

# ADVANCED CRY HAVOC

## GAME CHARTS



### SEQUENCE OF PLAY

#### I. CHARGE PHASE

- (i) Charge declarations
- (ii) Charges resolution

#### II. ACTIVATION PHASE

Repeat for all eligible characters:  
Selection / Interruption / Activation

#### III. CLEANUP PHASE

- (i) Remove Activated/Watch markers
- (ii) Recovery checks
- (iii) Waking up checks
- (iv) Victory check

### INITIATIVE BRACKETS

- (1) **AUTOMATIC** if character interrupted is **Scared**, **Panic**, **Impaired**, **Fumble**, **Cover**, **Parry**, **Engaged**, **Pronc**.
- (2) **MOUNTED & ARMED**
- (3) **UNARMED FOOT & ARMED**
- (4) **ARMORED FOOT & ARMED**
- (5) **MOUNTED CIVILIAN**
- (6) **FOOT CIVILIAN**
- (7) **DANGEROUS ANIMAL**

### TIE BREAKERS

- (1) **HEALTHY FIRST**
- (2) **HIGHEST OFF FACTOR FIRST**
- (3) **PASS A TASK CHECK TO INTERRUPT**

### RANGED WEAPONS DATA

WEAPON TYPE	POINT BLANK	SHORT RANGE	MEDIUM RANGE	LONG RANGE	AMMO
<b>LOW POWER</b>	<b>7</b>	<b>5</b>	<b>3</b>	<b>1</b>	
Throwing Stone <sup>F</sup>	1	2	3	4	∞
Mounted Javelin <sup>F</sup>	1-2	-	3-10	11-15	4
Foot Javelin	1-2	-	3-12	13-25	4
Mounted Short Bow <sup>R</sup>	1-2	3-4	5-13	14-30	∞
Foot Short Bow	1-2	3-4	5-25	26-50	∞
Early Welsh Longbow <sup>N</sup>	1-2	3-4	5-40	41-80	∞
Staff Sling <sup>N</sup>	-	-	3-20	21-40	∞
<b>MEDIUM POWER</b>	<b>9</b>	<b>6</b>	<b>4</b>	<b>2</b>	
Mounted Composite Bow <sup>R</sup>	1-2	3-4	5-15	16-35	∞
Foot Composite Bow	1-2	3-4	5-30	31-70	∞
English Longbow <sup>N</sup>	1-2	3-4	5-60	61-90	∞
Mounted Lance <sup>FR</sup>	1-2	-	3-6	7-9	1
Foot Lance <sup>F</sup>	1-2	-	3-8	9-12	1
Sling <sup>FN</sup>	1-2	3-4	5-15	16-30	∞
<b>HIGH POWER</b>	<b>10</b>	<b>8</b>	<b>5</b>	<b>3</b>	
Early Crossbow <sup>FSN</sup>	1-2	3-4	5-30	31-60	∞
Throwing Axe <sup>F</sup>	-	3-4	-	7-8	1
Throwing Dagger <sup>FR</sup>	1	2	3-4	5-7	4

### Weapon special rules

**F** Flat trajectory weapon  
**S** Slow weapon  
**N** No move & attack allowed  
**R** Run & ranged attack allowed

### CHARGE

> Healthy & not Scared/Panic/  
Fumbled/Pronc/Impaired/  
Cover/Parry/Engaged.  
 > not in any enemy ZOI.  
 > reachable enemy in LOS &  
front arc/hex at any distance.  
 > no facing change moving.  
 > one leg yield allowed at start.

### COURAGE

DEF FACTOR		COURAGE
MOUNTED	FOOT	
19 & +	13 & +	9
15-18	11-12	8
11-14	9-10	7
8-10	7-8	6
5-7	5-6	5
3-4	3-4	4
1-2	1-2	3

### MORALE/RECOVERY CHECKS

> Foot character contacted by a mounted Charge  
 > Character suffers a Wounded result (not on a Waking up roll)  
 > Friendly character in LOS & within 3 hexes killed (not on a Waking up roll)  
 > Panicked friendly character in LOS & adjacent or passing through hex

### Die Roll Modifiers

Under a **Scared** marker +1 In LOS of a friendly banner\* -1  
 Under a **Panic** marker +2 Adjacent to a Good Order Knight\* -1  
 In an enemy ZOI Adjacent to a Good Order Leader\* -2  
 (Recovery checks only) +1 \*Negative modifiers are not cumulative



