is accompanying the unit in the combat);

Remove disorder;

Remove a casualty (but not the first, or only remaining, casualty) – so that a unit is no longer Shaken – in addition the unit must remain stationary, and un-engaged, for a full round.

Disordered Units (Page 36)

Disordered units: move at half speed; suffer a -1 penalty to shooting and combat; which win a round of combat cannot pursue; cannot recover from disorder whilst fighting in combat; recover from disorder when a second Meridiatio card is drawn or on a first Meridiatio card if a Vir Magnus expends a Carpe Diem card.

Marching (Page 19)

Units starting at least 12" from enemy units may move at March speed until or unless they come within the charge range of any enemy unit.

AVGVSTUS to AVRELIAN Quick Reference Sheet II

To Hit (Page 25/30)

	CA/SA					
Armour	1	2	3	4	5	6
No Armour	4	5	6	7	8	9
Light	3	4	5	6	7	8
Medium	2	3	4	5	6	7
Heavy	1	2	3	4	5	6
Cataphract	1	1	2	3	4	5

Shooting (Page 25)

Weapon	Close Range	Long Range
Thrown stones	-	4"
Pilum	-	4"
Throwing spear	-	6"
Javelin	4"	8"
Sling	9"	18"
Short bow	9"	18"
Staff sling	12"	24"
Composite bow	12"	24"
Artillery	18"	36"

Shooting 'To Hit' Modifiers (Page 25)

Move one column to the right or up:

Close range (i.e. less than half range)

Move one column to the left or down:

Shooters moved this round (except chariot/elephant crews)

Shooters are Disordered

Shooting at charging unit

Target is skirmishers or not a clear target

Shooting at Shield Wall or Testudo

Shooting at shielded target from the front or left flank

Target is in cover or is elephant or chariot crew.

Move two columns to the left or down:

Buildings – target is within a building

Shooters are Shaken

Shooting Unit Size Modifiers (Page 26)

All Tiny units, and units in column only roll one dice. Large units in column roll two dice.

Shaken Units (Pages 27 & 36)

Shaken units: which leave the table for any reason cannot return; suffer a -2 'To Hit' penalty in combat or when shooting; cannot charge or counter-charge.

Units count as shaken until the end of the round in which they are rallied.

Combat 'To Hit' Modifiers (Page 30)

Move three columns to the right or up:

Attacking from opponent's rear

Move two columns to the right or up:

Attacking from opponent's flank

Move one column to the right or up:

Charging or counter-charging

Winning (i.e. unit won last round of this engagement)

For Romans in first round if Pila thrown

War-band in first round if they charged into contact

Move one column to the left or down:

Fighting against shieldwall, testudo or unit defending an obstacle

Disordered

Skirmishers

Fighting against unit to unit's rear

Target is shielded and is being attacked from the front or left flank

Move two columns to the left or down:

Shaken

Fighting against unit to unit's flank

Combat Unit Size Modifiers (page 30)

Tiny units only roll one dice as do Small and Medium units in column. Large units in column and all testudines roll two dice.

Weapon Modifiers (Page 30)

Units armed with Kontos or pike add one extra dice in the first round of any combat.

Units armed with gladius add one dice in the second and subsequent rounds of any combat.

Roman units armed with clubs add one dice in the second and subsequent rounds of any combat against cataphracts.

Combat Results (Page 32)

Add up all the casualties caused.

Add the unit's Outlook (O).

Add the following bonuses:

+1 Rear support

+1 Per unengaged flank support

The side which scores highest has won. The winners will 'push back' the losers by 1".

Disengaging (Page 32)

All but drilled units take a Reaction Test to withdraw from combat. Drilled units only test if withdrawing from facing a unit with higher M. Opposing units only pursue if the disengagers fail Reaction Test and flee.

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Reaction Tests (Page 34)

Reaction Tests are required when:

Cavalry attempting to charge formed infantry from the front;
 Infantry are charged by cavalry;
 Cavalry or chariots are charging, or being charged by, elephants or camels;
 When evading skirmishers fail to interpenetrate, both units test;
 Units become Shaken;
 Units are defeated in Combat;
 Units wish to avoid pursuing Fleeing enemies after winning Combat;
 Supporting units have friends break and flee.

This is not an exhaustive list; these are the most common situations when a test is appropriate, but there may be other times when it seems obvious that a test ought to be taken, but the situation isn't mentioned in the list.

If one of you thinks a unit ought to test, but the other doesn't, the best course of action would be to consult the Goddess Fortuna, so roll a D6 to decide: on 1,2,3 you test; 4,5,6 and you don't.

Reaction Test Modifiers (Page 34)

Roll 2D6

+2	Cavalry trying to charge 'steady' formed infantry from front
+2	Skirmish infantry with enemy cavalry within charge range
+2	Attacked in the rear
+2	Shaken
+1	Attacked in the flank
+1	Skirmish infantry with enemy formed infantry within charge range
+1	Each excess casualty taken this round (i.e. each casualty in excess of O)
+1	Cavalry or chariots facing camels or elephants
+1	Disordered
-1	Each unengaged flank support
-1	Each rear support
-1	For each level of Vir Magnus accompanying unit
-1	If the testing unit won its last round of combat
-1	For choosing a 'Hold' charge response this round
-2	Legionary cohort guarding the Aquila

Reaction Test Results (Page 35)

Roll	Cavalry	Other Units	Disengaging	General Reaction Test
= R	Withdraw one half move, ending facing the enemy. If unable to comply, unit becomes disordered and makes one full move +D6" to the rear, ending facing the enemy. Otherwise, unit breaks and flees.	Unit holds – can continue to fight and move normally.	Withdraw one full move avoiding all contact with the enemy, ending facing the enemy.	Pass
R+1	Withdraw one full move +D6" avoiding all contact with the enemy, ending facing the enemy. If unable to comply with this, unit breaks and flees.	Unit holds but is disordered.	Unit is disordered and Withdraws one full move avoiding all contact with the enemy, ending facing the enemy.	Fail
R+2	Withdraw one full move +2D6" avoiding all contact with the enemy ending facing the enemy. If unable to comply with this, unit breaks and flees.	Withdraw one full move avoiding all contact with the enemy, ending facing the enemy. If unable to comply, unit breaks and flees.	Unit is disordered and Withdraws two full moves, avoiding all contact with the enemy, ending facing the rear.	Fail
R+3 to R+4	Unit breaks and flees.	Unit breaks and flees	Unit breaks and flees.	Fail
R+5 or more	Unit disperses and is removed from play.	Unit disperses and is removed from play.	Unit breaks and flees.	Fail

Withdrawing Units Page 35)

Withdrawing units do so in good order, and will be able to act normally during the next round unless Disordered.

Pursuit (Page 36)

Pursuing units whose move is: 6" or less pursue normal move +D6"; more than 6" pursue normal move +2D6".
 Pursuing units which catch Fleeing units destroy them.

Fleeing units (Page 35)

Fleeing units with a normal move of: 6" or less, move one full move plus D6" away from the enemy; more than 6", move one full move plus 2D6" away from the enemy.