

Liber Militum: TERCIOS Quick Reference Chart

Values

Increases

Base	1	2	3	4	5	6	7	8	9	10
1 Increase	1	3	4	6	7	9	10	12	13	15
2 or more Increases	2	4	6	8	10	12	14	16	18	20

Decreases

Base	1	2	3	4	5	6	7	8	9	10
1 Decrease	1	1	2	2	3	3	4	4	5	5
2 or more Decreases	1	1	1	1	1	1	1	1	1	1

Turn

Planning Phase:

- Both players remove Wear markers of their Commander units.
- Both players place Orders Cards next to their Troops, face down.

Action Phase:

- Initiative is determined
- Players alternate activating units.

Activation sequence

- Activate a Commander unit (optional).
- Activate a Troop unit.

Order / Reaction Check
 Discipline #D6 : Target 5+
Decrease without Commander

Conditions:

Disordered: Courage(-)

Weary: Melee(-) and Shoot(-)

Outflanked: Melee(-) and Courage(-)
 Discipline(-) reacting.

Shoot

Shooting Salvo
 Shoot #D6 : target Defence or Artillery

Resist damage

Courage #D6 : target Salvo: 4+
 Artillery: 6

Weapon	Range
Pistol	4"
Arquebus	8"
Musket	12"
Crossbow	12"
Bow	12"
Longbow	16"
Light Gun	18"
Medium Gun	24"
Heavy Gun	36"

Terrain effects:

Difficult: Speed(-)

Very Difficult: Disorder(-) and Speed(-)

Impassable: No move.

Easy: Speed(+)

Hidden: Block line of sight.

Covered: Courage(+) shoot.

Height: Melee(+).

Protected: Courage(+) melee.

Combat

- Charge movement.
- The attacker resolves his attack.
- The defender attempts to resist.
- The defender resolves his attack.
- The attacker attempts to resist.
- Outcome.

Combat Infantry
 Melee #D6 : target Defence or Cavalry

Resist damage

Courage #D6 : target 5+

Turn	Advantage necessary to finish	Victory
5th	5	Decisive
6th	3	Clear
7th	1	Fair
8th	0	Pyrrhic

Break Check

Discipline #D6 : target 6

It is necessary to roll as many 6 as **Break Points**