

OED Book of War Player Aid Card v2.0.7

Special Rules:

- Minimum unit size is 50 points
- Lawful & Chaotic not in same army
- Mounts double all move penalties
- Ranged attacks are $\frac{1}{2}$ dice with move to half; -1 hit over half range
- Pikes get interrupt attack when attacked from front at double damage
- Mounts/pikes lose special attacks in non-open terrain ($\frac{1}{2}$ only)
- Horse archers can move $\frac{1}{2}$, shoot $\frac{1}{2}$, then move $\frac{1}{2}$ at end of turn
- Elephant archers make half-dice shot in melee
- Elephant melee attacks are at +2 to hit
- Damage over 1 applies to any target
- Morale target is 9 (roll 2d6 + health + figures/lost).

2d6	Terrain	Move
2	Gulley	Up/2
3	Rough	1/2
4-5	Hill	Up/2
6-7	Open	1/1
8-9	Woods	1/2
10	Marsh	1/3
11	Stream	1/4
12	Pond	None