

# Arcane Warfare

Field Battle



By JDT

### **Starting with AWr**

Read the rules once without caring about detail and ignore all the optional rules.

Setup a game on a 90x60cm table and scatter two or three terrain pieces around but avoid the middle.

Roughly prepare two armies around 50AP and setup within 400p from the long table edge.

Skip the rules concerning shaken units, rally and spontaneous movement.

Proceed to fight some battles and treat all the units failing a morale test as destroyed.

The drawing on the front page represents a Parthian horse archer, after a contemporary statuette.

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# Arcane Warfare

## 1. Introduction

Arcane Warfare – Field Battle (AWr) is a set of wargame rules for recreating Ancient and Medieval battles. These rules are not suitable to simulate siege or protracted attacks on heavily defended positions, although specific supplements may cover this type of operations.

Default figure scale is 15mm (1:160). For 25mm it is best to multiply all distances by 1,5 and in most cases the sizes will be indicated within square brackets. For smaller scales it is advisable to use the default bases and simply increase the number of figures.

1.1 Game size: the game can be played in 4 basic board and army sizes.

- Small game: 90x60cm board [120x90cm] with 50-75 army point (AP) forces.
- Standard game: 120x90cm board [180x120cm] board using 100-150AP.
- Extended game: 180x90cm board [240x120cm] board with 150-200AP.
- Maneuver game: 180x120cm board [240x180cm] table with 150-250AP.

It may be convenient to use 90x60cm boards, which can be combined to allow for different game sizes.

1.2 Measurements: throughout the rules ‘within’ means ‘exactly at or less the nominated distance’ for measurement purposes only.

1.3 Ground scale: movement is measured in 2cm increments [3cm] that can be translated to 50 paces (or 50p) for convenience. This should represent about 75p in the small game and 30p in the extended games.

1.4 Troop scale: variable, depending on game size.

1.5 Time scale: each full battle lasts about 6 to 18h of real time.

1.6 Dice: 6 sided dice (D6) in three different colors are required. “Scatter” dice, for example a blank die marked with an arrow on each face, may be useful if bringing in elephants. It is recommended that both players share the same pool of dice.

In the rules **combat** refers both to hand-to-hand close combat (CC) and distant shooting using specialized missile weapons.

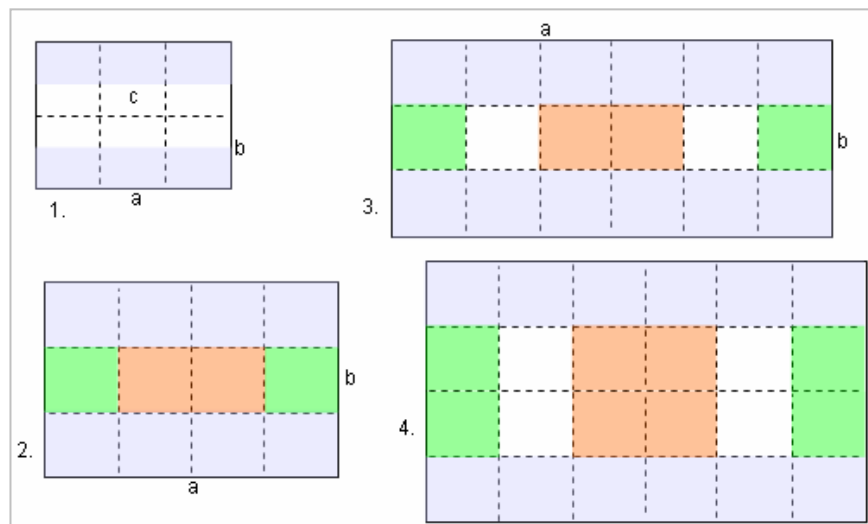


Fig. 1 Game sizes and board sectors.

1. Small game: a) is the long edge; b) is the short edge; c) indicates one of the six 30x30cm sectors. The grey shaded areas are the army setup zones.

2. Standard game, 2 boards, 12 sectors. The grey shaded areas indicate the setup sectors; in green the flank sectors; and in red the central sectors.

3. Extended game, 3 boards, 18 sectors. The grey shaded areas indicate the setup sectors; in green the flank sectors; in red the central sectors; and in white the intermediate sectors.

4. Maneuver game, 4 boards or one 180x120cm table with 24 sectors.

The game board is notionally divided in 30x30cm sectors (Fig 1). It is useful to mark the corners of each sector with small dots.

## 2. About units, basing and army points

### 2.1 Unit designation and types

There are 16 unit **designations**, presented in bold, plus one or more **types** for each designation. Types may be defined by one or two letters after a common designation.

The first letter that defines a type may be: Light (L); Medium (M); or Heavy (H). Some types are further defined by a second letter: horse archer (A); or Band (B). The B type can also stand for 'barbarian' in Antiquity.

When a designation is not split into more than one type it is called single type and treated as M, like 'At' or 'Hd'.

**Artillery (At):** primitive small or middle size cannons and bombards.

**Bows (Bw):** archers and slingers, trained for long distance shooting and generally unwilling to close-in.

BwL: slingers or loose formation unarmoured bowmen (slingers can alternatively be designated SgL).

BwM: formed bodies of archers.

BwH: armoured close-order archers.

**Crossbow (Cb):** slow shooting in comparison to bowmen, but with improved missile impact and armour piercing capability.

CbL: loose formation crossbows.

CbM: average close-order crossbowmen.

CbH: armoured close-order crossbowmen.

**Chariots (Ch):** draught vehicles used in ancient warfare.

ChM: carts used to deploy infantry in battle.

ChMA: lightweight horse pulled carts used as a firing platform; in the rules the firing range represents mostly an area within which close-range firing plus retreat maneuvers would occur.

ChH: chariots with heavily armoured riders yielding lances, hose primary function is to disable opposing charioteers.

**Camels (Cm):** warriors fighting on camels, mostly as mounted infantry.

CmL: camel mounted scouts, sometimes found in arid or desert areas.

CmM: close-order camelry, taking advantage of their mounts to scare enemy horses.

CmH: camel "cataphracts", barded to provide protection versus archery.

**Cavalry (Cv):** mainly equipped with long spear, mace, sword and sometimes bow or shield, able to fight foot or mounted enemy in hand-to-hand combat, but preferring to take advantage of their mobility over a head-on charge.

CvL: light horse skirmishers.

CvLA: light horse archers.

CvM: the average close-order cavalry unit armed with lance, sword or mace with or without shield.

CvMA: cavalry trained to fight using dense archery.

CvH: ancient armoured "cataphracts" or Medieval barded horses.

CvHA: armoured horse archers.

**Edge (Ed):** infantry fighting mainly with cutting and short stabbing swords.

EdL: unarmoured infantry fighting in loose formations with short swords and small shields.

EdM: middle armoured infantry with sword, axe or spiked mace and shield.

EdMB: the sword yielding Celtic nobility.

EdH: heavily armoured swordsmen, legionnaires, some halberdiers and medieval men-at-arms.

**Elephants (El):** impressive battle juggernauts that owe their efficacy more to psychological effects rather than to the fighting predisposition. They are unreliable if hurt and prone to cause nearly as much damage to owners than to foes.

ElM: African or Indian war elephants.

ElH: armoured elephants.

**Expendables (Ex):** expendable units like charging chariots, scythed or not, where the crew would jump out before contact, stampeded cattle and fire animals or rollers.

**Hordes (Hd):** unfit or largely unwilling foot like camp followers, youth, elder or conscripts.

**Knights (Kn):** armoured riders with couched lance and stirrups, whose primary aim is to break the enemy by a single head-on charge.

KnM: mostly armoured riders on unbarded horses.

KnH: armoured riders on barded or heavily armoured horses.

**Pikes (Pk):** infantry fighting in deep ranks with spears from 4m long.

PkM: lightly armoured pike infantry, sometimes with small shields.

PkH: heavily armoured infantry and some medieval halberdiers, including those especially equipped to unhorse the enemy.

**Spears (Sp):** the most common troops throughout this period, fighting with spear and shield.

SpL: unarmoured or lightly armoured infantry fighting in loose formations, using short spears or javelins, normally avoiding prolonged contact unless in advantageous terrain.

SpM: middle armoured spear or javelinmen, like *thureophoroi*, *scutatii* and most medieval spearmen.

SpMB: the bulk of Celtic infantry and some fanatics.

SpH: heavily armoured spearmen like the Greek Hoplites and some medieval men-at-arms.

**War Engines (WE):** stone or heavy quarrel throwing devices, including for example catapults, onagers, ballistae, mangonels, scorpions etc.

**War Wagons (WW):** modified draught carts, used as a mobile barrier and firing platform.

**Baggage:** the army's logistic base, whose sole role in the game is to require protection from raiders.

## 2.2 Units classification and notation

The above list specifies all the different unit **designations** (like Sp or Cv) and **types** (like SpM or CvLA) in AWr.

All units also belong to a **class**, either foot or mounted.

Units which are neither Cumbersome nor Light are collectively called **close-order** troops (check the units table).

Units may also be assigned a **rating** that can be ordinary (o); elite (e); or inferior (i). By default the rating is (o) and therefore both CvMA and CvMAo mean the same. Other ratings must be specified, like CvLAe (elite light horse archer) or SpMi (inferior medium spearmen).

## 2.3 Units summary table

This table summarizes the information concerning each designation in AWr. The meaning of each column will be progressively defined in the following sections, as will the type characteristics. This table is often referred to in the text as the 'units table'.

Unit Name	Move	Class	Vs Foot	Vs Mtd.	Characteristic Rules:	AP
<b>At</b>	100	Foot	<b>+2</b>	<b>+3</b>	Critical; Cumbersome; Slow Shot.	4,5
<b>Bw</b>	150	Foot	<b>+1</b>	<b>+2</b>	Fast Shot; Rear Shot.	2,5
<b>Cb</b>	150	Foot	<b>+1</b>	<b>+2</b>	Slow Shot.	3,0
<b>Ch</b>	250	Mtd.	<b>+2</b>	<b>+1</b>	Swift.	2,0
<b>Cm</b>	200	Mtd.	<b>+2</b>	<b>+2</b>	Desert.	3,0
<b>Cv</b>	250	Mtd.	<b>+2</b>	<b>+2</b>	Charge; Swift.	3,5
<b>Ed</b>	150	Foot	<b>+3</b>	<b>+2</b>		3,0
<b>EI</b>	200	Mtd.	<b>+3</b>	<b>+3</b>	Cumbersome; Jumbo; Flop.	4,5
<b>Ex</b>	200	Mtd.	<b>+3</b>	<b>+2</b>	Pursue; Expendable.	1,5
<b>Hd</b>	150	Foot	<b>+0</b>	<b>+0</b>	Critical.	0,5
<b>Kn</b>	200	Mtd.	<b>+3</b>	<b>+2</b>	Charge; Close-in; Pursue.	4,0
<b>Pk</b>	150	Foot	<b>+2</b>	<b>+2</b>	Double Stack.	2,5
<b>Sp</b>	150	Foot	<b>+2</b>	<b>+2</b>	Stack.	2,5
<b>WE</b>	100	Foot	<b>+1</b>	<b>+2</b>	Critical; Cumbersome; Slow Shot.	3,5
<b>WW</b>	100	Foot	<b>+1</b>	<b>+2</b>	Armour; Cumbersome; Slow Shot.	4,0
<b>Baggage</b>	100	Foot	<b>+0</b>	<b>+0</b>	Critical; Cumbersome.	0,0

The characteristic rules are fully discussed in section (11).

Unit ratings will be examined under section (11.4).

## 2.4 Basing

Units are fixed on rectangular bases with 4cm frontage [6cm]. Each stand represents a body of men and is called one unit. In most cases Light units are 2 figures to a base, Medium units 3 figures and Heavy units 4 figures.

Base depth table

Type	Class	15mm depth	25mm depth	Models
Light	Foot	20mm	30mm	2
Medium	Foot	20mm	30mm	3
Heavy	Foot	20mm	30mm	4
At, WE	Foot	40mm	60mm	1 or 2
WW	Foot	80mm	120mm	1
Hd	Foot	20mm	30mm	5 to 7
Light	Mounted	40mm	60mm	2
CvM, KnM	Mounted	40mm	60mm	3
CvH, KnH	Mounted	40mm	60mm	4 (3)
Ch, El	Mounted	40mm	60mm	1
Baggage	Foot	40mm	60mm	Any

Command stands are round, are not units, do not directly intervene in combat and can be either represent by figures, a flag, a standard or any other symbol of command. The Supreme Commander (SCo) should be represented by a 4cm [6cm] diameter stand; Field or Ally Commanders (FCo or ACo) stands are 3cm [4.5cm] in diameter.

Band units (B) and Hd look best if unevenly distributed throughout the stand.

Three figures may be sufficient to represent a CvH or KnH unit if their horses are barded or armoured and others are not.

Temporary or improvised field defenses (TD) are represented by 40x10mm [60x15mm] bases decorated as appropriate, for example with piled tree trunks, stakes or palisade.

### 2.4.1 Base anatomy

A base has a front edge, two side or flank edges, a rear edge, two front and two rear corners. Corners are the edge limits, but are not considered to belong to either edge for game purposes.

#### 2.4.1.1 WW bases

Like any base, WW bases have a front edge, two side edges and one rear edge. Each side edge is considered to be divided into one fore side and one hind side, separated by a middle point that can work like a corner in some combat situations (Fig. 2).

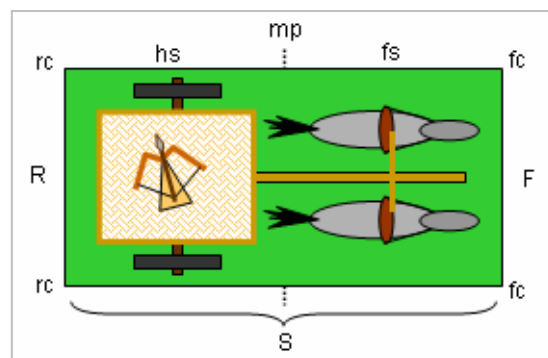


Fig. 2 A WW stand

Like any unit, the WW base has a front edge (F); a rear edge (R); two side edges (S); two front corners (fc) and two rear corners (rc).

The side edges have a middle point dividing them in two sub-sectors: one fore and one hind side sector.

To better understand the WW performance in the rules, it is best to think of each unit as a train of 2 to 5 wagons, depending on the type and size, defended by a full garrison.

### 2.4.1.2 Temporary Defenses (TD)

It should be clear what the front and rear edges are on a TD stand. In reality by the rear there could be a raised platform or otherwise the construction would allow for an easy defense, whether the front would be designed to make troops standing by it especially vulnerable. For example the inclination of stakes can easily be used to convey the right message.

## 2.5 Army choice and organization

Armies are usually assembled from army lists, using army points (AP) but players may prefer to select their units accordingly to historical orders-of-battle in set-up scenarios. In the latter case the procedures presented herein provide a solid framework to which special rules can be easily added to better capture the atmosphere of a specific event.

### 2.5.1 Army commanders and subordinate units

The command stands (Co) represent the army cohesion and the hierarchical dependency of its elements. All the Co can be regular or irregular.

The highest command of the army is the Supreme Commander (SCo). He may be assisted by Field Commanders (FCo) from the same nation or others traditionally integrated in the army structure. Ally Commanders (ACo) can also be used, occasionally coming from the same or - more commonly - from other lists. An ACo may only command allied units and these will only obey to their own ACo.