### IMPAIRMENT

POD	EFFECTS
9 & +	IMPAIRED/UNHORSED/PRONC
7-8	IMPAIRED
5-6	ACTIVATION OVER
0-4	NO EFFECT

Die Roll Modifiers  
 Armored character +1  
 Wounded character +1  
 Charging character +1

*A character becoming Pronc after failing a Climb check is Wounded on a subsequent die roll >5.*

### WAKING UP

POD	FINAL CONDITION
9 & +	DEAD
7-8	STUNNED
6	WOUNDED + IMPAIRED
5	HEALTHY + IMPAIRED
4 or -	HEALTHY

Die Roll Modifiers  
 Receiving Aid\* -1  
 For each enemy exerting a ZOI -1

*\*cannot receive the Aid bonus if the friendly character providing aid is himself in an enemy ZOI.*

### ACTIONS COSTS & RESTRICTIONS

**GOING PRONC/GET UP** 1MF to go prone, 2MF (unarmored) ALL (armored) to get up.  
**COVER/PARRY** Free to remove at start of activation, cannot act while under marker.  
**REINFORCED** Charge, close combat attack, move & attack, run, ranged attack, other.  
**PANIC!** Must Run towards friendly edge, exit the map (1MF), cannot enter enemy ZOI.  
**LEAD A HORSE** 1MF to grab the horse unless starting adjacent/passing a Task check.  
**MOVE & ATTACK** May only use 1/2MF (rounded down) & attack after.  
**CARRYING** 2MF to carry, free to drop, x2 cost of terrain, no ZOI & considered fumbled.  
**BACKING** x2 (foot) x4 (mounted) cost of terrain.  
**MOUNTING** 2MF (unarmored) 3MF (armored).  
**DISMOUNTING** 4MF (unarmored) 6MF (armored).  
**FUMBLE** 1MF to remove the marker.



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## GAME CHARTS



### CLOSE COMBAT MODIFIERS

#### Column Shifts (Target)

Under a Parry marker	2 Left
Armored $\oplus^A$	2 Left
In Light cover $A$	1 Left
In Medium cover $A$	2 Left
In Heavy cover $A$	3 Left
<b>Engaged</b> by another character	1 Right
Attacked by a Charge $A$	2 Right
(attacker moved 3+/6+ hexes unless Reaction charged)	
Stunned	6 Right
Under a Fumble marker / Carrying	2 Right
Under an <b>Engaged</b> marker	1 Right
Under an <b>Impaired</b> marker *	2 Right
Under a <b>Scared</b> marker *	1 Right
Under a <b>Panic!</b> marker *	2 Right
Under a <b>Prone</b> marker *	4 Right
Foot & attacked from side hex *	2 Right
Foot & attacked from rear hex *	4 Right
Mounted & attacked from rear hex *	2 Right

#### Die roll modifiers (Attacker)

Light impediment	+1
Medium impediment	+2
Under an <b>Engaged</b> marker	-1
Under a <b>Scared</b> marker	+2
Used a move & attack action	+1
In the ZOI of enemy other than target $Z$	+1
Reaction swing unless <b>Engaged</b> w/target	-1

<sup>A</sup> only those shifts are applicable to an animal target, including when targeting a mount.

\* not cumulative with each other, use the most beneficial.

<sup>Z</sup> per enemy character located in front/side hexes only.

### COMBAT TABLE

RESULTS: Close Combat | Ranged Combat

RANGED WEAPON POWER		1	2	3	4	5	6	7	8	9	10	RANGED WEAPON POWER		
OFF-DEF	-18 or less	-11 to -17	-5 to -10	-1 to -4	0	+1 to +4	+5 to +8	+9 to +12	+13 to +16	+17 to +20	+21 to +25	+26 to +30	+31 or more	OFF-DEF
<b>-1 &amp;</b>	I   -	S   -	S   A	W	W	K	K	K	K	K	K	K	K	K
<b>0</b>	R   -	I   -	I   -	S   A	S   A	W	W	W	K	K	K	K	K	K
<b>1</b>	-	R   -	R   -	I   -	S   -	S   A	S   A	W	W	W	K	K	K	K
<b>2</b>	-	-	R   -	R   -	I   -	I   -	S   -	S   A	S   A	W	W	W	K	K
<b>3</b>	-	-	-	R   -	R   -	R   -	R   -	I   -	I   -	S   -	S   A	W	W	K
<b>4</b>	-	-	-	-	R   -	R   -	R   -	R   -	I   -	S   -	S   P	S   P	W	W
<b>5</b>	F	-	-	-	-	R   -	R   -	R   -	I   -	S   A	S   A	S   P	W	W
<b>6</b>	F	F	-	-	-	-	-	R   -	R   -	I   -	S   A	S   P	W	K
<b>7</b>	F	F	-	-	-	-	-	-	R   -	R   -	I   -	S   A	S   P	W
<b>8</b>	F	F	F	F	-	-	-	-	R   -	R   -	R   -	I   -	S   A	S   P
<b>9</b>	F	F	F	F	F	F	F	-	-	R   -	R   -	I   -	S   A	W
<b>10</b>	F	F	F	F	F	F	F	F	-	-	-	-	R   -	S   P
<b>11 &amp;+</b>	F	F	F	F	F	F	F	F	F	F	F	F	-	R   A

