

Turn Sequence

1. Determine each military force's makeup by unit. Determine each unit's Troop Strength (TS). Total the units' TS for the force's TS.
2. If special abilities (magic, psionics, superpowers, etc.) are being used, determine each military force's Extraordinary Strength (ES). Allocate ES points to the special effects in both offense and defense. Resolve special effects.
3. Roll for Catastrophe for each force.
4. Determine each PC's Battle skill and Risk factor, then roll for Survival and Glory.
5. Modify commanders' Strategy skills by:
 - a. Catastrophe, if any.
 - b. Relative Troop Strength.
 - c. Defensive position.
 - d. Special unit superiority.
 - e. Glory (or death) of unit leaders.
 - f. Special circumstances.
 - g. GM's appraisal of the two commanders' battle plans.
 - h. Use of magic, assassins and diviners.
6. Quick Contest of effective Strategy skills
7. Each PC on the losing side makes a second Survival roll.
8. Determine casualties for each army (and, if it matters, for each unit).

Troop Quality

<i>Die Roll</i>	<i>Troop Quality</i>	<i>Battles Fought</i>	<i>Base Morale</i>	<i>Troop Strength</i>	<i>Base Pay & Cost to Raise</i>
3*	Elite (E)	15+	16	2.0×base	+50%
4-6*	Veteran (V)	10-14	15	1.5×base	+25%
7-9	Seasoned (S)	6-9	14	1.2×base	+10%
10-12	Average (A)	4-5	13	1.0×base	base
13-15	Green (G)	1-3	11	0.8×base	base
16-18	Raw (R)#	0	9	0.5×base	-20%

#No battlefield experience. If troops of this quality are also Irregulars (no military training), their morale is reduced by an additional -3.

Troop Type

Equipment

Light	+3
Medium	+4
Heavy	+5
High-Tech armor	+1/2 DR
Fine or Very Fine weapons	+1
Irregulars	-1/3 TS (round down)

Mobility

Light Horses	+1
Medium Horses	+2
Heavy Horses	+3
No stirrups	-1
Armored vehicles (e.g. armored personnel carriers, but not tanks)	+TL
Flying vehicles (e.g. helicopters)	+TL

Ranged Weapons

Sling, javelin	+1
Ordinary bow	+2
Longbow, composite bow or crossbow	+3
Pistol or other short firearms	+3
Rifle or other long firearms	+TL

Special Weapons

Light Chariots (TL2-) (add TS of additional Light missile wielder)	+15
Medium Chariots (TL2-) (add TS of additional Medium missile wielder)	+25
Heavy Chariots (TL2-) (add TS of additional Heavy missile wielders)	+35
Elephants	+100
Small Ballistae (TL5-)	+15
Large Ballistae, Small Siege Engines or Light Artillery (TL5-)	+25
Large Siege Engine or Heavy Artillery (TL5-)	+50
Light Tank	+25
Medium Tank	+40
Heavy Tank	+60
Fighter Aircraft	+50
Bomber Aircraft	+100
Helicopter Gunship	+50
Modern artillery (TL6+)	+100

FORCE ROSTER

[illegible]