Historically units or small groups of units would have their own commanders, but these are considered as part of the unit and are not individually represented in AWr.

Two baggage units must be provided for the SCo and another for each subordinate Co.

All the friendly units, commanders and baggage constitute the army.

### 2.5.2 Army Points (AP)

The basic units AP cost is printed on the units table. The cost will vary accordingly to type, as defined by the primary (11.2) and secondary type characteristics (11.3).

The cost and maximum number of Co stands is indicated in the following table:

Command	Small game		Standard game		Larger games	
	AP	Max	AP	Max	AP	Max
SCo	Irr: 0 / Reg: 5	1	Irr: 0 / Reg: 6	1	Irr: 0 / Reg: 12	1
FCo	-	0	Irr: 3 / Reg: 5	2	Irr: 5 / Reg: 8	4
ACo	-	0	Irr: 1 / Reg: 2	1	Irr: 4 / Reg: 6	2

The commanding player may reserve a maximum of 10% of the army AP for expending in TD. These usually cost 0,5AP each, but if placed in contact with a BUA, two can be purchased for 0,5AP.

### 2.5.3 Allies

In some cases the lists include an indication to common allegiances. These may be from other lists or include units that must be purchased along with their own ACo.

In standard and larger games players are not limited to the allies specified in the lists and can choose reinforcements from other lists where historically appropriate. In this case the player bringing in such allies should demonstrate the justification of the chosen allegiance by providing the proper historical evidence, which must be approved either by his opponent or by an impartial referee.

Allied units purchased from different lists must always come with their own ACo and can only include mandatory units, up to half the maximum specified number (rounded up).

The number of AP spent on allied units must not exceed one third of the total army AP.

### 3. Terrain

#### 3.1 Terrain features

The board surface is treated by default as open ground (o).

Terrain features are represented by colored templates, cut into appropriate shapes. Features are classified into 3 main categories: level, uneven and overlaying. The feature size can range from 300x200p minimum to 700x700p maximum.

**Level** features can represent: Rough ground (rocky; heavy brush; low walled fields; soft snow patches); Woods; Dunes; Marsh; or Built Up Areas (BUA). Woods represent densely wooded areas, forest or oasis and can occasionally cover Hills.

**Uneven** features include Hills and Gullies. Hills are preferably modeled with contours and must include a clearly marked crest line (that represents the highest hill ridge). They come in two flavors: entirely covered with open ground (o); or entirely rough (r).

Gullies are 6 to 8 cm wide, straight and at least twice as longer than wide, having a perimeter (the higher ridge) and a bottom line (the lowest depression) (Fig. 3). Their maximum length is the same as any other feature. Gullies must include rounded edges and the bottom line should bisect the template running along its length and ending 20 to 40mm short of the perimeter.

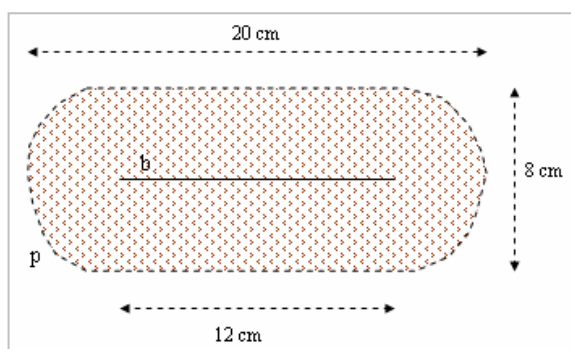


Fig. 3 Gully example  
'p': Perimeter; 'b': Bottom line.

**Overlaying** features can be Roads, Rivers and Shore. Roads are 2 to 3cm wide stripes [3 to 5 cm] that may cross any terrain feature other than gullies and shore (one deployed unit should be wider than the road). When crossing rivers, a ford or bridge is presumed.

Lesser rivers are represented by 4 to 6cm wide stripes [5 to 8 cm].

Shore features are 4 to 8cm wide [6 to 12 cm], representing the sea littoral, a lake or major river banks, or the boundaries of a raging river course. Shore must be from one sector up to a full side board edge long. It can be limited by a 100p wide sand littoral (treat as dunes) and its extremities can be square or rounded.

Unknown area features can also be used, consisting on a transparent sheet cut into approximate size.

#### 3.2 Difficult ground

Dunes, Gully, Hill(r), Marsh, River, Rough and Wood are difficult ground and will affect movement and combat. Combat over a road is considered to occur over the underlying terrain type, except on a bridge, where the unit will be treated as being over open ground.

#### 3.3 Definition for unit placing

Units are on a terrain feature if any part of the base is over that feature (even a tiny corner portion).

#### 3.4 Topography

The topography determines the feature types that will be encountered in each battlefield. There are 5 basic terrain patterns: Arid, Hilly, Woods, Plains and Steppe.

#### 3.5 Visibility

Each unit has an unlimited visibility range, which can be interrupted by a BUA edge, a Wood edge, a Hill crest or by any close order or Cumbersome troops on the same level. The visibility is also broken by a single Gully edge but is not interrupted if it crosses over two edges (it is possible to see across a Gully); units entirely inside a Gully are only visible by those outside standing up to 25p from its edges.

## 4. Setup

### 4.1 Scouting

Each army has a scout factor equal to the sum of all Light mounted, plus half a point for each Light foot units. Both players roll 2xD6 and add the scouting factor to determine the scouting score. In case of a tie the high scorer will be determined randomly.

The high scorer will be the phasing commander for the first turn and may choose which will be the **attacking** and the **defending** army (these designations are arbitrary and used to clarify the setup procedures only).

The defending player will select the topography among those indicated for both armies in the respective lists. In the maneuver game it is an option to use the 25mm terrain element sizes and setup rules.

### 4.2 Terrain setup

Whatever the game size or figure scale the board is notionally divided in 30x30cm sectors (see Fig. 1).

By this stage both players can remove units from their armies to modify their own terrain rolls (up to 1 unit in the small game, 2 in the standard and 3 in larger games).

Players alternately chose one column of sectors to place terrain, starting with the defender.

#### 4.2.1 Feature availability

A D6 is rolled for each sector to check if it contains terrain other than open. Add +1 if the sector is limited by a long edge and further +1 if it includes a short edge. If the final result is '6' or more roll once on the appropriate features table, as indicated on the next section.

The final result can be further modified by expending AP from previously removed units: for each AP removed 1 point can be added or subtracted to one availability roll.

#### 4.2.2 Features type

The features type is determined by rolling 2D6 for the current sector.

There is a default terrain element for each topographic pattern, indicated in bold on the table.

On a 'choice' result the player can choose any legal feature from the table, a combined Wood/Hill or an unknown terrain feature. On a double result the defending player may freely add or subtract one to the result. Only one BUA, river or shore feature may be present on the board. If a second such feature is rolled then the result is 'choice'.

If two features of the same type occupy contiguous sectors they may be combined into a single double feature, with mutual consent.

#### Arid

<b>2</b>	3	4	5	6	7	8	9	10	11	12
Open	Dunes	Gully	Wood	Hill(r)	<b>Rough</b>	Dunes	Rough	BUA	Shore	Choice

#### Steppe

<b>2</b>	3	4	5	6	7	8	9	10	11	12
Rough	BUA	Gully	Rough	Hill(o)	<b>Open</b>	Wood	Hill(r)	River	Marsh	Choice

#### Plains

<b>2</b>	3	4	5	6	7	8	9	10	11	12
Open	River	Hill(r)	BUA	Wood	<b>Hill(o)</b>	Rough	Hill(o)	Shore	Marsh	Choice

#### Hilly

<b>2</b>	3	4	5	6	7	8	9	10	11	12
Hill(r)	Rough	Hill(r)	Gully	Wood	<b>Hill(r)</b>	Rough	River	BUA	Wood	Choice

#### Wooded

<b>2</b>	3	4	5	6	7	8	9	10	11	12
Rough	Hill(o)	Hill(r)	Wood	Hill(o)	<b>Wood</b>	River	Rough	BUA	Wood	Choice

### 4.2.3 Features placement

#### 4.2.3.1 Features placement in 15mm

Rivers and roads must connect two long edges and run roughly parallel to a side edge, staying entirely inside the current sector for as long as possible.

Rivers must run approximately straight, turning only to avoid hills. If strictly necessary, rivers may run under-hill.

Roads may optionally turn if to avoid other features, otherwise they must be as straight as possible.

Shore must be placed along a table edge. The player placing a shore feature may decide whether to stay only on the sector or to expand the shore up to the whole corresponding short edge. Shore may underlie Rough, Hills or Dunes, or either partially or completely cover Marsh.

Should a river cross a shore sector, it must run into the main waterway.

For other features roll a D6 and apply the following results:

- '1, 2, 3' the feature must stay entirely inside the current sector, touching a table edge if present.
- '4, 5' the feature must stay entirely inside the current sector.
- '6' the feature must stay at least 50% inside the current sector.

Features other than roads, rivers or shore must be separated by at least 150p.

After all sectors are done, the attacker may place a road on a roll of '3' or more.

If a road is still not present, the defender may place a road on a roll of '6'.

#### 4.2.3.2 Features placement in 25mm

A similar procedure is adopted as above, except that the features position table is replaced with the following:

- '1, 2, 3, 4' the feature must be centered on the current sector and touch a table edge or Shore, if present.
- '5, 6' the feature must be placed over the current sector and a maximum of 3 adjacent sectors.

A sector may not contain more than one feature; therefore it is not necessary to roll for sectors overlapped by a previously deployed feature.

### 4.2.4 Unknown features

The type of an unknown feature is only revealed when any unit first steps-in during the game, after the movement impulse ends. When that happens roll a die:

'1': sand trap, deep lake or marsh (impassable).

'2': gully.

'3': rough.

'4 or 6': open (the template can be removed).

'5': dunes in arid or plains if touching the board edge, otherwise marsh.

If the result is '1' roll one D6 for each of the probing units: on '5 or 6' the unit is removed from play. Surviving units are placed by the entry feature edge and may not end in formation.

### 4.2.5 Final terrain adjustments

The defender may choose an entirely empty sector to place a default terrain element for the current topography. If such an element isn't present then he must do so. The placement of such an extra feature will be done after the corresponding roll (4.2.3).

The attacking commander may displace a single level or uneven feature – except marsh – to any contiguous sector, respecting all the other rules for terrain placement and taking a new placement roll (4.2.3).

Note: the sole possibility to have an entirely clear board is with steppe.

### 4.3 Army setup

After terrain setup is concluded the defender chooses a long table edge as his setup edge, the attacker taking the opposite edge. The sectors by the setup edge are the setup sectors.

A BUA is owned by the army whose side of the board it is placed in. If exclusively in a middle equidistant row it will belong to the player having placed it.

The players alternately deploy the following elements, starting always with the defender:

- Baggage anywhere in open ground.
- TD.
- Units.
- Co bases.

Unit deployment is done by assigning units to setup sectors, each containing any number of army units. A BUA outside the main setup area may be treated as an extra sector by the owner. Units designated for a sector may not cross the sector boundaries when deployed. If the area of a sector is too small to accommodate all the assigned units the remainder must be placed with at least 50p of edge in contact to baggage, or otherwise be removed.

In the small game units and command stands can only deploy up to 400p from their base edge.

In all games the units and commanders must stay farther than 200p from a side edge. Units cannot be deployed on unknown features.

There are two options for the unit's setup: either open (fastest) or hidden (requires bookkeeping).

#### 4.3.1 Vanguard deployment (maneuver game only)

In the maneuver game Light units may deploy on the sectors immediately to the front of the setup sectors (vanguard sectors) and not closer than 200p from the middle board.

The defender places any number of Light units in the vanguard sectors and then his opponent does likewise.

#### 4.3.2 Open unit deployment

The defending player designates a setup sector and places any number of units (including none) within its boundaries. After he is done no more units may be deployed inside that sector. The attacker then does likewise and the procedure is repeated until all the eligible sectors have been nominated or all units have been deployed.

#### 4.3.3 Hidden unit deployment

The players secretly annotate the type, sub-type and number of units inside each sector. When this is done the first setup player designates a setup sector and deploys the corresponding units. The opponent does likewise and the procedure is repeated until all the sectors have been nominated or all units have been deployed. Finally the deployment sheet must be disclosed to the opponent.

In the standard and extended games some units may be kept off-board in ambush or hoping for a latter surprise attack. These should be separately recorded.

#### 4.3.4 Commanders deployment

The defending player places all Co and then the opponent does likewise.

The Co elements need not be assigned to sectors.

#### 4.4 Ambush (optional)

In standard and larger games some units may be deployed in ambush. It is supposed that both sides have previous information on the location of the main enemy units by scouting, yet some troops may still hide their presence.

Terrain features are either numbered or drawn on a sketch map, the player secretly writing down the location of his hidden troops. Ambushes may be set on any feature except those lying even partially inside the opponent setup area.

##### 4.4.1 Ambush from hiding features

Units hiding in terrain features must be revealed as soon as an enemy unit enters the feature, when they move or shoot. They must be deployed in a single line, optionally with a second row behind, completely inside the feature. It is assumed that units in ambush observe the enemy progression and setup to their best advantage before revealing themselves.

Possible combinations of units and area terrain for ambush are:

Any foot on a BUA or Gully.

Light foot on Rough, Hill(r), Gully, Dunes or Wood.

Any Band, Bw and Cb on Hill(r) or Wood.

Light mounted on Wood.

CmL on Dunes.

##### 4.4.2 Ambush from hills

Any foot and some mounted units may hide behind a hill crest. These units will be automatically disclosed when an enemy unit front edge crosses the line extending the crest line, without other intervening crests, woods or BUA.

The following units may ambush from behind a hill crest:

Any foot, Cv and Light mounted on Hill(o).



A game ruler and range stick.

An example of a game ruler marked at 50p intervals (2cm) for a total of 300p. The ruler width is 25p (1cm).

The 400p stick is used as a reference for command ranges.

## 5. The game sequence and orders

Players take alternate turns, starting with the winner of the scouting contest. The player taking a turn may be called the phasing commander and his units the phasing units. In each turn the following sequence is performed:

0. Preparatory phase.
1. Shooting phase.
2. Conforming phase
3. Command loop sequence.
  - 3.1 Co orders transmission phase
  - 3.2 Units command phase
4. Spontaneous movement phase.
5. Close combat phase.
6. Final procedures.

### 5.1 The preparatory phase (0)

The phasing army shifts. In some cases the arrival of off-table troops is checked, weather may change and any scenario events may take place.

### 5.2 The shooting phase (1)

All eligible units from both sides that can shoot may do so at this stage, in the order defined by the phasing commander. Some units will deliberately shoot only in their own turn.

### 5.3 Conforming phase (2)

Eligible units in the phasing army may conform into frontal CC.

### 5.4 The command loop sequence (3)

In AWR all orders ultimately emanate from the SCo. The command loop includes four steps: the selection of a Co; transmission of orders from the SCo to the nominated Co; Co movement; and the issuing of orders to units. The procedure is repeated once for each Co element on the field, including the SCo himself. The exact sequence depends on whether the Co is regular or irregular.

#### 5.4.1 The command radius and chasing range

Each Co stand exerts a command radius whose length depends on the game size.

In the small game the command radius and the chasing range are both 600p.

