

# Book of War Player Aid Card v2.02

Unit	Cost	Move	Armor	Health	Attack	Range	Rate	Notes
Light Foot	5	12	4	1	1	0	0	Shields
Medium Foot	7	9	5	1	1	0	0	Shields
Heavy Foot	9	6	6	1	1	0	0	-
Crossbowmen	6	12	4	1	1	18	1	-
Heavy Crossbowmen	9	9	5	1	1	24	1	-
Archers	9	12	4	1	1	15	2	-
Longbowmen	12	12	4	1	1	21	2	-
Light Horse	12	24	4	2	2	0	0	Mounted
Medium Horse	16	18	5	2	2	0	0	Mounted
Heavy Horse	24	12	6	2	2	0	0	Mounted
Pikemen	6	12	4	1	2	0	0	Pikes
Horse Archers	10	24	4	1	1	18	2	Mounted
War Elephant Archers	80	12	5	6	4	15	4	ShootInMelee
War Elephant Spears	90	12	5	6	6	0	0	Mounted

## Special Rules:

- Minimum unit size is 50 points
- Shields get +1 armor vs. ranged & pike attacks
- Horses charging into melee get 3 dice to attack (not archers)
- Mounts double all move penalties.
- Ranged attacks are ½ dice with move up to half; -1 to hit over half range.
- Mounts & pikes lose special attacks in non-open terrain (half attacks only)
- Pikes get interrupt when attacked; double damage vs. large types
- Horse archers can move ½, shoot ½, then move ½ at end of turn
- Elephant archers make half-dice shot in melee
- Elephant melee attacks are at +2 to hit
- 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