

ENERGY: All start with 50% (Max gain per battle round: +25%)
 Escape: -25%
 Movement: -25%
 Forward across the red line: +25%
 Exchange: -25% (both)
 Dice roll: -25%
 Canceled the entire dice roll: +25%

Unbroken shield: +25%
 Conversions:
 2 swords -> +25% and 1 shield
 2 shields -> +25% and 1 sword
 No combat: +25%

UNITS:

SKIRMISHERS -1CP - 4MP	BOW CAVALRY -2CP - 6MP
LIGHT INFANTRY -1CP - 4MP	HEAVY INFANTRY -2CP - 2MP
MERCENARIES -2CP - 3MP	WAR ELEPHANTS -2CP - 4MP
CAVALRY -2CP - 5MP	CHARIOTS -2CP - 5MP

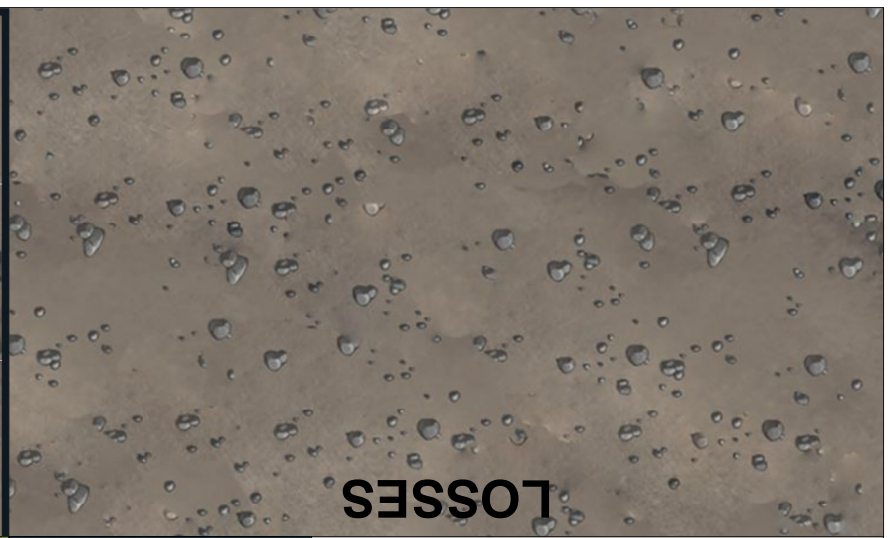
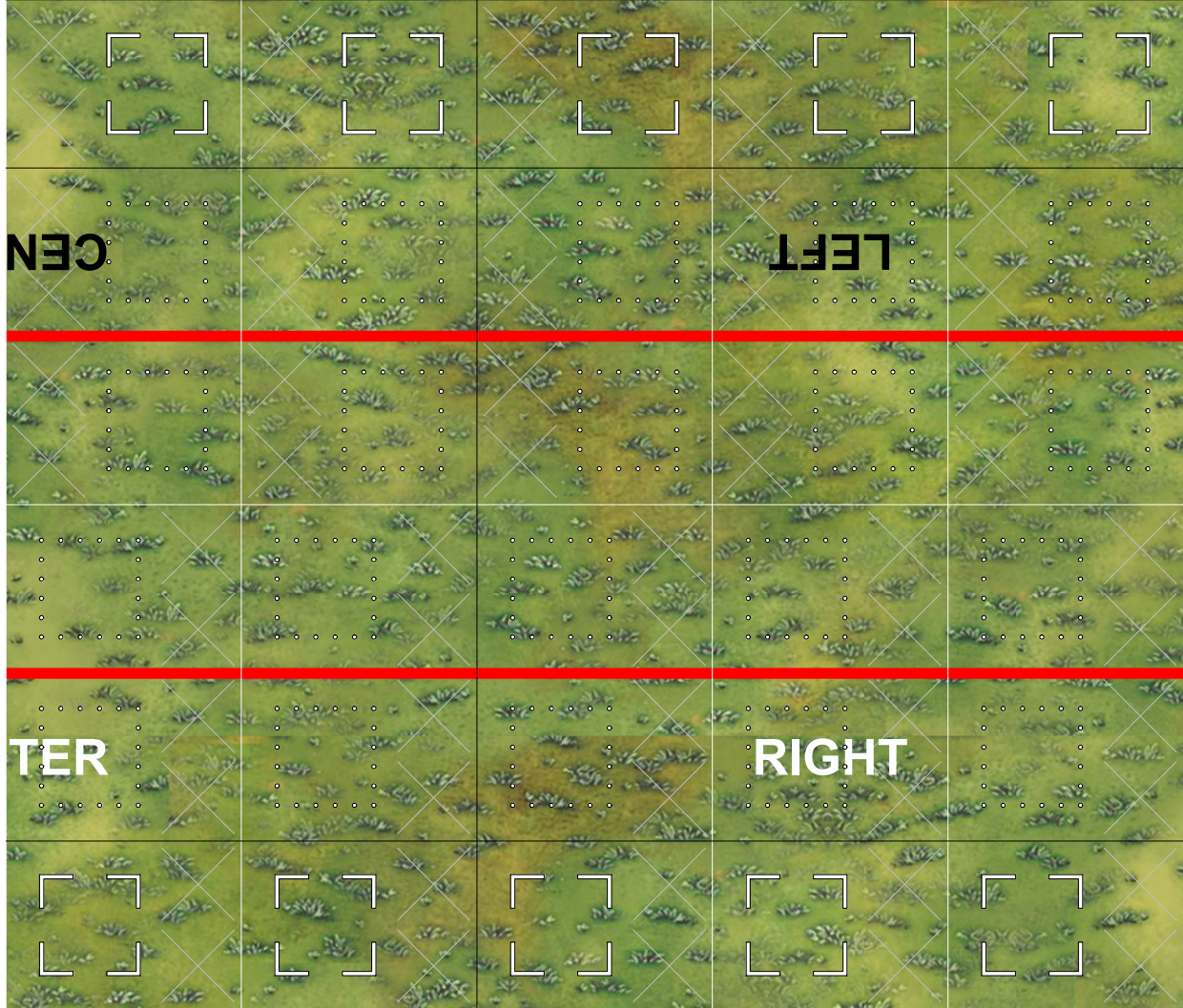
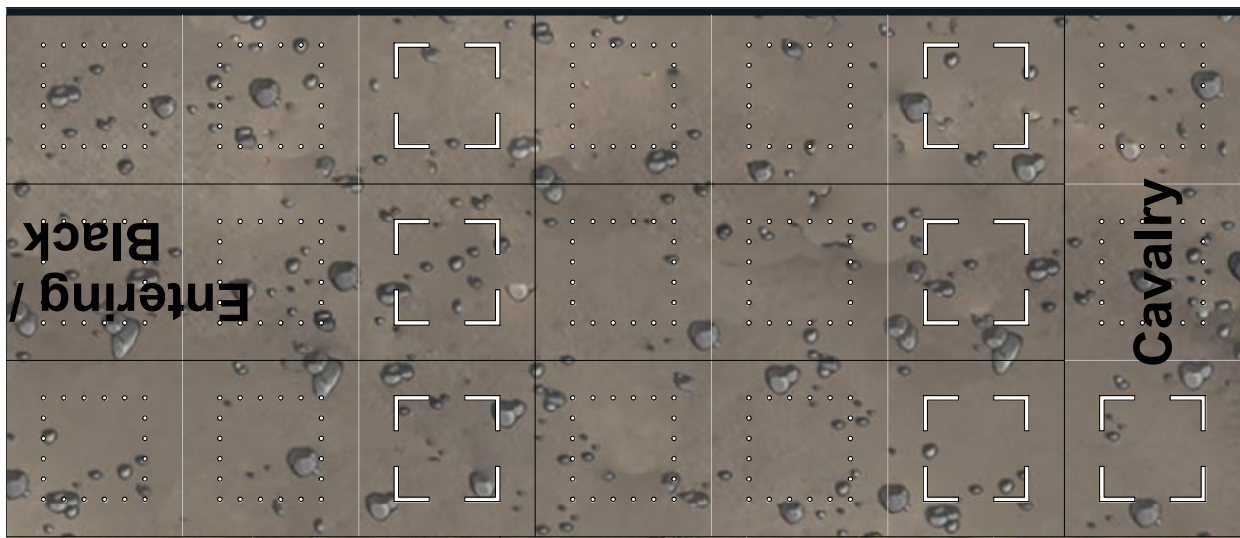