In the standard and extended games the command radius is 400p and the chasing range 800p.

In the maneuver game the command radius is 500p and the chasing range 1000p.

The orders segment is equal to the length of the command radius.

#### 5.4.2 Orders in the small game

For an irregular SCo one D6 is rolled and the result is the available IP (Impulse Points) for the turn.

A regular SCo has the option to re-roll the IP die once, but the second score must be used even if lower than the first.

### 5.4.3 Standard orders procedure (for larger games)

Each time orders are issued two differing colored dice are thrown and placed by the SCo. One color represents the messenger die, the other the Impulse Points (IP) die.

#### 5.4.3.1 The messenger dice

The messenger die score is used to allow orders to pass from the SCo to the nominated Co. It takes one messenger die point for the orders to travel up the Co command radius. For each further orders segment or fraction one more point is deducted from the messenger die. On a score of '1' there was always a problem with the orders transmission; on '6' they will always reach their intended destination, regardless of other factors.

If the messenger die score is insufficient for the orders to reach the recipient Co, then some communication or coordination problem occurred and only limited orders will be available: the Co can only order units or formations to either move straight forward or to individually pivot. In any case the IP die does still reach its intended destination.

Note: the messenger die can be seen as a 'carrier' of the IP orders die. It can be left on the board as a marker of previously activated Co, when these have expended all their IP. By default the messenger dice should be green, or of a color as close as possible to the gaming surface.

#### 5.4.3.2 The IP dice

After the messenger die is used the IP die will be placed by the recipient Co. He may move by this stage. A Reg SCo sending orders to a Reg FCo may first throw the dice and then chose the recipient Co, including himself. Otherwise the SCo must first nominate the target Co and then throw the dice.

When orders are attributed to a SCo only one die is used if it is irregular. If the SCo is regular 2D6 can be rolled and the higher chosen as the IP die. In either case the messenger die is not used as such.

The above differences simulate the higher coordination and maneuverability provided by a larger proportion of drilled troops that would be found in a regular army.

Each unit may only receive orders from one Co in the same turn.

Note: the recommended color for the IP dice is red; dice used for all other purposes, like combat and morale, should be of a third uniform color.

#### 5.4.3.3 Orders transmission path and modifiers

The orders must travel in a straight line from center-to-center of the Co bases. Measurement is from the base edges.

One extra messenger point must be expended:

- to both enter and exit a BUA, Hill or Wood terrain feature,
- to cross a single Gully edge,
- to cross enemy,
- to cross impassable.

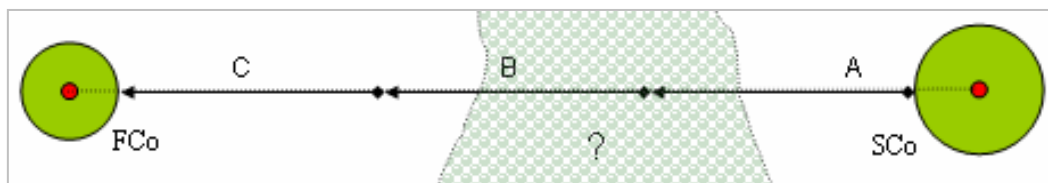


Fig. 4 Orders on their way

In this example orders must travel for the SCo command radius (A) plus two order segments (B and C). If '?' represents a rough feature then it will take 3 messenger points for the orders to be cleanly received by the FCo. But if '?' represents a wood then one extra messenger point will be needed for an entirely successful delivery.

### 5.4.4 The Co movement

Immediately after a Co receives the IP die he may freely move up to its command radius, ignoring friendly units and terrain other than impassable.

Note: the Co moves before units but when moving both a Co and a line forward this may be confusing; a spare Co base may be useful to mark the new Co position until units have been moved.

#### 5.4.5 The unit command phase

In this phase the active Co will be able to issue movement orders to units by expending IP. Left over IP may be kept until phase 6, when all will be lost.

If there are still unselected Co the above procedures are repeated. Each Co can only be selected and become active once per turn.

By the end of this phase shaken units may be rallied (10.2).

#### 5.5 Spontaneous movement phase (4)

Units that were not given orders and which must spontaneously move will do so at this stage, in the following order: units chasing enemy; fleeing units; initiative move.

**Initiative move:** once per turn one unit or formation not having been given orders during phase 5.4 and that has not moved spontaneously can move straight forward by its own initiative. If the move includes Cumbersome units or is over difficult terrain, then it must be by single units or columns.

#### 5.6 Close combat phase (5)

In this phase combat is resolved for all units in CC, in the order chosen by the phasing commander.

#### 5.7 Final procedures (6)

In this phase both commanders must evaluate their army losses. If no army breaks a new turn will be initiated.



Greco-Bactrian SCo

The SCo is mounted on a 40mm round stand and represents the core of the army cohesion rather than a specific personality. This should not discourage players to produce aesthetically pleasing gaming pieces.

(By courtesy of Filipe Martins).

## 6. On Movement

An activated Co may issue movement orders during phase 3.2 to surrounding units. Each unit may only receive orders from one Co in the same turn.

Units may move individually or together in groups by expending IP. Each time IP are expended, a move impulse is said to have occurred.

### 6.1 Basic movement principles

One IP is expended to move one unit or formation straight forward up to the full movement allowance. Alternately, it can be expended to rotate a single unit without further movement (6.4.1).

Units moving together as a formation must comply with special conditions specified below.

A moving unit may never voluntarily cross over enemy units and may not end overlapping any type of units.

A unit may not move a full base edge in and out the same terrain feature in the same impulse, except over an Hill(o) or a road.

### 6.2 Generic movement definitions

Forward movement: the unit base ends the move impulse completely to the front of the line that extended the rear edge, taking as reference the original position.

Backward movement: the unit ends the move impulse with any part of the base behind the line that extended the rear edge, taking as reference the original position.

Sideways movement: the unit moves to the side using a flank as the leading edge, without deviating to either the front or rear.

Straight move: the unit moves forward or backward without deviating to either side.

Oblique move: any sideways deviation in forward or backward movement.

A move exclusively forward implies that the unit moves forward and also wheels for less than 90°.

### 6.3 Unit move rates

The basic unit movement rates are printed on the units table, for each impulse. The unit's type and characteristics will influence its behavior, including the move rate (11): most heavy units will move at 100p rate over difficult.

Only units moving exclusively through open ground (or a road) may use the basic rate. Any unit moving over difficult ground for a segment of the move must use the difficult rate for the whole impulse.

BUA is treated as open ground for the purposes of movement rate and combat, except that all units must move individually, in column or to form such a column.

Movement over a road is 100p faster for all Light and close-order units and 50p faster for Cumbersome. The road rate is only permitted for a single unit or column spending the whole movement impulse on road. Units with a full front or side edge in contact to a road are eligible to freely side-move and rotate as appropriate and use the road rate in the same impulse.

### 6.4 Single unit movement

Units represent a large body of troops and the rules are expected to reflect the difficulties of coordinated movement. Moving straight forward requires a basic 1IP. Most units must pay an extra IP if moving obliquely forward or sideways and there are further penalties for moving backwards. Swift units do not pay an extra IP for moving obliquely forward or sideways.

Generally, single unit movement is measured from the starting and ending position of the front corner that traveled the most (Fig. 5).

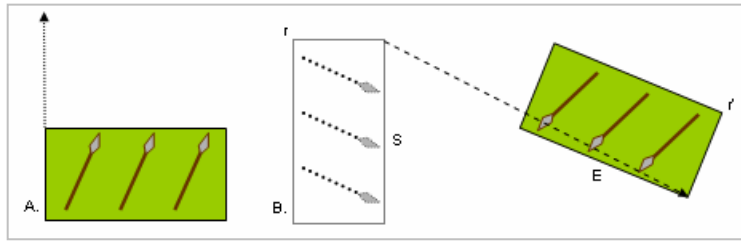


Fig. 5 Measuring movement.  
 A. Measuring a straight ahead move is simple.  
 B. Measuring oblique movement may require a little practice. In this case an SpM unit moves from the starting position S to the end position E. Measurement must be done using the left front corner, because it moved more than the right. The rear corner (r) moved for longer, but it is not considered for measurement.

If the unit must deviate from obstacles during its path, the total move distance is the sum of all the segments (Fig. 6).

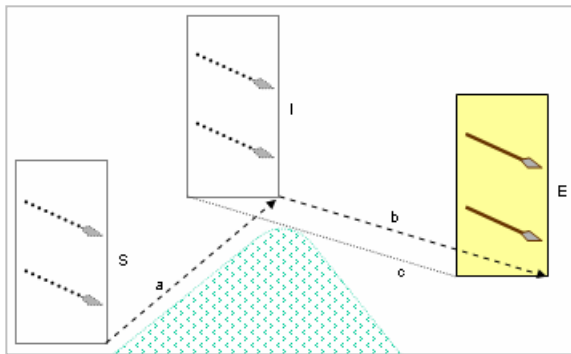


Fig. 6 Measuring around obstacles.  
 This SpL unit starts at S, then proceeds to the intermediate position I and ends at E. The total distance measured is the sum of the segments 'a' and 'b'. Please note that no part of the stand crosses terrain (dotted area) as shown by line 'c'. Crossing terrain would slow the unit down.

#### 6.4.1 Single unit rotation

For units 40mm deep or shorter the following single unit maneuvers may be performed dispensing with measuring, by using the following distances rounded to the nearest 25p (Fig. 7):

- turn 90° around the base centre: 75p.
- turn 90° around the front edge centre: 75p.
- turn 180° around the base centre: 100p if 20mm deep; 125p if 40mm deep.
- pivot 90° around a front corner: 125p.

Rotating units may cross over friends while doing so, but may not end overlapping them.

If a move impulse consists exclusively on rotation, but not pivoting on a front corner, than the basic cost is 1AP, ignoring the penalties for oblique or rear movement. By default, rotating a single unit is around the base centre.

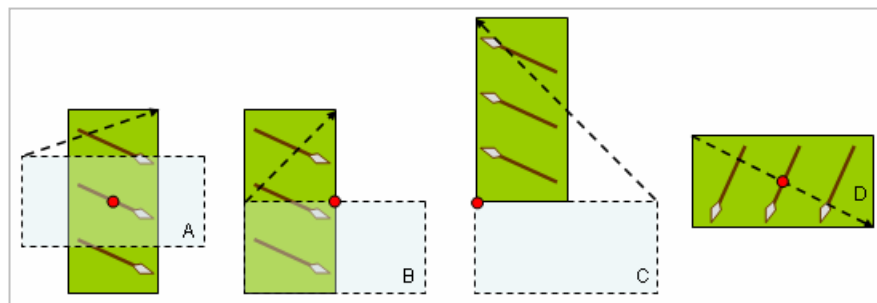


Fig. 7 Single element standard maneuvers.  
 In all of these examples an element rotates around the red dot and the dashed arrow indicates the distance in relation to a front corner that traveled the most.  
 Unit A turned 90° around the base centre.  
 Unit B turned 90° around the centre of the front edge.  
 Unit C pivoted 90° on the left front corner.  
 Unit D started facing upwards and turned 180° to end facing the original rear.

## 6.4.2 Turning WW

Units with bases deeper than wide (WW) are unique in that they must always measure their movement using the front or rear corner that travels the most. Movement impulse modifiers apply normally.

## 6.5 Formations

Two or more units of the same type are in formation (formed) when in mutual contact with either: both side edge-to-edge and front and rear corners-to-corners; or front edge and corners to rear edge and corners.

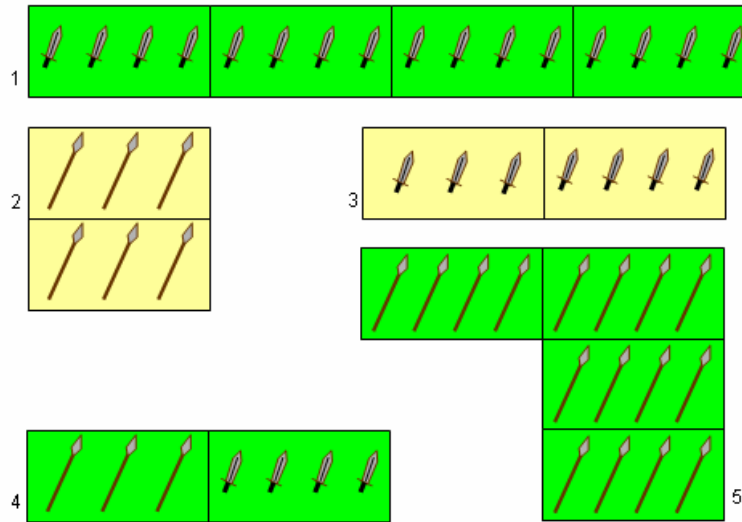


Fig. 8 Formations.

- 1: a formation of four units in line.
- 2: two units in column formation.
- 3 / 4: two units of different types are not a formation and will not be able to move together (but could support each other in CC).
- 5: Four units in formation. If moving together, they will be considered as a line.

Formations may be created and undone during the same phase, depending on the relative position of the units after they have moved.

There are two kinds of formations: **line**, when at least 2 units are formed side-by-side; and **column**, when all units are aligned in a single row. Lines and columns may be combined into a single formation, but in that case are considered as a line by default (Fig. 8.4). A formation may not include different types, like CvL and CvLHA

In special cases other unit types may be able to attach to a close order formation by aligning to its units, but these attached units are not considered to belong to the formation.

### 6.5.1 Moving a formation

Units in a formation may move together but must do so at the slowest unit rate and may only move forward: no unit moving in a formation may ever end behind its original rear line (unless about-facing is involved).

Medium units (M) moving in line over difficult ground must pay an extra IP. Moving in line means any maneuver starting or ending in line. Heavy units (H) may not move in line over difficult.

Any units moving over a BUA or Marsh must do so individually or in column. Units in a line over a BUA may maneuver to form a column, but not the opposite.

### 6.5.2 Attached units

In special cases units of a different type may attach to a formation by aligning to its units and moving along with them:

- Units with the same designation may follow the rear rank or join the flank of a formation of an equal or heavier type.
- Light units may follow the rear rank or join the flank of a close-order formation of the same class.
- A close-order formation of foot units may be followed by a single rank of Bw or Cb.
- Band units may join the rear rank or flank of any close-order Band formation of the same class.
- Light Foot units may follow the rear rank of any close-order or Cumbersome formation.
- Retinue units may be considered as any type for the purposes of moving in formation, in each impulse.

Some units may join a formation of a different class. In that case flank alignment must include either front-to-front or rear-to-rear corners alignment (Fig. 9).

A formation is exclusively defined by the units of the same type plus retinue, excluding any adjoining units who are simply pulled along. Yet such attached units may slow a formation down.

When group movement implies a formation change from line into column, interposed attached units may break the original formation into several formations or single units.

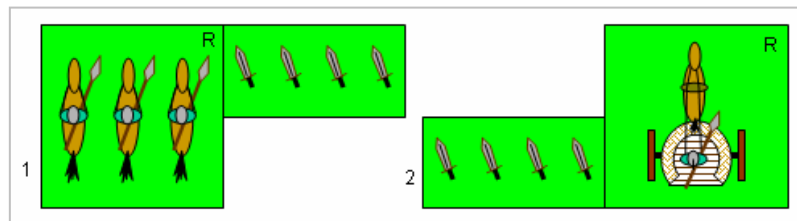


Fig. 9 Joining different classes in line.

