

# COMMAND&COLORS. MEDIEVAL

| MOVE | FIRE RANGE | FIRE DICE | CC DICE  | MOMENTUM | RETREAT #HEXES | COMBAT MODIFIERS | DEFENDER |   |   |        |   |    |     |     |     |     |                 |                  |   |    |
|------|------------|-----------|----------|----------|----------------|------------------|----------|---|---|--------|---|----|-----|-----|-----|-----|-----------------|------------------|---|----|
|      |            |           |          |          |                |                  | LB       | A | W | M      | H | LC | LBC | MC  | HC  | SHC | LEADER ATTACHED | LEADER ALONE     | SUPPORT   |    |
| 2    | 4          | H2/M1     | 2        | A+(CC)   | 2              | ATTACKER         | LB       | E |   | X (-F) | X | X  | E   | EP  | E   | E   | E               | -F<br>LH<br>(CC) | •CHECK CASUALTY<br>•MUST EVADE<br>•MAY ESCAPE<br>•NO MOMENTUM | -F |
| 2    | 2          | H2/M1     | 2        | A+(CC)   | 2              |                  | A        | E |   | X (-F) | X | X  | E   | EPX | EXX | EXX | EXX             |                  |   |    |
| 2/1  |            |           | MUST 4/3 | A+CC     | 2              |                  | W        | E |   | (-F)   |   | X  | E   | EPX | EX  | EXX | EXX             |                  |   |    |
| 2/1  |            |           | NO CC/3  | A+(CC)   | 1              |                  | M        | E |   | (-F)   |   | X  | E   | EPX | EX  | EXX | EXX             |                  |   |    |
| 1    |            |           | 4        | A+(CC)   | 1              |                  | H        | E |   | (-F)   |   |    | E   | EPX | EX  | EX  | EXX             |                  |   |    |
| 4    | 2          | H2/M1     | 2+0      | A+1+CC   | 4              |                  | LC       | E |   | (-F)   |   |    | E   | EP  | X   | X   | X               |                  |   |    |
| 4    | 3          | H2/M1     | 2+1      | A+1+CC   | 4              |                  | LBC      | E |   | (-F)   |   |    | E   | EP  | X   | X   | X               |                  |   |    |
| 3    | (3)        | H2/M1     | 3+1      | A+1+CC   | 3              |                  | MC       | E |   | (-F)   |   |    | E   | EP  |     | X   | X               |                  |   |    |
| 2    | (3)        | H2/M1     | 4+1      | A+1+CC   | 2              |                  | HC       | E |   | (-F)   |   |    | E   | EP  | E   |     | X               |                  |   |    |
| 2    | (3)        | H2/M1     | 4+2      | A+CC     | 2              |                  | SHC      | E |   | (-F)   |   |    | E   | EP  | E   |     |                 |                  |   |    |

(IF WITH BOWS)

H: HOLD  
M: MOVE

NO SWORD HIT  
SWORD HIT  
+CHARGE

A: ADVANCE  
+1: EXTRA HEX  
CC: BONUS CC  
(CC): CC BONUS IF  
LEADER ATTACHED

E: MAY EVADE

EP: MAY EVADE AND PARTHIAN SHOOT  
LH: HITS WITH LEADER SYMBOL

-F: MAY IGNORE ONE FLAG

(-F): MAY IGNORE ONE FLAG IF LEADER ATTACHED

X: MAY IGNORE ONE SWORD

XX: MAY IGNORE TWO SWORDS

| LEADER CASUALTY CHECK       |             |                             |                           |
|-----------------------------|-------------|-----------------------------|---------------------------|
|                             | DICE ROLLED | LEADER SYMBOLS FOR CASUALTY | NOTES                     |
| UNIT HIT.<br>NOT ELIMINATED | 2           | 2                           |                           |
| UNIT<br>ELIMINATED          | 1           | 1                           | MUST EVADE<br>MOMENTUM    |
| LEADER ALONE                | BATTLE DICE | 1                           | MUST EVADE<br>NO MOMENTUM |
| LEADER ESCAPE               | BATTLE DICE | 1                           |                           |

|                |  |
|----------------|--|
| EVASION        | ONLY SYMBOLS HIT. NO MOMENTUM. 2 HEXES UNLESS STOPPED BY UNATTACHED LEADER. NOT STOPPED BY TERRAIN |
| PARTIAN SHOT.  | TWO DICES. ONLY UNIT CMBOL HIT. NO MOMENTUM  |
| LEADER EVASION | 1, 2 OR THREE HEXES. MAY ESCAPE THROUGH ENEMY UNITS  |