

MEG MAXIMUS AND MAGNA - SHOOTING AND KILL A BASE TESTS

SHOOTING RANGES (IN BW) AND SHOOTER DEPTH

	Infantry, EI and BWg	Cv, Cm and Ch	Shooter depth
Javelins or Firearms	2	2	Maximus SuG: 3 ranks full, 2 ranks reduced effect Maximus TuG: 2 ranks full, 1 rank reduced effect Magna: 2 ranks full, 1 rank reduced effect Maximus and Magna Elephants and battlewagons: 1 rank full effect
Slings/Darts	3	-	
Bow	4	3	
Crossbow	4	3	
Powerbow	5	3	
Light artillery	8		1 rank full effect
Heavy artillery	12		
Target must be visible to shoot at. Troops are always visible to their shooting target.			

DICE COLOUR FOR SHOOTING

Start with a WHITE dice and adjust colour as below. Below BLACK roll BLACK dice.

	Upgrade Colour	Downgrade Colour
Skill vs Quality	Skilled vs Poor or Average; Experienced vs Poor	Unskilled vs Average, Superior or Exceptional
Shooter Depth		File shooting at reduced effect due to shooter depth
Run Away		Making a run away move
Target	Artillery vs BWg, Ch or EI;	Artillery shooting at skirmishers. Shooting at front base of a supporting file
Armour	Any except Art, shooting at an unprotected TuG or unprotected SuG <= 1BW	Any except Art or Firearms, shooting at ArmHrs. Any except Art, Firearms or PBw/XBw at <= 1BW shooting at FArm foot or FArm EI
Weapon	PBw at <=1BW vs Cv, Cm or Ch	Darts at > 2BW
Cover		Target in cover unless shot at by Art

S result = Wound: Skilled shooting at Superior. Loose/Close Inf Bw, PBw, XBw, Sl shooting at <=1BW of charge path

Total Skulls, Sword & Arrows and S results then compare to target width in files.
Result >= 1/2 slow by 1 BW. Result >= 1 slow by 2 BW. Result >= 2 slow by 3 BW.
S from each Artillery, Firearms, Shower Shooting = slowed by additional 1BW

All bases can shoot over any bases in their UG without penalty
UGs on higher ground can shoot over 2 ranks of friends if >= 1BW from friends

KILL A BASE TEST

Reasons to test an UG		Timing
1	General in line of command killed within 6BW if legendary, 2BW otherwise	Immediate
2	Friendly TuG broken or destroyed within 3BW	2.8, 3.2, 5.3, 5.4, 6.3
3	UG burst through (double test if >3 files bursting through)	Immediate
4	TuG stopping at table edge after run away or skirmish move	Immediate
5	SuG pushed back more than maximum normal move distance	Immediate
6	UG breaks off with KaB noted on the prompted action table	Immediate
7	General with unit voluntarily leaves combat - "snivelling little coward"	Immediate
8	Shot at by every file of Guns or Cannons at <= 1BW of charge path	Immediate
9	Sacked enemy camp (double test if UG currently 9 or more bases)	6.3
Dice	Elephants or Battlewagons roll WHITE independent of quality. Others according to quality: Poor = RED; Average = YELLOW; Superior = GREEN; Exceptional = WHITE. Magna: Poor = YELLOW; Average = GREEN; Superior/Exceptional = WHITE	
	Upgrade dice colour if test for loss of army commander or if testing due to EI breaking/destroyed	
	Result: Skull = remove a base; Sword & Arrow = a wound; S = slow 1BW	
Reasons to test a general		Timing
1	Caused a base loss on file with general fighting in the front rank.	Immediate
2	General attached to an UG broken in combat	Immediate
Dice	Dice according to the generals current card allowance 2 = RED; 3 = YELLOW; 4 = GREEN; 5 = WHITE.	
	Result: Skull = general killed; Sword & Arrow = wounded - if current card allowance 3+ reduce by 1, otherwise immediately discard cards; S = general stunned, immediately discard cards	