These are the two ways of aligning different classes in a line to be moved together as a formation. This is only possible because both the Cv in 1) and the Ch in 2) are Retinue units.

### 6.6 Movement modifiers

Units or formations performing complex maneuvers require extra command effort; therefore more IP may have to be expended in each move impulse.

If there were problems during the orders transmission from the SCo to the recipient Co, then units or formations may only be ordered to either move straight forward or to individually rotate. If the messenger die score is insufficient to fully deliver the orders to an ACo, then the IP score is reduced by 1 point.

All the following modifiers are cumulative:

- +1 for starting a move outside the command radius and for each orders segment or fraction further away.
- +1 moving sideways or taking an oblique forward move except if all are Swift, or any contacts: enemy in corner support; or a full side edge of enemy that is in front edge contact to a friendly side or rear edge.
- +1 any single unit moving backwards, except to contact enemy in CC or in CC support.
- +1 any non Swift unit performing an oblique backwards move.
- +1 if a Medium formation moving in line over difficult ground.
- +1 Foot moving into contact to Mtd. enemy front edges, close-order Foot versus close-order only, Light Foot versus any.

## 6.7 Line maneuvers

### 6.7.1 Line wheel

A line formation may wheel up to twice per move impulse, pivoting around a fixed front corner. Wheeling requires expending an extra IP, except if any unit will contact enemy with a front edge or all are Swift. The movement is measured using the front corner in the formation that traveled the most (Fig. 10) at the rate of the slowest moving unit.

The minimum move spent by each wheel is 50p, even if the outer formation corner moves less. No unit may cross the original rear line a BUA or Marsh.

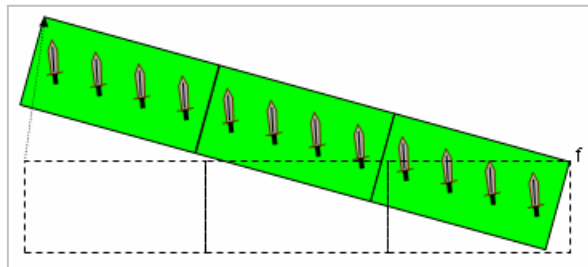


Fig. 10 Line wheel.

An EdH line wheels; measurement is done using the left corner (arrow). The right corner (f) must remain fixed while the line is pivoting.

### 6.7.2 Contracting a line into a column

This maneuver requires spending an extra IP, unless all units are Swift. It is assumed that units will be able to move faster than usual to occupy their positions in the column.

WW units are not eligible for this move.

To start the maneuver one unit in the line is moved straight forward. Other units in the line are placed behind but no unit may end behind the original rear line. Units that cannot be placed behind are moved laterally and up to 50p forward if necessary, so that formation is kept (Fig. 11).

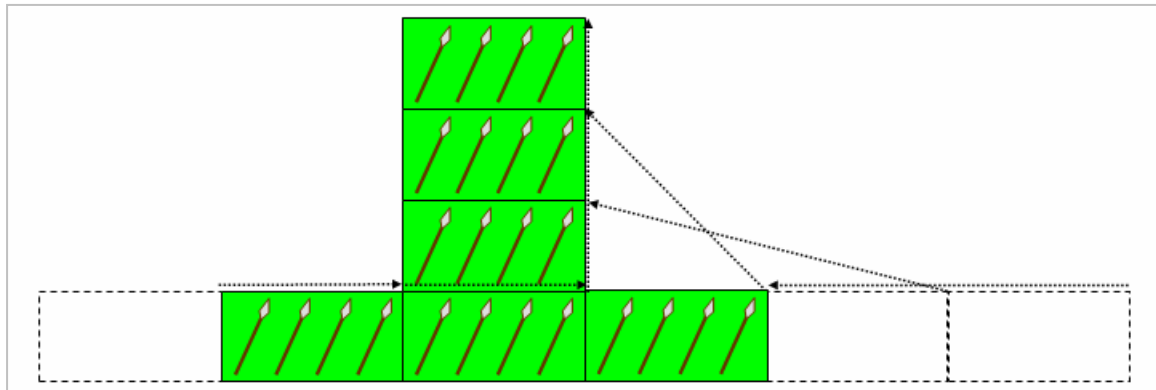


Fig. 11 Maneuvering from line into column.

A SpH line forms in column by first moving forward one of the middle units 150p (it could be any). After the fourth unit joins the column, the side units can no longer align behind. Therefore they are moved sideways, because the commander wants to keep them in formation for the next impulse.

This maneuver may continue for extra impulses, in the same or a latter turn.

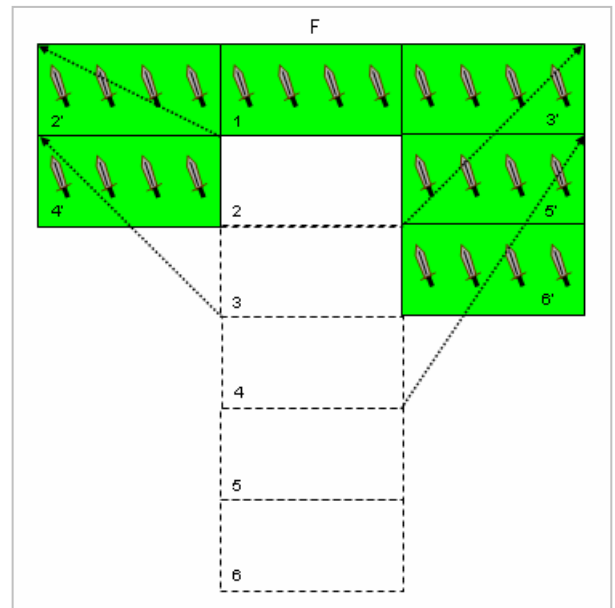
Contracting a line into a column can be performed over a BUA.

### 6.7.3 Expanding a column into line

For this maneuver the leading unit must stay immobile, others moving to its sides. Normal movement rates are ignored, instead the next units in the row move rapidly into the new positions, accordingly to the following procedures:

Fig. 13 Expanding a column into line.

The head of a column of EdH (1) stays still at F. Units 2 and 3 are expanded to each side. The commander chooses to move the 4<sup>th</sup> unit to the left and the two farthest units to the right. In this standard maneuver no measurements are necessary.



For units moving 100p, a maximum of one unit may be expanded to one side.

For units moving 150p, a maximum of one unit may be expanded to either side (Fig. 13).

For units moving 200 or 250p, a maximum of two units can be expanded to one side and one for the other.

For units moving 300p a maximum of two units can be expanded to either side.

This maneuver does not apply to 80mm deep units.

Units that do not make it into the front line may be either spread as rear ranks, or form columns behind the external units. On subsequent impulses each such column must be dealt with separately, if a continuing expansion is desired.

### 6.8 Column maneuvers

The leading unit of a column may move forward or wheel around a front corner, the following units moving over exactly the same path and wheeling at the same points. A column may end the movement in a bent position and is still considered a column for movement purposes (Fig. 12).

If the column changes direction it must pay an extra IP once per impulse, except if all the units are Swift, when the head wheels only.

Columns may move over any ground except impassable.

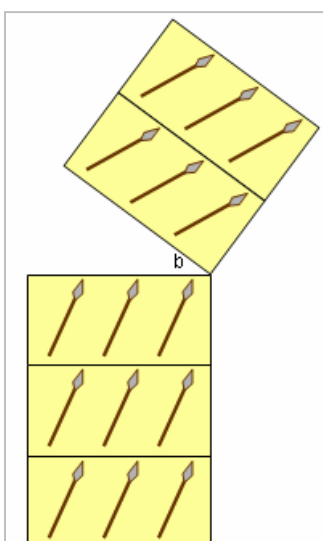


Fig. 12 A bent column.

The head of a SpM column wheeled at (b) and stopped at this position. The following units must bend at the same point, but only the second unit had room to do so. The remainder units are left facing in the original direction, in a straight column.

In further move impulses the bent column can be treated as a single formation, following units do not having to pay extra IP for deviating from straight ahead. Despite being in a formation, if the head unit recoils from CC its recoil path will be blocked.

### 6.9 About-face

An alternative and often more efficient way to move from line into column and vice-versa is to about-face. By spending an extra IP units may turn about 90° or 180° around the centre of the stand. Swift units may spend 1 IP only if turning exactly 180°.

In the 90° turn if starting in line all units will end in column, behind the new leading unit. If starting in column 40mm deep units end in line, aligning to the sides of the middle (or one of the middle) unit(s). The 20mm deep units end in a two row line (Fig. 14).

This move is not allowed for 80mm deep units.

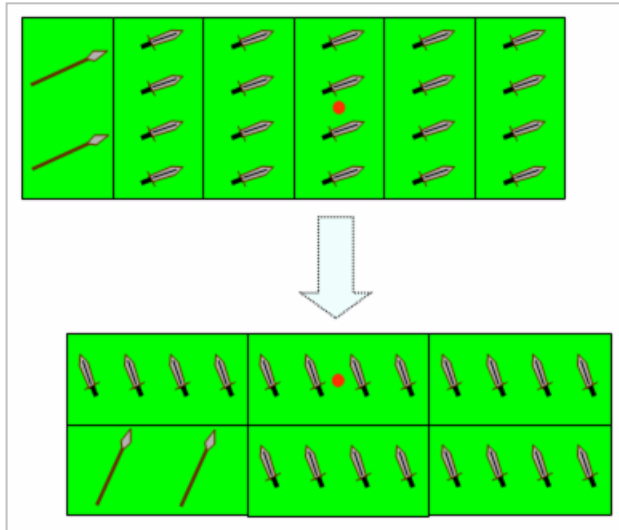


Fig. 14 About-face from column into line  
A column of EdH moved right followed by an SpL unit.

The commander decided to change formation, rotating one the centermost EdH around the red dot. The SpL unit to the left ended in the second line.

(The red dot is supposed to remain at the same place).

### 6.10 March

Units or formations can move for more than one impulse per turn. Any move impulse after the first is designated as a march move. March moves follow all regular move rules, except that no unit may get closer to 200p from an enemy stand.

Foot can only march once, for a total of two move impulses per turn. Mounted can march twice.

It is possible to march to exactly 200p of the enemy, but no further march moves by either are allowed.

### 6.11 Interpenetration during a movement impulse

Some units may interpenetrate friends during a move impulse, accordingly to the position and facing.

Through units in any direction if:

- Mounted through any Light foot;
- Light foot through all foot and Light Mtd;
- Any close-order Foot through Light foot.

Only through units facing into exactly the same or the opposite directions, if:

- Light mounted through all Foot except WW.

Only through units facing into exactly the same direction:

- Single rank of close-order Foot through a single rank of Bw or Cb;
- Mounted through Light Mtd., Bw, Cb, Ed or Sp.

If the interpenetrating unit front edge ends over friends it must be placed before them; if the front edge completely clears friends it can interpenetrate or ends exactly over far edges, it is placed immediately after, provided there is room.

6.11.1 Interpenetration over a diagonal

It is possible to move through the diagonal of one 20 or 40mm deep friendly unit, from column into line or vice versa. For this purpose the base diagonals are considered to measure 100p for the 20mm deep units and 125p for 40mm deep units (Fig 15).

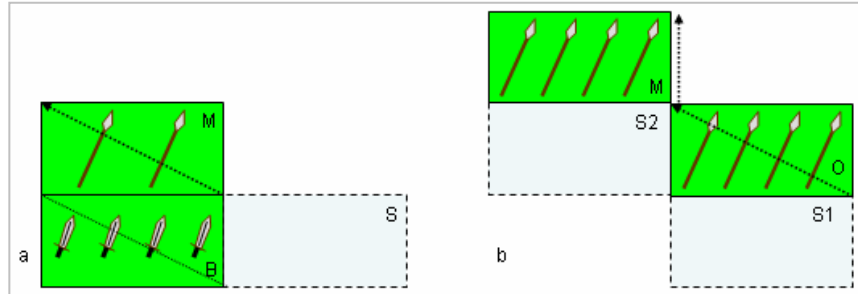


Fig. 15 Moving over the diagonal: examples  
 a) Unit M started at S and moved from line into column with B by expending 100p.  
 b) Unit M started at S1 and spent 100p to move into line with O; finally M spent the last 50p for this move impulse by moving forward.  
 In these standard maneuvers no direct measurements are required.

The 20 and 40mm deep units can cross each other (Fig. 16).

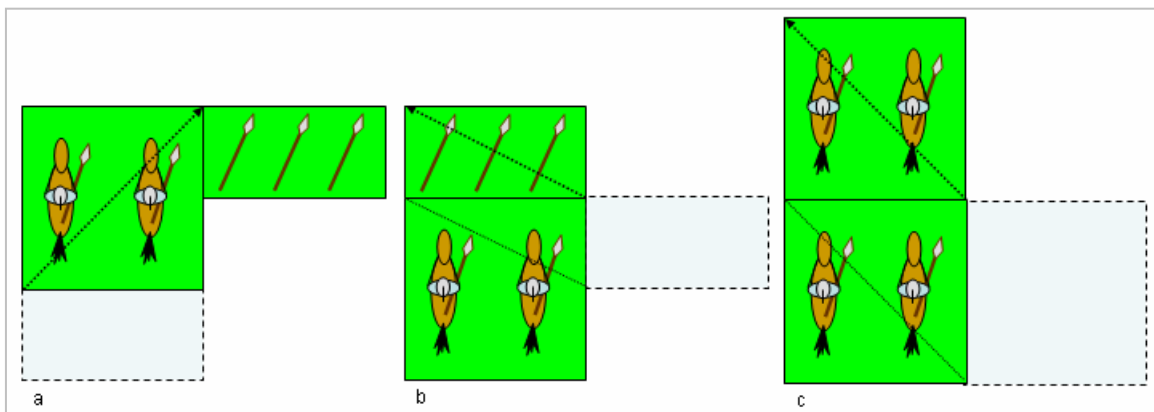


Fig. 16 Moving over the diagonal of a 40mm deep unit  
 a) One SpM unit crosses diagonally over a CvLH, from column into line, by expending 125p.  
 b) In this example the SpM crosses from line into column, expending only 100p.  
 c) When 40mm deep units cross each other, 125p must be spent.

It is legal to take advantage of these positions during a move impulse: for example, the unit doesn't have to stop after the maneuver

A WW unit aft or hind sector may only be obliquely crossed if the maneuver can be completed in a maximum of 125p: the WW cannot be crossed along its length.

It is possible to diagonally cross over the head of a straight column even if friends to the rear are also crossed. Otherwise it is only possible to simultaneously cross over other friendly units if all face into exactly the same direction or if interpenetration is possible into the movement direction.

## 6.12 Side-to-side unit support

The side edges of two friendly units may provide mutual protection within 100p, because in reality such units would spread thinner and narrow the gap. A unit facing that gap may provide extension support (7.5.1) to any contiguous friends, but may not voluntarily enter the space within the side edges (Fig. 17).

