

Simple Great Battles of History

PBEM

Active Player

Start Log (file a)

Place off-board Overall Commanders [OC]

Remember Scenario Rules

Begin Turn

Increase Appropriate Turn Marker

Activate Formation(s)

**Place off-board commander if
they are the commander of the activated**

**Check for Cavalry Pursuit return
Formation(s).**

Check Command

Move / Missile Fire

Shock Combat

Designate Shock

Close Log

Send Log

Inactive Player

Open Log / Start Log (file b)

Playback Log

RFC (at the appropriate time in the log)

Reaction Fire (at the appropriate time in the log)

Retreat Before Shock (Can't if they RFed)

Leader Casualty Check (LCC) vs Active Leaders in Shock

Close Log / Send Log

Active Player

Open Log / Start Log (file c)

Playback Log

LCC vs Inactive Leaders in Shock

Shock Combat Results

Rout rolls

Advance

Cav Pursuit check (Cav vs Cav)

End of Turn

Clear Movement Trails

Attempt Seize/Record Seize Attempt

Close Log/Send Log

Combat Modifiers Strings and Turn Sequence of Play Guide

Shock:

} +0(WS) +0(TQ) +0(SR) +0(CH) +0(Mv) +0(Ldr) +0(Tn)+0(Pila/PH)
+0(Other special modifiers)+0(Scn)=

Missile:

Slingers, Rng 1~Str 3, +0(CH) +1(Mv) +1(HI/PH) +1(Wds)

Slingers, Rng 2~Str 2, +0(CH) +1(Mv) +1(HI/PH) +1(Wds)

Archer[A], Rng 1~Str 3, +0(CH) +1(Mv) +1(HI/PH) +1(Wds)

Archer[A], Rng 2-3~Str 3, +0(CH) +1(Mv) +1(HI/PH) +1(Wds)

Archer[A], Rng 4~Str 1, +0(CH) +1(Mv) +1(HI/PH) +1(Wds)

Javelin[J]~Str 6, +0(CH) +2(Cav) +1(Mv) +1(HI/PH) +1(Wds)} +0(WS)

Note: Tn =Terrain Scn = Scenario

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Turn Sequence of Play Edits for Solo Play

Place off-board Overall Commanders [OC]

Remember Scenario Rules!

Begin Turn

 Increase Appropriate Turn Marker

Activate Formation(s)

 Place off-board commander if they are the commander of the activated Formation(s).

Check Command

Move

 Reaction Face Change (RFC)

(unit moves adjacent, Roll TQ, if successful wait until all units have moved then determine RFC otherwise determine based on current circumstances)

Reaction Fire

(must fire at first unit to enter missile range that has the RF unit in moving units ZOC)

Missile Fire

- Remember no missile fire if unit starts turn with an enemy in its ZOC
- Hit & Run Cav range 4 hex.

SHOCK COMBAT

 Designate Shock

 Retreat Before Shock (Can't if they RFed)

(PBEM-(retreat all units for all shocks at same time) assume Retreat before shock-straight backward as possible.

 Leader Casualty Checks

(PBEM (check all at the same time)

 Shock

Retreat

Rout Rolls

Check for Cavalry Pursuit (cav v cav)

Advance

End of Turn

Attempt Seize and Record