ENERGY: All start with 50% (Max gain per battle round: +25%)
 Escape: -25%
 Movement: -25%
 Forward across the white line: +25%
 Exchange: -25% (both)
 Dice roll: -25%
 Canceled the entire dice roll: +25%

Unbroken shield: +25%
 Conversions:
 2 swords -> +25% and 1 shield
 2 shields -> +25% and 1 sword
 No combat: +25%

UNITS:

SKIRMISHERS -1CP - 4MP	BOW CAVALRY -2CP - 6MP
LIGHT INFANTRY -1CP - 4MP	HEAVY INFANTRY -2CP - 2MP
MERCENARIES -2CP - 3MP	WAR ELEPHANTS -2CP - 4MP
CAVALRY -2CP - 5MP	CHARIOTS -2CP - 5MP



START
From the map to the Entry.
Conversion of units (1 => 3).
Secret Unit Deployment
to the first row.
Advance on contact line.

MOVE
Detachment
Movement
Escape
Special
Attachment
Exchange

COMBAT
Dice roll
Rerolls
Rest
Conversion
Losses
Advance

END
Conversion of units
(2 => 3, 1 => 0).
Victory Points.
Experience.
Prestige Points.

BATTLE ROUND

DICE:

ENERGY:

0% 0% 25% 25% 50% 50%

75% 75% 100% 100%

Para Bellum:
Proelii
v0.61
Jakub Kunčík
Scharz

EXPERIENCES:

Recruit	Standard	Experienced	Veteran	Elite
vanguard no reroll or conversion	<<<<< no effect	<<<<< 1 reroll	<<<<< 1 reroll (then best), +1 life	<<<<< 2 rerolls (then best), +1 life