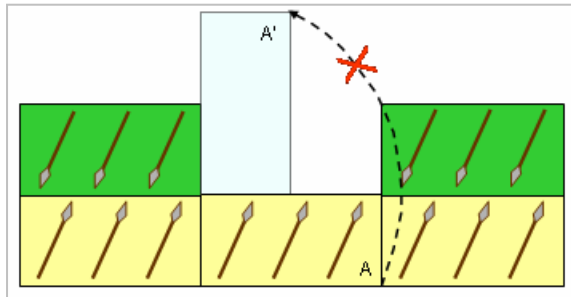


Fig. 17 Illegal move

Unit A starts in line with neighboring units. It may not pivot to A because it would enter a 100p gap and its right rear corner would cross enemy. Anyway, A will provide corner support to both SpM friends in CC.

A unit that finds itself at least partially in such a gap will be able to move normally, without ever crossing over enemy units if turning.

## 6.13 Spontaneous movement

In some instances phasing units or formations are liable to move without orders.

Spontaneous movement occurs in phase 4, only for units that have otherwise not been given orders and which are not in CC.

When enemy target units are concerned, these must be entirely visible without interposed obstacles within the lines that join the front corners of the phasing unit and the two closest corners of the target. Spontaneous movement is blocked by impassable terrain, marsh and by a one base width distance between enemy units. Enemy in difficult terrain may be ignored.

A stop order by any Co can prevent spontaneous movement for the basic cost of 1IP, for each formation plus any attached units.

If none of the above conditions interfere spontaneous movement will occur in the following situations:

### 6.13.1 Towards enemy units

Units with the Pursue characteristic may have to move individually or in columns towards enemy units within chasing range.

If the pursuing unit has enemy within 50p of its front edge it will automatically advance into CC. Otherwise a D6 is rolled for each unit or column per turn: on a result of '4 to 6' they will pursue. A Reg Co can add or subtract 1 to the result at will, only if the unit lies under his command radius.

A pursuing unit or column must first rotate until it faces the center of the nearest enemy front edge (it may cross over friends while doing so). If there are still no obstacles interposed then it will have to move for a full impulse distance, stopping only when in CC or in CC corner support. Pursuing units cannot change direction, except to align in CC.

When more than one unit pursues, the units closest to the target go first.

After each move newly interposed friends may force the rear units to stop or turn towards a new target.

### 6.13.2 Towards baggage

Individual units other than Cumbersome may optionally move towards visible enemy baggage if within the chasing range.

The moving unit will be first rotated so that it faces the center of the nearest edge of the target baggage. If there are still no obstacles interposed the unit will then move forward for a full move impulse.

Except in the small game a unit can move 50% faster - rounding-down the distance to the nearest 50p - if by doing so it contacts baggage in CC.

### 6.13.3 Towards shaken units (chase)

All non Cumbersome units will be treated like having the Pursue characteristic towards shaken enemy within chasing range, except that foot do not chase mounted.

### 6.13.4 Ending spontaneous movement over friendly units

If a spontaneously moving unit ends over friends it can interpenetrate, it will move forward up to one base depth, pushing friends into the movement direction if necessary. If there is no room beyond or if friends cannot be pushed it will be placed before them, except if Ex or Kn.

If Ex or Kn cannot find room beyond fiends, these will immediately take a full move in the sense opposite to that of the interpenetration.

### 6.13.5 Towards the entry edge (flee)

Units that fail a morale test will be shaken (9.2). While shaken each unit must move once per turn for a full impulse towards the army setup edge.

The full rules for fleeing units are specified in the combat outcome sections (9.4).

## 6.14 Dismounting

When there is an option between a mounted and foot unit in the army lists, the player may opt to purchase the dismounting ability for 0,5AP per unit. If so the unit may be deployed either as mounted or as its foot equivalent, but once dismounted must remain in that state for the rest of the game.

Dismounting is automatic during phase 3 of own turn, at no IP cost. The unit may not dismount closer than 200p to any enemy and must remain in place for the whole phase.



A bronze rave  
Greco-bactrian pikemen with hand painted shileds, courtesy of Filipe Martins.

## 7. Close combat (CC)

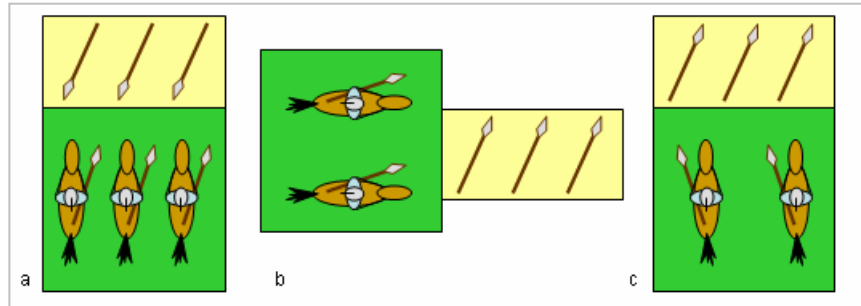
### 7.1 Close combat definition

Close combat occurs when a unit front edge contacts an entire enemy edge. There are three types of CC:

- Frontal CC: when units are in mutual full front edge contact;
- Flank CC: when a unit front edge contacts an entire enemy side edge;
- Rear CC: when a unit front edge contacts the entire enemy rear edge.

The phasing commander selects the order of the combat resolution. CC is mandatory.

Fig. 18 CC examples  
a) Frontal CC;  
b) Flank CC;  
c) Rear CC.



Each unit may only be in CC to a single unit. One unit may not count in CC to the flank or rear of enemy if it has one full side or rear edge contacted by an enemy front edge (Fig. 19).

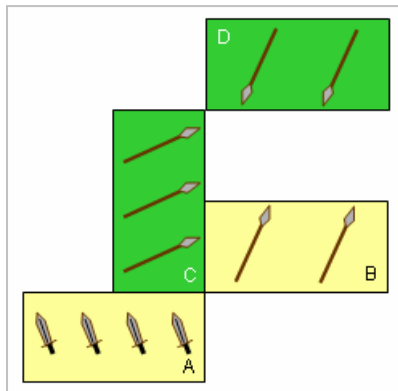


Fig. 19 Double front edge contact situation

In the prior turn B was attacked on the flank by C. It is the 'light sand' units turn and A has moved into contact to C. B cannot conform to C because of D (see illegal contacts). In this situation C cannot count in CC to B because its own side edge is entirely contacted by an enemy front edge. In conclusion, CC must be A to C (flank CC).

A unit surrounded by enemies is considered in CC to the foremost unit. If a unit is attacked on both flanks at the same time it may chose which flank is considered in CC (Fig. 20). This is an exception because in this case a non-phasing unit may have the choice.

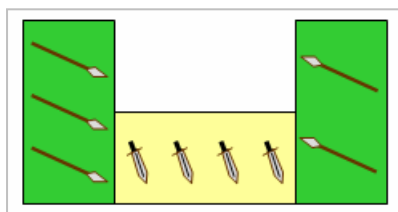


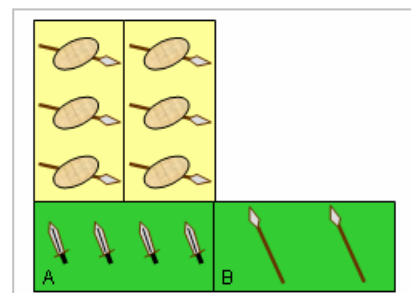
Fig. 20 Double flank contact

The EdH in the middle may chose which unit to fight to in CC. The second unit will provide flank overlap (7.5.1).

If the front edge of a single unit contacts the full side edges of two 20mm deep units, flank CC is to the front unit only (Fig. 21). In appropriate circumstances the rear unit may provide CC support (see the Stack rules in section 11).

Fig. 21 Flank CC with double contact

Unit A moved into contact with the flank of two SpMB units. CC is to the front unit. The rear unit may support the front rank (Stack). Please note that A cannot fight in CC and provide flank support at the same time. The final CF are EdH 4 to SpMB 3, because the EdH is assisted in corner support by SpL B.



## 7.2 Moving into close combat

To initiate CC units must end movement in front edge contact to an entire enemy front, side or rear edge. The moving unit or formation must align in a CC position, unless a formation contacts a single unit, a smaller formation of entirely Light troops or the front of a close-order formation with less than half the units. If necessary the moving unit or units may side-shift by the smallest possible distance, so that at least one unit ends in CC. This free side-shift is extra to the normal movement allowance and does not count as sideways movement.

It is only possible to contact an enemy flank edge if the front edge of the moving unit starts entirely to outside the line that prolongs that enemy's side edge (Fig. 22).

It is only possible to contact an enemy rear edge if the moving unit base starts entirely to the rear of the line that prolongs the enemy rear edge. To approach the rear edge of an enemy unit so that its recoil is blocked the moving unit front edge must start behind the line that extends the enemy rear edge.

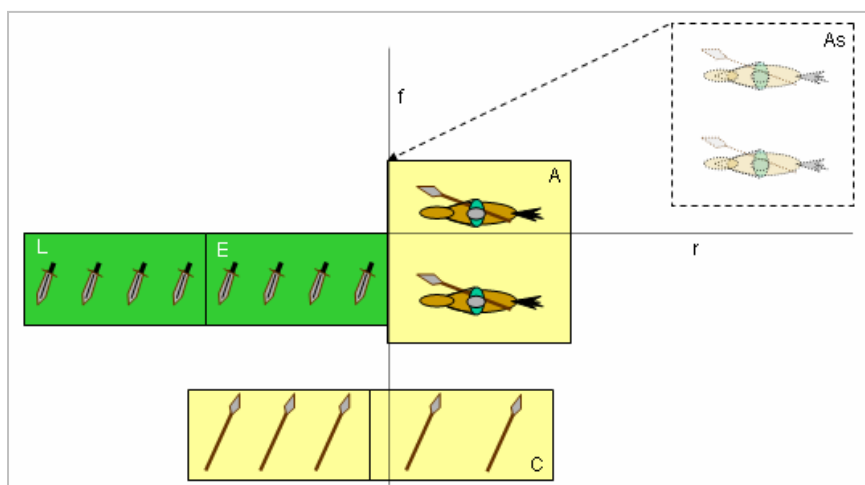


Fig. 22 Move into flank CC

The line (r) prolongs unit's E rear edge and (f) is the line that prolongs the flank edge.

The 'L-E' formation is contacted on the flank by a fast moving CvL unit. As the full side of unit E is in contact with an enemy front edge, it will fight in flank CC. The CvL could also opt to contact and align to the enemy rear edge, as the unit started entirely behind the rear line at As. Element C could not have moved into contact with E's flank because its front edge was not entirely to the right of the sideline (f).

### 7.2.1 Priority attacks

Units facing an enemy front edge within 100p must take the shortest and straightest possible route when moving towards enemy, except that:

- Non-Light units may ignore Light units or WW.
- Any unit may ignore enemy if the shortest path towards its nearest full edge is blocked by any other units.

Note: any unit moving straight forward does not have to comply with the above restrictions.

### 7.2.2 Illegal contacts

Units may not deliberately move their side or rear edges, or any corners, into contact with an enemy front edge. An enemy front edge can only be voluntarily contacted by a front edge.

Each unit may only contact a maximum of 2 enemy units with its front edge.

### 7.2.3 Contacting enemy with a formation front edge

When two formations meet, the phasing units must shift sideways for the smallest distance possible up to 100p so that at least one unit ends in CC. Attached units may side-shift together with the leading formation.

By default the moving formation must conform to the enemy with the exceptions mentioned next.

If a formation front edge contacts single units, a smaller formation of entirely Light troops or the front edge of a close-order formation with less than half the units, the contacted unit or units must immediately conform into CC, except that units in CC or providing support do not conform. If the contact is to the front edge or a front corner the unit will conform into frontal CC; if the contact is to a side edge or rear corner the unit will conform into flank CC by first aligning the two nearest corners; if the unit is contacted on the rear edge it will align into rear CC.

If a conforming unit has no room to do so it must align instead with any adjacent enemy unit in line with the contacting unit.

In all the above cases if conforming is impossible the situation is left as it is and checked again in each conforming phase (2).

A moving formation may optionally conform itself.

Note: in order to save IP it is perfectly possible to take advantage of the free side-shift rule; simply move the unit or formation straight into contact with the enemy and then side-shift into CC.

#### 7.2.4 Contacting War Wagons

Contact to the front or rear edge of a WW unit is the same as contacting the equivalent edge of other units, except that the WW, as any Cumbersome unit, never conforms.

When the side edge of a WW is contacted, the contactors must conform to either the fore or hind side edge sectors to initiate CC, as if the WW side was two 40mm unit edges in line.

WW can count any contacted edge as the front edge for CC, at owner's choice once per turn. Other contacted edges will be considered as flank or rear, in relation to the declared front edge.

Up to two units can contact a WW side edge, both combats being resolved separately.

If one side edge counts as the front edge in CC, contact to a whole rear edge in that turn will mean contact to both sectors in the opposite side. In this case the front and rear edges will be treated as the appropriate flank edges for the combat phase.

#### 7.3 Phasing units conforming

Phasing units in flank or rear CC and that are also in contact to a single enemy front edge may conform into frontal CC by phase 2.

If the full side edge of a 20 or 40mm phasing unit is in contact to an enemy front edge, the unit will turn to face and conform to it (Fig. 23).

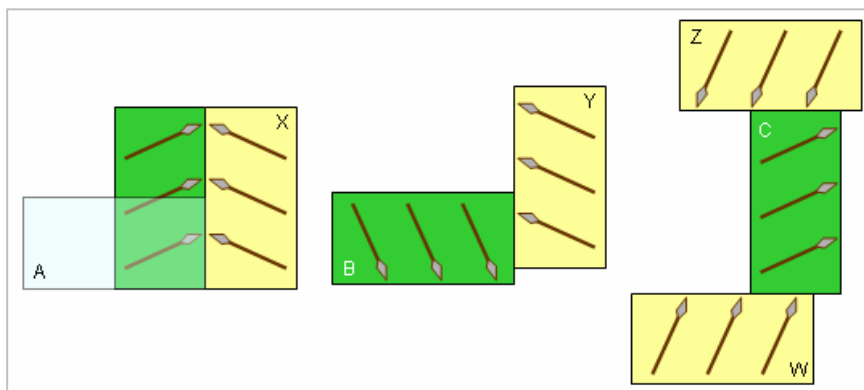


Fig. 23 CC conforming examples (for phasing units)

Unit A starts with the right side edge fully in contact with X front: A may conform.

Unit B does not conform because the side edge is not fully contacted by Y front edge.

Unit C left edge is entirely contacted by enemy but the unit may not turn to face as it is 'pinned' by W's front edge; C must remain in flank CC to Z.

If the sides of two 20mm deep units are fully contacted by the front edge of a single enemy, the front unit conforms in CC, the second being placed behind the first (Fig 24).

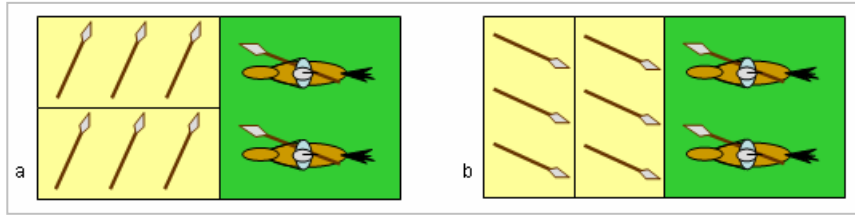


Fig. 24 Double conforming (for phasing units)  
Two SpM units are contacted in flank CC as shown in a) and fight at 3CF vs CvL 1; the combat outcome is a draw. In the next turn the SpM units conform into frontal CC as in b). The CF are the same as before, but losing the battle in the a) position would be much more severe.

