

DE BELLIS MAGISTRORUM MILITUM QUICK REFERENCE SHEET

MOVEMENT

PIP EXPENDITURE		p27
0	By a first march move this bound if either: <ul style="list-style-type: none"> entirely along a road without reversing direction a pike block naval in GG 	
1	Each march or tactical move by an element or group Each halt by a single impetuous, broken or naval element Each halt by a broken or impetuous group Each time an element sets-up PO instead of moving	
2	Per element (dis)mounting, unless mounted infantry	
3	To activate an ally Changing orders Triggering an initial feigned flight	
-1	Group with non-Inert C-in-C Entirely regular group including sub-general	
+1	General is absent, out of sight, unreliable or fighting General is >2000p away (LH) or >800p away (others) Advancing disheartened troops	
+1	Order change confusion	
+1	Unresponsive troops (Hd(O) or train) Mixed group of mounted and foot Already marched 2 (irreg) or 3 (reg) times Marching into contact with enemy	
+1	Group wheeling unless a column*	
+1	Group moving less than full speed*	
+1	Turning through 180°*	
+1	Clumsy irregulars: Any marked * above Any element moves other than straight ahead Halting to prevent spontaneous or rout	
+1	Mounted or train embarking; train disembarking	

TACTICAL AND MARCH MOVE DISTANCES (in paces) p.29				
	Road	Good	Rough	Difficult
LH(F)	640	360	240	160
LH	640	320	240	160
Cv, Cm, Exp	480	240	160	80
Kn(F)	400	240	160	80
El, Kn	400	200	160	80
Ax, Ps	400	200	200	160
Bd(F), Pk(F), Wb(F), Hd(F)	400	200	200	120
Sp, Pk, Bd, Wb, Bw, Sh, Hd	400	160	160	80
Art(F), Bge(F)	400	200	120	40
WWg, Art, Bge	400	160	80	0
Art(S)	240	80	40	-
Naval(F)	-	360	-	200
Naval	-	320	-	160
Naval(X)	-	160	-	80

SPONTANEOUS DIRECTION must be		p.30
Straight ahead towards visible enemy or away from own base edge		
Into contact or overlap with closest enemy in reach directly ahead or if none, closest enemy element in reach		
Directly towards baggage or routing enemy < 400p most straight ahead		
Along road, terrain feature edge, table edge towards enemy base edge		
If none of the above are possible, the element does not move		

INTERPENETRATION				p.32
Moving element:	State:	Can pass through:	If facing:	
Mounted	Not recoiling/ pushed back	LH Any foot except Pk, Hd	Same/Opposite	
Reg LH or Cv	Repulsed	Reg Cv	Same	
Ps	Any	Any land	Same/Opposite	
Ps	Recoiling, repulsed	Any	Any	
Reg Bd	Any	Reg Bd	Same/Opposite	
Ax, Bw(not (X))	Any	Bd	Same	
Mounted or foot	Any	Train	At 90°	
Boats	Any	Naval	Same/Opposite	
Naval	Any	Boats	Same/Opposite	

SPONTANEOUS IF:		p.30
Exp		
Irr - Kn(S/O/F), LH(S), Cm(S), Bd(F), Sp(O), Hd(S/F), Wb(S/O/F)		
Reg Kn(F) in wedge		
Ps in TZ of enemy foot		
Reg Cv alone in ambush		
Any <400p from broken enemy		
Any just crossed hidden obstacles		
Any in a river not fleeing		

COMBAT

COMBAT FACTORS

	Mtd	Others
El, Exp, Sh	+5	+4
Sp, Bd, Art shooting, WWg	+4	+4
Pk, Bw shooting & not shot at	+4	+3
Bw	+4	+2
Kn, Cv in close combat	+3	+4
Cv shot at, Wb, Ax	+3	+3
LH, Cm, Gal, Shp	+2	+3
Ps, Hd, Art not shooting, Bge, Bts	+2	+2
Naval if troops disembarked	+1	+1

TACTICAL FACTORS

+3	Foot, Art, Bge(O) in TF/PF
+2	Any manning a PF tower
+1	Any on a PF wall
+1	Any manning an upslope TF
+1	Foot/Train upslope in enemy bound
+1	Mounted upslope in own bound
+2	Brilliant stroke
+1	General
+1	In contact with own Bge(S)
+1	Element behind aiding shooting
-1	Other aiding shooting
-1	Each flank/rear overlapped or contacted
-1	Unable to start recoil
-1	Disadvantaged by weather
-1	Disheartened or broken
-1	Shooting into BUA, crags, trees, oasis
-1	WWg that moved this bound
-1	Pk(F), Bd, Wb(S/O), Hd(O) in DG
-1	Mounted, Sp, Pk, train in RG
-2	Mounted, Sp, Pk, train in DG
-2	Mounted (not El, LH) fighting over PO

