

Men of Bronze Quick Reference Sheet

The Turn Sequence:

1. Calculate Arete Points
2. Bid for Initiative
3. Activations
4. End phase

Calculate Arete Points

1. Count up the number of units on the field
2. Each Unit is 1 point, a single unit with the Strategos is worth 2
3. Place a marker on the player's side of the board for each Arete Point

Arete Points in Game

Arete points can be discarded during play for the following

1. Bid for initiative during the Bid for Initiative Phase
2. To charge an enemy during a movement activation
3. To use a special rule for a unit
4. To attempt to steal Initiative from your opponent
5. Rally a unit from wavering
6. Re-roll any 1 die

Activations

Units may do **one** of the following:

1. Move
2. Fight
3. Shoot

Move

Phalanx – A Unit in Phalanx formation can only move forward in a straight line, measuring from the leader, the number of base widths allowed by the unit profile

Open Order – A unit in Open Order can move freely a number of base widths in their profile. The leader is moved and the formation is placed around the Leader, no further forward than the leader and within 2 base widths of another unit member.

Charging – A charge allows a unit to move up to double their normal base width distance to come in contact with an enemy. They can also take a Fight activation immediately after moving.

Terrain

Open – No movement impact on the game

Difficult – Reduce movement to half rounding down. Only crossed in Open Order. Units that end in/behind difficult terrain have +1 armor.

Dangerous – As Difficult. Make a Discipline check while crossing. If failed, the unit loses 1 Courage.

Impassable – Units that touch are halted and cannot move again. Next turn, they must be reordered to move around impassable terrain.

Fighting

1. Determine Units in Melee
2. Identify supporting Units
3. Determine Dice
4. Roll to Fight
5. Determine Hits
6. Compare Hits to Armor
7. Reduce Courage
8. Make Discipline Check
9. Determine Pushback

Dice

- Unit in Phalanx= +2 Attack Dice
- Unit Charged= +2 Attack Dice
- Unit in Support= +2 Attack Dice
- Unit is Flank Attacking= +2 Attack Dice
- Unit is Rear Attacking= +4 Attack Dice

Shooting

1. Determine eligibility of the target
2. Determine Shoot Dice
3. Roll Shoot Dice
4. Determine Hits
5. Compare Hits to Armor
6. Reduce Courage
7. Make Discipline Checks

Discipline Checks

If a Unit's Courage is reduced to 2 or less Courage, they will make a Discipline Check.

End Phase

Complete the following:

1. Discard remaining Arete Points
2. Check for Morale
3. Check for Collapse
4. Finalize Unit alignments
5. Check Victory Conditions

Check for Collapse

An army will need to check for Collapse when the following happens:

1. The Strategos' Unit is routed

2. When 25% of the armies' points are lost
3. When 50% of the armies points are lost
4. When 75% of the armies points are lost

Every unit makes a standard Discipline Check. If failed, they are immediately routed and removed from play. Every Collapse test a unit must make past the first is a +1 Target Number, therefore if a test is required for the loss of the Strategos and 75% casualties the army will automatically fail the test and Collapse.

If all units in an army are routed, the game is over.

Special Rules

Phalanx

- May start the game in Phalanx
- Only move straight forward
- Touches difficult terrain, they revert to Open Order
- To change from Open Order to Phalanx requires 1 Arete Point
- Phalanx can change to Open Order at any time
- Phalanx provides +2 Attack Dice
- Phalanx provides +1 Armor

Drilled

- A Drilled phalanx may choose to move back ward 1 base width, or move left or right 2 base widths
- This counts as a Move Activation
- The Phalanx does not change facing

Counter-Charge

- When a charge is declared against the unit, the controlling player may spend 1 Arete Point to activate this special rule
- The units are moved to meet halfway along the charge rout of the attacker
- Both units will now benefit from +2 Attack Dice for charging

Pursue

- If an enemy unit declares an Evade special rule, units with this special rule may choose to spend an Arete Point to try and counter it.
- A unit with Pursue can move an additional 1d3 base widths after an evading enemy has moved
- If they still come into contact, then they may enter melee normally

Evade

- When an enemy unit Comes into Contact with a unit with this special rule, the controlling player may spend an Arete Point to activate Evade
- The unit may move backwards from the enemy unit 1d3 base widths immediately. If they are no longer in contact, the Evade was successful.
- If the unit that Came into Contact had movement left, they may continue to move as normal to try to re-establish contact.

Move and Shoot

- A unit using this special rule using an Arete Point can make a shooting attack after moving
- The Shoot attack is worked out as normal

Skirmisher

- The Unit can activate this ability at any time during a Move activation using an Arete Point
- The Unit can move at normal speed in Difficult/Dangerous ground