### RANGED COMBAT MODIFIERS

Column Shifts (Target)	
Under an <b>Impaired</b> marker	1 Right
Stunned	2 Right
LOS through a rear hex (not animals)	1 Right
Reaction fire vs. Charging	1 Left
Armored $\oplus$	2 Left
Has Light cover	1 Left
Has Medium cover	2 Left
Has Heavy cover	3 Left

### Die roll modifiers (Shooter)

Under a Watch marker (did not move)	-1
Has elevation advantage of 1 or more $E$	-1
Wounded	+2
Under a <b>Scared</b> marker	+1
Shooting an <b>Engaged</b> target	+2
Spent any MF before shooting *	+2

<sup>E</sup> except if the target has any terrain provided cover.

\* except if only forward MF for foot Javelin & Lance.

### CHARACTER STATUS EFFECTS SUMMARY

	Exerts a ZOI?	May interrupt?	May react?	May Charge?	Backing, go Prone, carrying, leading a horse, (unlimbering)	Other activation restrictions	If character becomes Impaired	If character becomes Stunned
<b>HEALTHY</b>	Yes	Yes	Yes	Yes	Yes		• <b>IMPAIRED</b>	<b>STUNNED</b>
<b>WOUNDED</b>	Yes	Yes	Yes	No	Yes		• <b>IMPAIRED</b>	<b>DEAD</b>
<b>STUNNED</b>	No	No	No	No	No	Does not activate	NO EFFECT	<b>DEAD</b>
<b>SCARED</b>	Yes	No	Yes	No	Yes		• <b>IMPAIRED</b>	<b>REMOVE</b>
<b>PANIC!</b>	No	No	No	No	No	Must turn towards friendly map edge & exit, not in enemy ZOI	• <b>IMPAIRED</b>	<b>REMOVE</b>
<b>ENGAGED</b>	Yes	Yes	Yes	Yes	No	Must comply with the 12.2.4 restrictions	• <b>IMPAIRED</b>	<b>REMOVE</b>
<b>FUMBLE</b>	No	No	No	No	No	Must spend MF to remove the marker first	• <b>IMPAIRED</b>	<b>REMOVE</b>
<b>IMPAIRED</b>	No	No	No	No	No	Must use Regain Senses as an Action	• <b>ACTIVATED</b>	<b>REMOVE</b>
<b>CHARGE</b>	Yes	Yes	Yes	-	No	Must Charge if eligible or marker is removed	• <b>ACTIVATED</b> & <b>IMPAIRED</b>	<b>REMOVE</b>
<b>ENGAGED</b>	Yes*	No	No	No	No	May only attack Engaged targets only in Engaged hex	• <b>REMOVE</b> & <b>IMPAIRED</b>	<b>REMOVE</b>
<b>PARRY / COVER</b>	No	No	No	No	No	No other Action allowed	• <b>REMOVE</b> & <b>PARRY</b> & <b>IMPAIRED</b>	<b>REMOVE</b>
<b>PRONE</b>	No	No	No	No	No	Must spend MF to remove the marker first	• <b>IMPAIRED</b>	<b>REMOVE</b>

Characters that become **UNHORSED** by an attack or by their horse getting killed also become **PRONE** on a subsequent roll >5 (or automatically through an Impairment roll).

COMBAT RESULTS	-	No effect
<b>K</b>	Wounded	Killed
<b>W<sup>H</sup></b>	Wounded	
<b>S*</b>	Stunned	
<b>I<sup>H</sup></b>	Impaired	
<b>R</b>	Retreats 1 hex	
<b>A</b>	Activated	
<b>F</b>	Attacker Fumbles (close combat)	
	Friendly Fire (ranged combat)	
<b>P*</b>	Prone/Unhorsed	

\* subsequent roll <5 = horse killed.  
<sup>H</sup> unhorsed on a failed Task check.

