

PHALANX QUICK REFERENCE

Die Score	The difference between the scores is -3, -4, -5 or more		The difference between the scores is -1 or -2		The difference between the scores is 0 (i.e. Scores Even)		The difference between the scores is +1 or +2		The difference between the scores is +3 or more		Die Score
	The Result in this column is applied to your Vignette	The Result in this column is applied to your Opponents Vignette	The Result in this column is applied to your Vignette	The Result in this column is applied to your Opponents Vignette	The Result in this column is applied to your Vignette	The Result in this column is applied to your Opponents Vignette	The Result in this column is applied to your Vignette	The Result in this column is applied to your Opponents Vignette	The Result in this column is applied to your Vignette	The Result in this column is applied to your Opponents Vignette	
6	Repulsed	Stand	Stand	Repulsed	Stand	Break	Stand	Break	Stand	Break	6
5	Repulsed	Stand	Stand	Repulsed	Stand	Repulsed	Stand	Break	Stand	Break	5
4	Break	Stand	Repulsed	Stand	Stand	Repulsed	Stand	Repulsed	Stand	Break	4
3	Break	Stand	Repulsed	Stand	Repulsed	Stand	Stand	Repulsed	Stand	Break	3
2	Break	Stand	Break	Stand	Repulsed	Stand	Repulsed	Stand	Stand	Repulsed	2
1	Break	Stand	Break	Stand	Break	Stand	Repulsed	Stand	Stand	Repulsed	1

ACTIVATION

The number of activation points it takes to activate each vignette or link is:

	Activation Points Required
RA Class troops	1
IF Class troops	2

The minimum number of AP's required is always 1 and are modified if any of the following apply:

+1	For every 4 vignette widths distant from the General.
+1	If line of sight is blocked from the General's vignette.
+1	If any one of the vignettes in a link are Class I or Class II.
+2	If the vignette or link is crossing to/from flank/Centre sectors
-1	If the vignette is Class IV or Class V and RA .

Vignettes that act on their own initiative throw a d6 on the below table.

Less	Charge the nearest enemy, taking any amount of turns to do so.
1	Charge the nearest enemy to the front within '3' and within normal turn allowance otherwise do nothing.
2	Charge enemy that is directly ahead, or shoot.

3	Retreat two turns by moving directly to the rear.
4	As vignette to right, if none then as left otherwise halt.
5	As vignette to left, if none then as right otherwise halt.
6	Do nothing.
7+	As the player wishes.

Modify the die score if any of the below apply.

-1	If the vignette is IF Class.	-1	If vignette is Cls.IV IF.
-2	If vignette is Class V IF.	+1	If vignette is Class IV RA.
+2	If vignette is Class V RA.		

THE GAME TURN

Page 14. Both players throw a d6, higher score the first to move (see Page 9). After, players takes turns to go through following.

A) ACTIVATION as on Page 13. An army's AP's (usually 8) are modified as on the below table:

Die Score	AP's modified by
1	-2
2	-1
3, 4	0
5	+1
6	+2

- B) Move:** Activated vignettes in order as you see fit.
- C) Vignettes** acting on own initiative move, shoot here.
- D) Shooting:** Any activated vignette that can shoot.
- D) Melee:** Vignettes in contact engage in combat.

Stand: The vignette Stands its ground and, remains where it is. It may carry on as normal.

Repulsed: This means the vignette is Repulsed and has to be immediately moved back the distance of one full turn and end facing opponents. If you or the opponents are **IF** Class III, IV or V they must follow up a full move, even if this means they may still maintain contact.

RR: (From Shooting - Page 15/16) The vignette is **Repulsed** and has to be immediately moved back the distance of **TWO** full turns and end facing opponents. If you or the opponents are **IF** Class III, IV or V they must follow up a full move. If a vignette receiving an **R** or **RR** result means that their **R** or **RR** move will take them into friends the **R** or **RR** result is converted into a **B** result if the distance between them is half of the **R** or **RR** move or less. Don't have your second line too close.