If a front edge contacts the full side edge of a 20mm deep unit and also the side edge of a 40mm deep unit, then only the 20mm deep unit will conform, the attacker being moved straight back as necessary (Fig. 24). If this is not possible the situation must be left as it is.

Cumbersome units do not conform to enemy moving into contact.

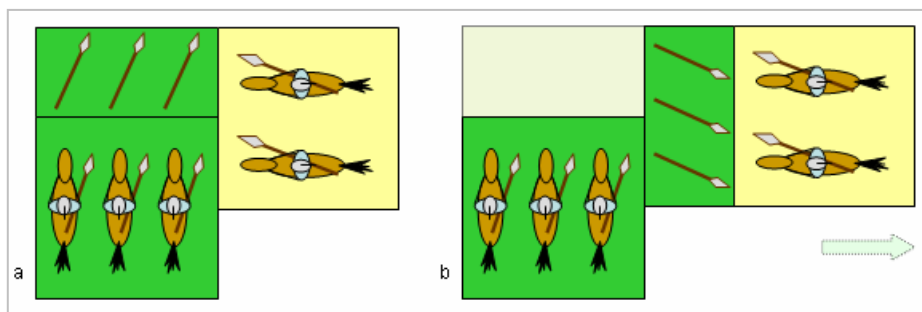


Fig. 25 Conforming with contactor recoil (for phasing units)  
It is the SpM unit turn starting in the position shown in a). In this case the contacting CvL unit must be moved back to make room as shown in the final position b). A CvM unit remains in place.

#### 7.4 The combat score

Each unit has two basic **combat factors** (CF) to be either used versus foot or mounted units, displayed on the units table. This basic factor may be adjusted accordingly to appropriate **combat modifiers** (CM). After adding or subtracting these CM to the **basic CF**, the latter will become the **modified CF**.

In a CC round each player rolls a D6 and adds the unit's modified CF for a running total. Some CM are only added at this stage, because they depend on the basic combat result, like Armour or Exploit. The end result is the **combat score** for each unit (Fig. 26 to 29).

#### 7.5 Close combat modifiers

The CM are cumulative. Further CM can be introduced by the characteristic rules (11).

##### 7.5.1 CC support

One unit may be assisted in CC by nearby friendly units, which provide support. Only a unit currently engaged in CC can be assisted.

One unit may not be simultaneously in CC and providing CC support.

Two basic kinds of support are considered: extension, when the supporting unit contacts enemy with a front corner or flank; and overlap, when the supporting unit contacts enemy with a front edge. Each type of support can be further sub-divided into 2 different categories resulting in four different types of CC support:

- Corner extension: when a unit front corner simultaneously contacts both an assisted unit front corner and any adjacent enemy corner.
- Flank extension: when a unit flank edge is touching the enemy flank.
- Flank overlap: when any part of the unit front edge contacts an enemy side edge
- Rear overlap: when any part of the unit front edge contacts an enemy rear edge.

Each support will give a +1CM to the assisted unit (Fig 26).

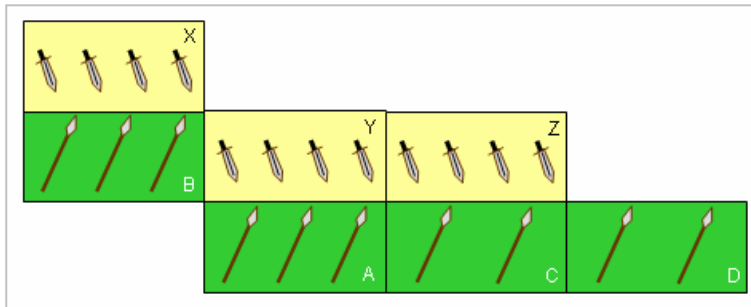


Fig. 26 Close combat support 1

- The SpM unit A is in CC to EdH Y. It benefits from flank extension by B but not corner extension by C because it is in contact to Z front edge. Unit A has 2 CF versus foot and gets +1CM from B flank extension, for a modified CF of 3. Unit's Y CF remains 3.
- Unit C is SpL with a CF 1 and receives +1CM from corner extension, for a total modified CF of 2 versus Z 3.
- Unit X fights B and benefits from Y's flank extension, for a modified CF of 4 vs 2.

In order to assist a friend in corner support the unit does not have to be in line (Fig 27).

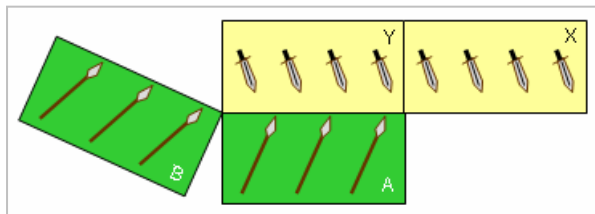


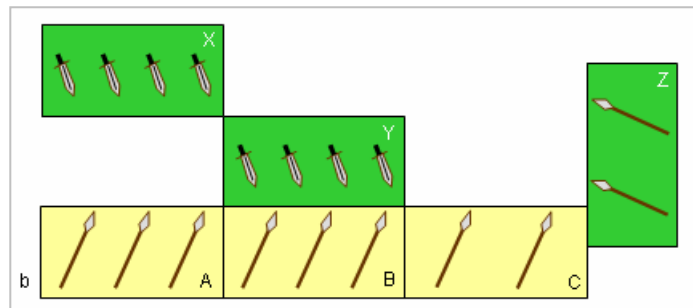
Fig. 27 Close combat support 2

The SpM unit A is in CC to EdH Y. Unit A receives corner overextension from B and unit Y gets the same type of support from X. As both units would have +1CM, in practice support is cancelled. The final CF are the original A 2 to Y 3.

In the case of corner extension, the unit may not be in contact to any enemy front edge to qualify as supporting (Fig. 28).

Fig. 28 Close combat support 3

Unit B is a SpM that benefits from corner extension by A but not from C, because the latter is contacted by the front edge of Z. The modified CF for unit B is  $2+1=3$ ; for the EdH unit Y is 3. The units C and Z do not qualify as CC.



The flank (Fig. 29) and rear overlaps will further influence the combat outcome (9.2.1).

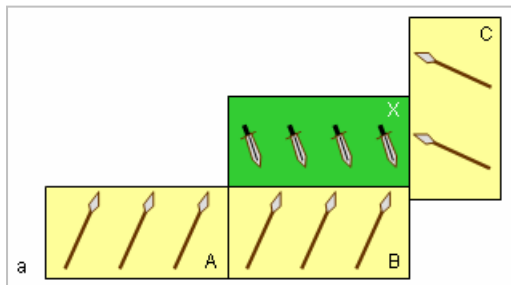


Fig. 29 Close combat support 4

Unit B is a SpM that benefits from corner overextension by A and flank overlap by C: the modified CF for unit B is  $2+1+1=4$  and for the EdH unit X is 3.

A maximum of one CM can be awarded for each side plus one for rear (a maximum of three supports for each unit).

The WW middle side edge point may provide corner extension support to the same side sector in CC.

### 7.5.2 Height advantage on a hill (uphill)

Any unit fighting with a front edge with height advantage gets +1CM.

To qualify as uphill, the unit front edge must be entirely over the hill and entirely uphill of the enemy far edge (the edge opposite to the one in CC). The unit's rear edge is considered to be higher than the crest if the stand crosses that crest but the front edge doesn't (Fig. 30 and 31).

If the front edges of both units cross the crest line the uphill modifier is cancelled.

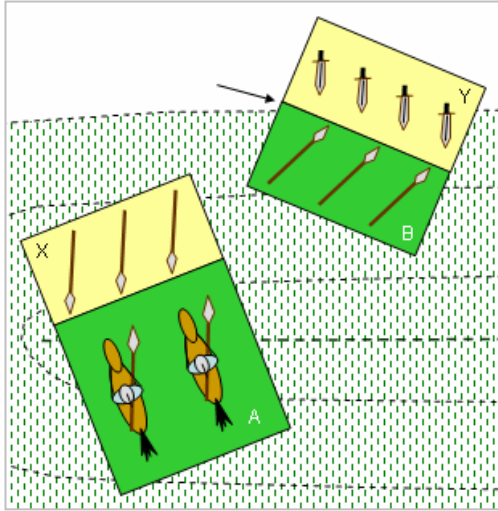


Fig. 30 Height advantage over a hill

The unit A qualifies as uphill to X: unit A front edge is entirely over the hill and higher than the unit X far edge, in this case the rear edge.

Unit B does not qualify as higher than Y because its front edge is not entirely over the hill (arrow).

Note: a practical method to determine if a front edge is 'entirely above the enemy's rear edge' is to imagine a line parallel to the hill contour that also touches the highest rear corner of the lower unit: if this line crosses the higher unit's front edge then a part of the rear edge will be higher than the front edge. On curved contours the line should be approximately parallel to the tangent of the nearest contour.

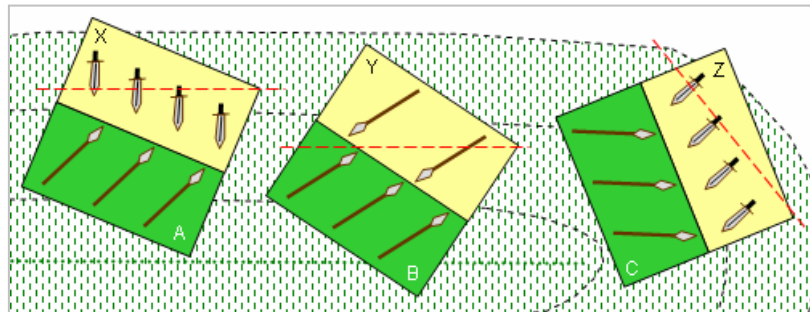


Fig. 31 Assessment of the height advantage in relation to a contour

Units A and C qualify as uphill; unit B doesn't because part of the rear edge of Y is higher than the front edge of B.

The red dotted lines are approximately either parallel or tangent to the nearest hill contour.

### 7.5.3 Height advantage in a gully

On a gully the perimeter represents the higher ridge, the bottom line the lower valley. One unit is higher if its front edge is entirely over the gully and higher than all of the opponent's far edge. If a stand crosses the bottom line and the edge that qualifies as in CC doesn't, the far edge is considered lower than the edge in contact (Fig. 32).

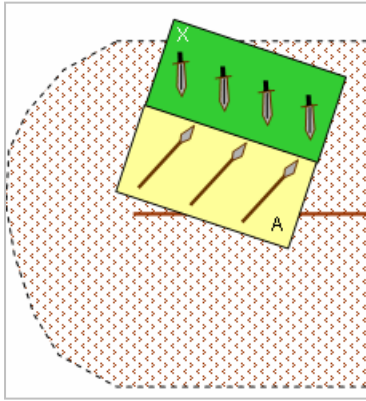


Fig. 32 Close combat in a gully  
 The SpM unit A is in CC with the EdH unit X. The unit A is nearer to the bottom line so it is lower than X. The stand crosses the bottom line, so the rear edge is lower than the front edge. This means that X has height advantage and benefits from +1CM, for a modified CF of 3+1= 4.

#### 7.5.4 Other terrain modifiers

Mounted units fighting partially or completely over difficult ground get -1CM.

Mounted on open fighting foot on difficult ground get -1CM. Foot on BUA fighting mounted get +1CM.

Camels are never affected by a negative terrain modifier related to Dunes. Other mounted in open ground fighting CmL or M in Dunes get -1CM.

Units in a river get -1CM; as rivers are also difficult ground the total terrain CM there may amount to -2.

#### 7.5.5 Rear rank support

A few units may benefit from rear rank support (Stack) from units aligned behind in column. Eligible units are listed on the units table. Stack rules are explained in the characteristic rules section (11).

Units in contact to stacked enemy supporting units may provide support to friends in CC to the foremost unit, in practice canceling the stack support factor.

Units of a different rating are treated either as the lower rated unit in the stacked column or as single units.

Note: unlike in direct CC support, in stack support the supporting unit does not need to be in contact to the enemy.

#### 7.5.6 Fast Shot foot fighting mounted

Fast Shot foot units have -1CM when fighting mounted units in CC.

#### 7.5.7 TD protection

Units fully behind the rear of TD are protected in CC and get +1CM.

### 7.6 Disengaging

Units may only break-up from frontal CC and only if they have no other edges in contact to enemy front edges. WW may not break-up.

A disengaging unit must move straight backwards for at least 100p.

### 7.7 Breaking partial contact with an enemy front edge

Units may move away from enemy non-CC front edge contact. If a flank is partially contacted, the unit may move forward or backward, but only in the direction that will allow for breaking contact as shortly as possible.

### 7.8 Baggage in close combat

Baggage in CC may count any edge as the front edge. When two or more units attack the same baggage stand with a front edge, the contactors choose which is in CC and which is supporting. Baggage units can provide flank or corner extension support to friendly units, but not overlaps.

## 8. Shooting combat

Some unit types favor distant shooting to hand-to-hand fighting. These are listed in the units table with the characteristic Fast Shot or Slow Shot. Many units that use throwing weapons or other types of short range combat cannot 'shoot', but have these capabilities factored in their CF and characteristic rules.

All shooting is from a shooter's front edge (the shooting edge) to a visible target edge.

The phasing commander selects the shooting order, each unit shooting once per turn in phase 1. Shooting is optional, each commander deciding whether or not to shoot with his own units (one unit that chooses not to shoot must be treated like a non-shooting unit for the remainder of the turn).

Elite light horse archers (CvLAe) may choose any edge as their shooting edge in each turn.

Units that shoot at targets that cannot shoot back ignore any negative combat results. A unit that has shot is thereafter treated like a non-shooting unit, if subsequently shot at during the same turn.

Units in CC or supporting CC cannot shoot or be shot at.

There are two prerequisites for an eligible target: that it lies in the shooting area and that there is a clear shot.

### 8.1 The shooting area

The shooting area is a rectangle forward to the unit shooting edge, extending 25p into either side, except for Cumbersome. The rectangle sides are as long as the unit shooting range, accordingly to the following table:

Unit	Range	Side extension
At	750p	No
WE	600p	No
BwMe or BwHe	300p	25p
BwMo or Ho, Cb	250p	25p
WW	250p	No
Mounted archers (A)	200p	25p
BwL (SgL)	150p	25p

The target edge must be inside or touching the boundaries of the shooting area and at least partially forward to the shooting edge (Fig. 33).

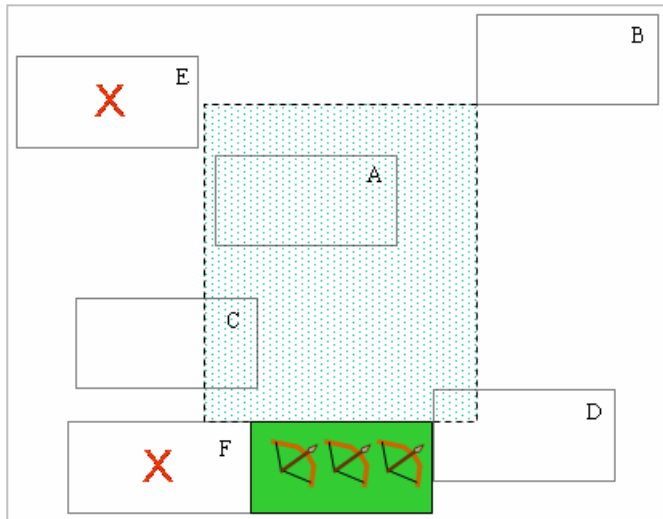


Fig. 33 The shooting area  
The shooting area for this BwM unit is a rectangle 250p deep and 150p wide. Valid and illegal targets (X) are illustrated.