REAR SUPPORT

Enemy Bound

	Your Front Rank is:	Your Rear Rank is:	Enemy is:
+1	Sp	Same Sp	El, Kn, Cm, Pk, Bd, Wb
+1	Bd(S/O/I)	Sp or Bd	El, Kn
+1	Bd(S/O)	Bw(S/O)	Foot
+1	Bw(S/O)	Bd(S/O)	Foot
+1	Reg Ax(S)	Reg Ax(S)	Kn
+1	Bw	Same Bw	Any
+1	Ps	Ps(O)	LH, Ps
+1	Cv	Ps(S/I) if permitted	Cv, Kn(X)
+1	Sp, Pk, Bd, Ax	Ps(S/O) if permitted	Wb, mtd (not Kn(X))

	You are:	Enemy Front Rank is:	Enemy Rear Rank is:
-1	Any	Kn, Cv	Required double base
-1	Foot	LH(F)	LH(F)
-1	Kn, foot (not Ps)	Wb	Wb
-1	Ax, Sp, Bw, Sh, Hd	Sp(S/O)	Sp
-1	Foot (not Ps), train	Pk(S/O/I)	4 th rank of Pk

Any Bound

	Your Front Rank is:	Your Rear Rank is:	Enemy is:
+1	Pk	2 nd and 3 rd rank Pk	Not Cv, LH, Ps, train
+1	Sh	Sh	Any
+1	Foot	Foot	TF or PF

GRADING:

	Bound:	Your Score is:	Opponent is:	
(S) Mounted	Own	Less	Foot in CC	+1
(S) WWg, Bge, naval	Any	Less	Any in CC	+1
(S)	Any	Less	Shooting at you	+1
(S) mounted or foot	Enemy	Equal or less	Mounted in CC	+1
Any	Any	Equal or less	(S) shooting	-1
Any	Enemy	Equal or less	(S) mounted in CC	-1
Any foot	Enemy	Equal or less	(S) foot in CC	-1
(I)	Any	Less	Shooting at you	-1
(I)	Any	Equal or less	In CC	-1
(F)	Any	Less	Shooting at you (not Art)	-1
(F)	Enemy	Less	Any in CC	-1

OUTCOME Exceptions – Flee, Repulse and Spent

Kn	Beaten	Repulse or recoil vs foot Flee vs Bw, Sh in CC
Cv	Beaten	Repulse or recoil vs Kn, foot Flee vs Cm, Exp or in DG
	Doubled	Repulsed vs train in CC except Art(I) Flee vs naval Spent vs Sp, Pk, Bd in own bound & GG
LH	Beaten	Repulse or recoil vs foot, train Repulse or recoil vs Kn in own bound Flee vs Kn, Cm(S) in enemy bound Flee vs better LH, Exp, Art or in DG
	Doubled	Spent vs foot (not Ps(O) or Bw) in GG or RG Spent vs train or naval Spent vs Kn in own bound
Ps	Beaten	Repulsed vs foot (not Ps)
	Doubled	Flee vs train or naval Flee vs mounted in RG or DG Spent vs foot (not lights or Bw) in GG or RG

OUTCOME Exceptions – Destroyed if beaten in:

	Own bound by:	Enemy bound by:
El	Lights, Sh, Art, Cm(X)	Lights, Sh, Art, Cm(X)
Exp	Any	Any
Kn	El, Exp, Cm, Bd(X)	El, Exp, Cm, Bd(X)
Cv		Kn in GG (unless in wedge)
Cm		Exp if they are in GG
Sp, Pk	El	El, Bd, Wb, Ax(S) Exp, Kn, Cm(S) in GG
Bd	El	Exp, Kn, Cm(S) in GG, El, Wb
Wb	El	El, Exp, Kn, Cm(S), Bd, Ps(S)
Bw	Mounted, Wb, WWg	Mounted, Wb, WWg
Sh	Any in close combat	Any in close combat
Ax		El, Kn, Cm(S) in GG
Ps	Kn, Cv, Cm(S/O) in GG	Kn, Cv, Cm(S/O) in GG
Art	Any in close combat	Any in close combat
WWg	Art, El (not X), Ps (if X)	Art, El (not X), Ps (if X)
Hd	Exp, Kn, Cm(S) in GG, El, Wb	Exp, Kn, Cm(S) in GG, El, Wb