Break: The vignette is **broken** in route and is removed from play. For effect, the vignette can be turned about and make a few full moves for a couple of turns fanning out the figures if this is possible. **LSC**, **LIS**, **LIN**, **LIW** and **VLI** getting this result when fighting any **HI** or any **elephants** convert this in to an **RR** (double **R**) result instead unless the vignettes **CF** has already been reduced to half or less (round up) in which case the **B** result stands. This is treated as two simultaneous **R** results as above.

Class	Factor vs. Foot					Factor vs. Mounted or Animal					Disadvantage
	I	II	III	IV	V	I	II	III	IV	V	
HIP	5	6	7	8	9	5	6	7	8	9	HIW, LIW, CAT, SCH.
HIS	4	5	6	7	9	4	5	6	7	8	HIW, LIW, CAT, SCH.
HIN	3	4	5	6	7	1	2	3	4	5	LIW, CAT, SCH
HIW	2	3	4	5	6	2	2	3	3	4	LIS, CAT, SCH.
HIB	1	2	3	4	4	1	2	2	3	3	MTD, SCH.
LIW	1	2	3	3	4	1	2	2	2	3	MTD, SCH.
LIS	1	2	3	4	-	1	2	2	3	-	CAT, SCH.
LIN	1	2	2	3	-	1	1	2	2	-	MTD.
VLI	1	1	1	1	-	1	1	1	1	-	MTD.
CAT	3	4	5	6	7	3	4	5	6	7	EL, HIW, LIW.
HCC	2	3	4	5	6	2	3	4	5	6	EL
HSC	1	2	3	4	5	1	2	3	4	5	CAT, EL.
LSC	1	1	2	3	4	1	1	2	3	3	EL.
CAM	1	2	3	4	5	3	3	4	4	5	
SCH	-	-	5	-	-	-	-	4	-	-	LIS, LIN, VLI, HIB.
IND	-	3	4	5	-	-	4	5	6	-	LIS, LIN, VLI, HIB.

MOVEMENT

The movement rate of Vignettes is as on the below table;

VIGNETTE TYPE	TURN	Good Going	Bad Going
LSC:	180°	2 base widths	1 (cp) base width
HCC, HSC, SCH, CAM:	90°	1.5 base widths	0.5 (cp) base width
VLI:	180°	1.5 base widths	1.5 base width
PEL, IND, AFR:	45°	1 base width	0.5 base width
LIW, LIS, LIN	90°	1 base width	1 base width
CAT, HIP, HIS, HIB, HIN, HIW:	45°	1 base width	0.5 (cp) base width

cp = Combat Penalty.

Melee Conditional Modifiers

Half	Half base combat factor (cf) if the vignette in a melee has a combat penalty as described in MOVEMENT on Page 11.
Half	Half a vignettes cf if HIP, HIS, HIN, HIW, HIB or CAT is contacted by an opponent in flank/rear or front and flank
-1	If the vignette is overlapped by an opposing vignette that is contiguous to the vignette in contact to the front. The overlapping vignette must have a total modified combat factor that's at least half the vignette that it is overlapping.
-1	For every two R or RR accumulated if RA class troops.
-1	For every R result accumulated if IF class troops. An RR result is counted as two R results.
-2	If fighting a vignette that is classed as a disadvantage as in the right hand column on Table 7 (Page 16).
Half	If the vignette is supported by a friendly vignette that is support-linked and is placed immediately to its rear. Add half of the supporting vignette's base cf rounded up.
+2	If fighting a vignette that counts your vignette as a disadvantage . E.G. : If your Vignette is HIW and you are fighting an HIS vignette, you get the +2 in this case.

Shooting Conditional Modifiers:

+2	If HIB are shooting at any troops classed as Mounted or Animal (see Page 3) and within 1 base width.
+1	If the target is HIP, HIS, HIB or HIW .
-1	If the target ended its move in contact with the shooters. If
-2	If the shooters have a combat penalty (Table 3 on Page 11).

The shooting Results Table:

Vignette Class	Die Score						
	1	2	3	4	5	6	7+
HIB	-	-		R	RR	B	B
Other	-	-	-	H	H	R	R

H means that the target has to **Halt** and cannot move during its sides next turn. **R** means **Repulsed**, the target has to be immediately moved back one full turn. **B** means the target is **Broken** if **Mounted** otherwise **RR**. See **RESULTS** on P19 for definitions.