### 8.2 The shooting range lines

Another requisite to shooting is that there must be a clear shot to the target, without near-by friends, interposed units or terrain.

A clear shot will be possible if the imaginary lines that join both shooter front corners to any two visible corners of the target do not contain another unit within (Fig. 34). Light foot troops can be ignored by a Slow Shot.

Single Fast Shot units in contact to the rear of friendly foot may fire through them, if friends are single rank and 20mm deep.

The shooting range lines cannot cross a hill crest or a single gully edge, but they can freely cross the shooting area boundaries.

The maximum penetration of the range lines is 150p into a Hill(r) and 100p into a BUA or Wood.  
 The range lines cannot enter and exit the same terrain feature, unless a gully, river or road.  
 The range lines may cross an enemy unit not eligible as a target, as long as it does not contact friends.

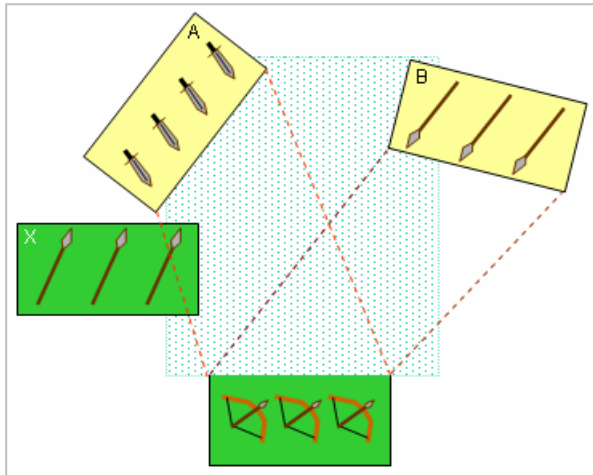


Fig. 34 The range lines  
 Both A and B are in the shooting area, yet A does not qualify as target because X is interposed.  
 B is a legal target.

Note: one unit partially in a gully may not be shot at from beyond the opposite gully edge.

### 8.3 Target priority and selection

There are three priority criteria to select a target among eligible units. These are, in decreasing priority order:

- 1 – Units that can shoot back.
- 2 – Units completely inside the shooting area or contacting the firing unit.
- 3 – Other units.

#### 8.3.1 Shooting over a lower target

Units entirely over a Hill may fire over any target beyond 50p of other enemy units, as long as the target is farther than 100p from any interposed friends.

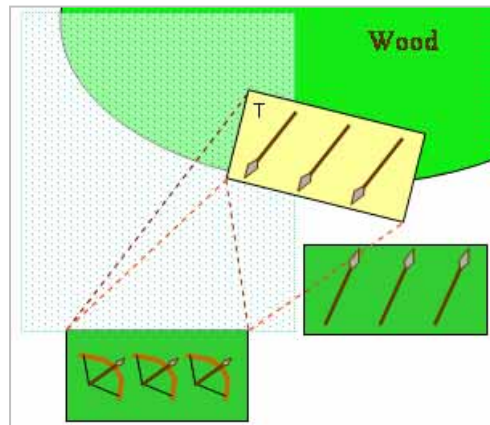
#### 8.3.2 Indirect fire

Long Shot units can fire over any units and a hill crest if the target is at or beyond 150p from interposed friends and is visible to at least one friendly unit in the army.

### 8.4 Shooting modifiers

If the target is entirely protected by a TD, is in a wood or BUA and any range line crosses that terrain, the target is protected and gains +1CM on losing the shooting round (Fig. 35).

Fig. 35 Interposed terrain  
 The front edge of T is blocked by interposition of a SpM unit. Therefore the only valid target edge is the left side. As one of the range lines crosses a wood, the target is protected and will gain +1CM if it loses combat.



Some shooting units may benefit from rear rank support with a +1CM if there is one unit of the same type aligned behind. Eligible units are indicated on the units table with the characteristic Rear Shot.

#### 8.5 The shooting score

The shooting score follows the same lines as the combat score calculation. Add the CF and CM, including any characteristic rules CM that may apply for each unit.

Combat outcomes are explained in the corresponding section (9).

#### 8.6 Shooting on a rear edge

Units can only shoot at a rear edge if the shooter front edge is entirely behind the line that prolongs the target rear edge. The outcome of this attack is explained in section (9.1.2).

#### 8.7 WW shooting

WW units not in CC may shoot twice from one flank, once with each side sector, in own turn. Both the aft and hind sectors have separate but contiguous shooting areas (Fig 36).

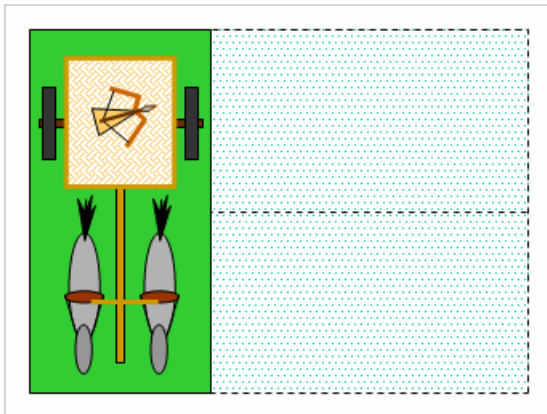


Fig. 36 WW shooting areas  
A WW can only shoot to the sides.  
It does fire independently with both the hind and fore sectors in the same turn.

#### 8.8 Destroying TD

At, WE and WW units may fire at TD, destroying one element: on an unmodified roll of '6' for WE and WW; or '5, 6' for At.

## 9. Combat outcome

- If the combat score of a unit is lower than that of the enemy it must recoil and check morale.
- If the combat scores are equal the combat has no effect.

The combat score values are calculated as explained in the corresponding section (7.4).

A unit that shoots but it is not shot back will ignore the combat outcome.

Characteristic rules (11) can modify the final combat outcome.

### 9.1 The Recoil

All units must recoil when they lose combat, except if Cumbersome or have been shot in their rear edge.

To complete the recoil a unit must move straight backwards for a full base depth. Units that cannot complete recoil must still move back as far as possible.

The recoil is entirely blocked if any of the unit flanks is fully contacted by one or more enemy front edges (Fig. 37a) except if the latter are in CC to another unit.

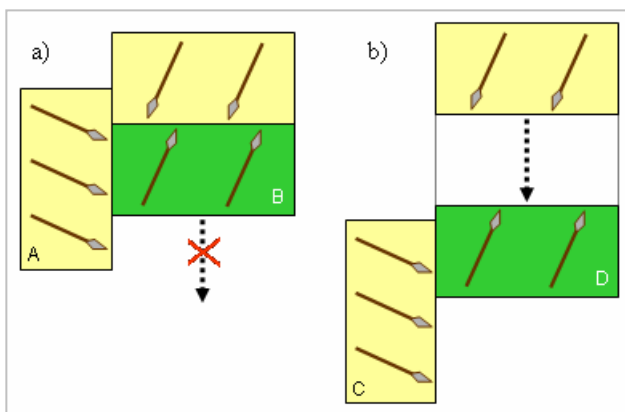


Fig. 37 Recoiling in contact to an enemy front edge

a) Unit B loses combat with a full side edge in contact to an enemy front edge: the recoil is blocked and the morale test will be penalized.

b) Unit D ends the recoil in partial contact to an enemy front edge, therefore it may survive.

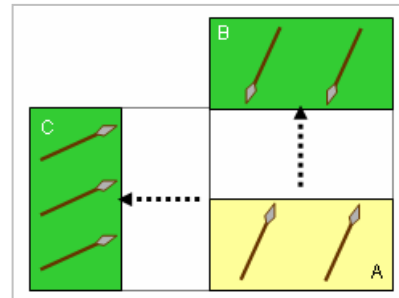
In both cases the units would be destroyed if shaken.

If a unit has its recoil blocked, the ensuing morale test will be aggravated (9.2.1).

Units that provided flank or rear overlaps must also recoil if the assisted unit recoils (Fig. 38).

Fig. 38 Recoil from CC support

A was in CC to B on a CF of 1 to 2. The dice rolls are '4-2' therefore A wins on 5-4. Both B and C have to recoil. If either could not fully recoil he would have to test morale at a disadvantage.



Units that start or end recoil with the rear edge fully in contact to an enemy front edge are immediately destroyed on a recoil result, even if the unit would normally ignore a recoil outcome.

If one unit is in CC to its flank or rear it may be unable to block enemy recoil (Fig. 39).

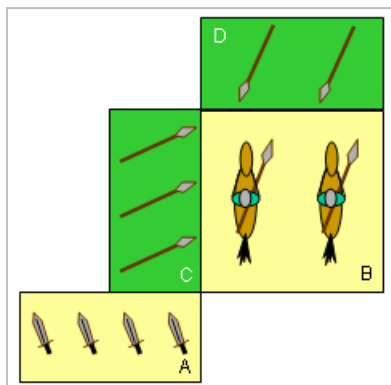


Fig. 39 Recoil from double front edge contact

A is in CC to C and B is in CC to D. As one unit cannot be both in CC and supporting, these are two separate CC.

If B loses it will be able to freely recoil because C is in CC.

### 9.1.1 Recoil through friends

Recoiling through requires that the involved units face into exactly the same direction. The recoiled through units remain in the original place.

- Light troops can recoil through any but Light;
- Mounted can recoil through At, Bw, Cb, Sp and WE.

The maximum recoil through distance is a double base depth and the recoiling unit must find room immediately behind recoiled through troops, pushing them back if necessary, otherwise recoiling through will not be possible.

### 9.1.2 Recoil from shooting

Units that have recoiled once from shooting and that are required to recoil a second time during the same turn become shaken and flee without recoiling (they have already recoiled).

Units that would recoil from shooting on the rear edge do not, checking morale instead with +2 grade (9.2.1).

### 9.1.3 Pushing friends back or forward

Recoiling units that meet friends facing into exactly the same direction (in a parallel position) must push them back or forward, unless allowed to recoil through. Friends other than Light facing into other directions, or which are Cumbersome, may not be pushed and will block the recoil.

Light units may be pushed into any direction if necessary, after first aligning any edge with the recoiling unit by rotating around the base centre (Fig. 40). The pushed unit must have room in the final position otherwise the original recoil is blocked.

Units contacted by an enemy front edge (even partially) may not be pushed by recoiling units.

A push-back is not directly initiated by combat and should not be confused with a recoil.

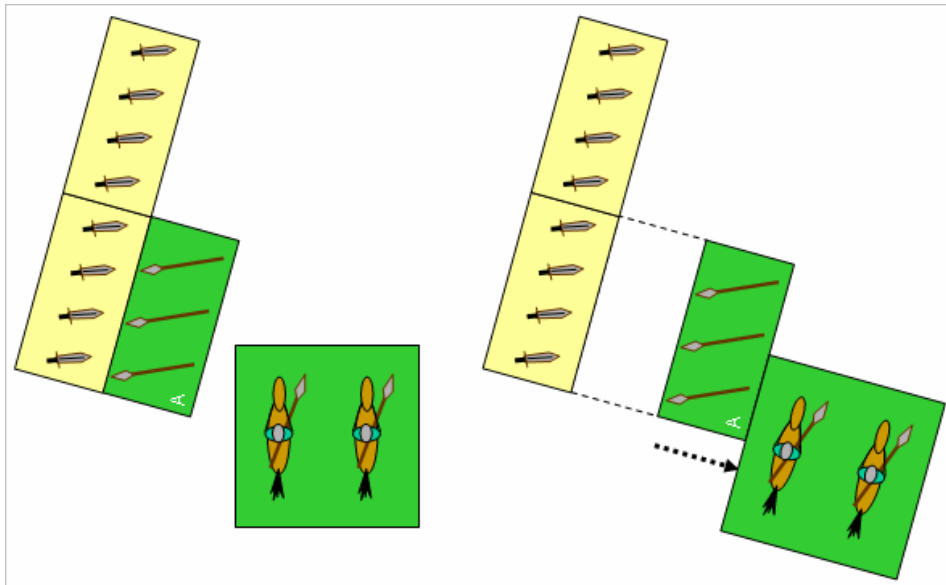


Fig. 40 Pushing back a Light unit

Regrettably A loses CC to an EdH line and has to recoil. The CvL unit will rotate around its centre and will be pushed back by A.

If the rear unit was not Light A would have its recoil blocked.

## 9.2 The morale test

After recoil the unit will have to take a morale test, whose difficulty depends on the severity of the defeat. The basic test grade is equal to the difference of the combat scores. A unit will pass the test on a roll equal to or larger than the grade. On failing a test the unit becomes immediately shaken.

For a grade 1 test there is no need to roll as it would be automatically successful; on a grade of 7 or higher the test automatically fails.

Whenever a natural '6' is scored on the combat dice that means that the victorious unit has attempted a decisive blow. If a unit fails a test and the enemy had scored '6' it will be destroyed.

In the case of two units in contact to the same unit front edge, if the unit in CC tests the other unit must test under the same basic grade -1.

### 9.2.1 Morale test grade modifiers

The basic grade will be modified in the following circumstances:

- 1 if Stubborn
- +1 if Mob
- +2 if the recoil is blocked or unit shot in the rear

Particular vulnerability of the losing unit can modify the grade on a variable degree.

### 9.2.2 Vulnerability

Some units are historically vulnerable to certain enemy types. The vulnerability modifier applies only when the unit loses CC to the front edge of enemy to which it is vulnerable.

Vulnerability table

Unit:	Vulnerable to:	Grade increase
Light mounted	Bw; Cb; Cv	+1
All but Light and EI	EI	+1
Close-order Foot	Band	+1
Cv, Ch, Kn	Bw(e); Cb; Kn, Pk	+1
Close-order Foot on open	Ex; Kn	+2
Light Foot and Hd on open	Cv	+2
EI	Light Foot	+2

Close-order units may be reinforced by close-order friends of the same class aligned behind, canceling one grade increase.

Note: reinforcement because of friends aligned behind may cancel one the vulnerability grade increase, if any; it does never affect the basic morale test grade.

### 9.2.3 Morale test triggered by pursuing

When one unit is directly pushed-back by a recoiling friend that became shaken or was destroyed in CC, then it must immediately take a morale test under the same basic grade -1, if within 100p of the front edge of a pursuing enemy. The Flop or Stubborn modifiers may apply.

If the morale test fails the shaken unit will turn and move away from that enemy front edge (9.3).

These procedures must be completed before the enemy finally pursues.

### 9.2.4 Morale test triggered by demoralized friends

Light units passed through by close order troops fleeing (phase 4) or moving away from enemy (phase 5) must take a morale test grade 3, modified by the Flop or Stubborn characteristics.

### 9.2.5 Units recoiling from CC support

Units in overlap are not in CC and do not usually need to test morale.

Yet if those units have their own recoil blocked they must test with a basic grade of 1, increased by 2 by the block (grade 3). The grade is increased by 1 if the unit in CC is destroyed. Any Flop or Stubborn modifiers apply.

### 9.3 Shaken units

A non-phasing unit shaken because of shooting (phase 1) or any unit shaken from CC (phase 5) will first turn 180° and then take a full move straight forward, turning again in the end if necessary to face the setup edge (the front edge will end parallel to a long table edge). While moving away the unit can only turn once to avoid a side table edge or impassable, otherwise it is destroyed if the move cannot be completed. The interpenetration of friends during this move may occur along the same lines as the flee (9.4).

A phasing unit shaken because of shooting (phase 1) or due to moving away friends (phase 5) turns only to face the setup edge and does not move away (they will flee instead during phase 4).

While turning the unit has lost cohesion and may cross over any units or terrain, but must find room in the final position or will be destroyed.

A shaken unit will be destroyed if it crosses a long table edge, if it is contacted by an enemy front edge, by a recoiling enemy or on losing a shooting round. Units that destroy a previously shaken unit with their front edge do Pursue, except if Cumbersome.

Friendly close-order units may freely cross a shaken unit which will flee for extra 100p.

While shaken, units cannot shoot or provide CC support.

Note: it should be easy to remember which units are shaken due to their peculiar facing.

### 9.4 Flee

All shaken units will spontaneously flee during phase 4. The unit must move straight ahead towards its setup edge, passing through Light friends facing into any direction or through other friends facing into exactly the same or the opposite directions.

If ending over friends the fleeing unit is moved forward if the front edge completely clears other units or ends exactly over a friendly far edge. If the front edge ends over friends it may push them towards the flee direction to find room (Fig. 41). If necessary Light units may rotate on the base center to align one edge with the fleeing unit, before being pushed towards the flee direction.

The flee distance is equal to a full move over open plus 50p (the unit is disorganized and will ignore terrain, with the exceptions below).

A fleeing unit is destroyed when meeting marsh, impassable, enemies, friends that it cannot pass through or that cannot be pushed forward, or on exiting the board.

A shaken unit will continue to flee on each turn until successfully rallied (10.2).

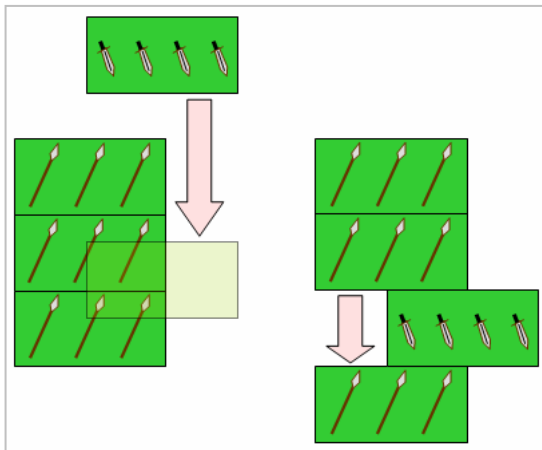


Fig. 41 Flee into friends

A EdH unit flees into a column of SpM. The fleeing unit moves forward and ends to the back of units its front edge cleared. The remainder SpM is pushed back.

If the rear unit could not be pushed back then the fleeing unit would have been destroyed.

### 9.5 Destroyed units

Troops in destroyed units have suffered casualties, fled, demoralized or otherwise lost their will to fight. In any case destroyed units are no longer useful fighting elements and are permanently removed from the game. Disabled expendables are removed but do not count as destroyed.

## 9.6 Evasion

Light units may avoid CC to non-Light units, evading instead of fighting. The intention to evade must be declared as soon as the combat is selected, before dice are thrown. In order to evade the unit must be able to disengage.

After declaring the evasion the unit must evade if its combat die result is odd; if it is even CC is resolved as usual.

While evading the unit must move straight backwards for a full move plus 50p, optionally turning 180° in the final position.

An evading unit will pass through any Light friends in any facing or others facing into exactly the same or opposite direction, except EI and WW.

If ending over Light friends it may be placed beyond if the front edge completely clears those units or may push them towards the evading direction to find room. If necessary Light units may rotate to align one edge with the evading unit, before being pushed towards the evade direction.

If ending over close-order friends it can be advanced towards the evading direction for a maximum of 100p extra, if there is room beyond.

An evading unit can change direction once, only to avoid impassable terrain or a table edge. If for any reason an evasion move cannot be completed it is cancelled.

Evading units may never end in formation: if necessary displace the bases slightly to indicate this.

Note: in reality an evading unit would face away before evading and would eventually turn back only afterwards, therefore the above procedure is a deliberate simplification.

## 9.8 Initiative advance

Under Co orders, victorious close-order units may advance forward up to one base depth, immediately after enemy recoil or evade from CC, if there are any IP left. The basic cost for the initiative advance is 1 IP.

## 10. Command, Rally and Victory

### 10.1 Command stands

Command stands represent the army cohesion and the orders transmission framework, not specific individuals.

An active command stand may move once up to its command radius ignoring terrain other than impassable. Command stands can interpenetrate and be interpenetrated by friends into any direction. Units may end movement over a command stand; in that case just move the command stand away by the necessary minimum.

A command stand does not fight in CC and it is not a valid shooting target. It may be pushed-back into any direction.

If a command stand is contacted by a moving enemy front edge he must take an escape roll of '2+' if contacted by foot or '3+' if contacted by mounted, or he will be captured (removed from the game). On escaping he will evade 400p directly away from the enemy edge. He will be allowed to change direction once only to avoid enemy, a side edge or impassable terrain. Failure to complete the evading move will result in removal.

If the SCo is removed the game is lost by phase 6, with a score at least equal to the full army break-points +1.

### 10.2 Rally

An active Co may try to rally shaken units within its command radius by the end of phase 3. The SCo may attempt to rally all the units within range; other Co may only perform one attempt per turn. A single rally attempt can be made per unit per turn.

A rallied unit can turn 180° for free but can no longer move for the remainder of the turn.

Allied units may only be rallied by their own ACo.

To rally each unit the Co must roll the appropriate value or lower:

- 2 for all close-order units without threatening enemy or Flop.
- 1 in all other cases.

An enemy is threatening if it is not demoralized and any part of the unit touches or is within the lines that prolong the enemy side edges forward. The shortest line must not exceed 300p for enemy Foot and 400p for Mounted.

### 10.3 Victory!

A game will end by phase 6 when one or both armies break. An army will break when it has accumulated a number of break-points. The break values are:

- small game 14 points
- standard game 25 points
- extended game 45 points
- maneuver game 50 points

If both armies break by phase 6 the battle outcome is a draw.

The final game score is rounded down to the next integer.

#### 10.3.1 Unit break-points

Each destroyed unit is worth its AP value in break-points.

Each destroyed baggage unit is worth 4 break-points in the small game, 5 in the standard game and 6 in larger games.

Each shaken unit is worth 1 break-point.

Units removed for a reason other than destruction do not award break-points.

#### 10.3.2 BUA storming

Taking the center of an enemy BUA inflicts a number of break-points to the original owner army equal to that of a destroyed baggage unit. Retaking a BUA will cancel this disadvantage.

#### 10.3.3 Removed Co

Removed Co AP do count towards the army breakdown value.

#### 10.3.4 Strategic break points (optional)

Strategic break-points are accumulated when key sectors are occupied by the opponent and no friendly unit is entirely inside those sectors.

For the standard and extended games: an army will get 1 break-point for each center or flank sector occupied by the enemy. If both flank or center sectors are occupied than one extra break point is awarded, for a maximum of 6 strategic break-points.

For the maneuver game: an army will get 3 break-points if the opponent occupies three of the four central or flank sectors and 2 extra break-points if each of the four sectors is occupied, for a maximum of 10 strategic break-points.

For the 25mm standard game: an army will get 2 break-points if the opponent occupies three of the four central or flank sectors and 1 extra break-point if each of the four sectors is occupied, for a maximum of 6 strategic break-points. For larger games in 25mm it is best that the players or organizers specify which sectors award break-points and their value.

The strategic sectors be located anywhere and set to any value in scenarios, providing adequate game objectives.

#### 10.3.5 Lighting games (optional)

There are several options to decrease the game length, for example:

1. Count shaken units AP as full break-points.
2. Decrease the army break threshold.
3. Remove all shaken units as destroyed.

It may be useful to enforce one or more of these rules after a number of turns or a time limit. With a prolonged fight units will be more likely to break under pressure.

## 11. Unit characteristics

Each unit may have special abilities and liabilities, as indicated in the units table. Characteristic rules may override generic rules.

### 11.1 Single characteristics

**Armour:** enemy that win a CC or shooting round subtract 1 to the score; a loss may become a draw.

**Charge:** the unit adds +1CM if it has moved exclusively over open ground and into CC versus foot in this turn.

**Close-in:** +50p if moving into CC or to contact enemy in CC support.

**Critical:** destroyed when demoralized.

**Cumbersome:** spend one extra IP on moving, once per turn only; cannot be pushed back by friends and does not recoil; does not conform to enemy; the basic move rate is reduced to 50p over difficult.

**Desert:** treat dunes as open terrain; the unit is never affected by a negative modifier related to dunes; move +50p over difficult, except if heavy (H).

**Double Stack:** +2CM in CC to all except SpL, for a second rank unit of the same type, if all are over open ground, either in frontal or flank CC; use the lowest rating in the stack column.

**Expendable:** disabled and removed from the game if draw or lose CC; does not count towards army breakdown.

**Exploit:** +1CM on winning a CC round.

**Fast Shot:** may shoot once in either turn; -1CM if foot in CC to mounted.

**Jumbo:** the unit may opt to recoil after each CC round even if the result was a win; treat river and marsh as difficult ground, ignoring the river penalty of -1CM in CC; move +50p in difficult ground (final rate 100p) except if heavy (H).

When shaken the unit will move away from the enemy, destroying all other units in its path, regardless of whose turn it is; the unit is itself destroyed when this move is done.

**Flop:** +1 to the morale test grade; rally at 1.

**Pursue:** must pursue for a base depth immediately after enemy in contact to its front edge recoil or evade, once per turn. Pursuing occurs only after all enemy units have completed the procedures triggered by the combat outcome. This involuntary move will end on meeting enemy, a board edge or impassable terrain. Units with this characteristic are liable to spontaneously move towards enemy.

**Rear Shot:** +1CM when shooting if supported by a second unit of the same type and rating, aligned behind in column.

**Slow Shot:** may shoot once in phase only; +1CM when shooting over close-order troops, EI and WW; ignore armour and TD.

**Stack:** +1CM in CC to all but SpL, when supported by one rear rank unit of any type with the same designation - or by Bw versus Mtd. - either in frontal or flank CC; use the lowest rating in the stack column. A unit that provided Stack support advances if the supported unit pursues.

**Stubborn:** -1 to the morale test grade; or cancel Flop.

**Swift:** no IP penalty for moving sideways or obliquely forward.

## 11.2 Primary type definitions

The primary type definitions are added after the common unit designation in uppercase. Single type units do not need a type definition suffix.

### **Heavy (H)**

The unit acquires: Armour.

The unit loses: Swift.

Movement rules: can only move over difficult individually or in column, at 100p basic rate.

Cost +0,5AP.

### **Medium (M)**

There are no characteristic or cost changes associated with the medium types.

Movement rules: any movement in line over difficult will cost an extra IP; mounted have their range reduced by 100p over difficult.

### **Light (L)**

The unit acquires: Swift.

The unit loses: Charge and Stack.

Combat: the unit's CF are one point lower than those indicated in the units table; may use the evade rules; when recoiling may be pushed back into any direction.

Movement rules: movement is increased by 50p on open; mounted have their range decreased by 100p over difficult.

## 11.3 Secondary type definitions

A secondary type definition is always added after the primary definition in uppercase.

**Mounted Archers (A):** may apply to Ch, Cv or Cm.

The unit acquires: Fast Shot.

The unit loses: Charge.

Cost: +0.5AP.

**Band (B) or barbarian:** may apply to any close-order unit.

The unit acquires: Close-in; Flop; and Pursue.

Cost: -0.5AP.

## 11.4 Unit ratings

The unit ratings are added to the end of the type definition in lowercase.

The default rating is (o) and need not be indicated. Units eligible for lower or higher ratings are specified in the army lists.

### **Elite (e)**

The unit acquires: Exploit + Stubborn.

Notes:

- both BwMe and BwHe units see their range increased by 50p.
- CvLAe can choose any edge as their shooting edge once per turn.

Cost: +0,5AP.

### **Ordinary (o)**

There are no changes associated with this rating.

### **Inferior (i)**

The unit acquires: Flop.

Notes:

- both BwMi and BwHi have their ranged shortened by 50p.

Cost: -0,5AP.

## 12. Off-board attacks (optional)

One (standard game) or two groups of units (larger games) on each side may be reserved for flank or sea attacks. Such groups may or may not include a Co, but not the SCo.

The involved units are not deployed on setup, instead the commander secretly and clearly writes on a sheet of paper the side edge where that group of units should attack from or if he is planning a sea disembark.

For each off-board group one D6 is rolled for arrival in phase 0: on a '1' the ala has been lost and will not arrive; on '6' it will arrive on the table in the next turn. If the army SCo is regular he may attempt to re-roll a '1' result, but no other. The arrival edge must be announced as soon as it is known to the phasing army.

If the attack is by sea any '1' result will mean that a wreck has occurred and no re-roll will be possible. Sea attacks are only possible from a shore edge, including a specified sector of a long edge in the enemy rear. If the shore feature only occupies one sector, all disembarking units must stay within that sector for the first turn.

The units in the arriving ala are considered within command radius for one turn, but may only be given orders by the closest Co. Also in this turn any accompanying Co may roll the IP die independently, without the need for a messenger die. Movement is measured from the designated edge or Shore.

If arrival is not aborted for any reason, units unable to move onto the battle field are destroyed.

### 12.1 Enemy reaction

Arriving units will force enemy closer than 400p from the arrival table edge or Shore to run straight away from that edge. Running away units will first turn to face such edge and then move backwards for a full move, without recoiling. Running away units may not end in formation.

### 12.2 Simultaneous off-board attacks

If two army off-board attacks arrive simultaneously on the same edge they cancel each other and none will arrive. Add 1 to the arrival die in the following turns.

Good gaming!

\*\*\*\*\*

## APENDIX A

### Special Rules

Special rules apply only when indicated in the army lists. Unlike characteristic rules, special rules are not universal; instead they are usually optional and apply only to selected armies or units in specific lists. These and further custom Special Rules are ideal to adjust the behavior of specific armies or units in scenario games.

Some special rules are optional when indicated: the player may them at his discretion on each occasion.

#### S1. Swift

The Swift characteristic can double as a Special Rule for selected units.

Cost: +0,25AP.

#### S2. Exploit (optional)

The Exploit characteristic can double as a Special Rule for selected units.

Cost: +0,25AP.

#### S3. Incendiaries (optional)

This includes fire grenades, arrow or spear throwers and primitive rockets. If this option is available a nominated unit is replaced with an Incendiary unit. Only an incendiary unit may support another incendiary shooting.

A secretly marked regular unit can be used to hide the position of the incendiary unit until it fires. Yet the opponent should be aware about the presence of incendiaries in the enemy army.

Units that recoil from incendiaries shooting test morale at +2 grade (treat as if the unit was always shot at in the rear).

Cost: +0,50AP.

#### S4. Inciting (optional)

A few units can be inciting to other troops and increase their determination in battle.

A single unit within 300p may rally at -3 once per turn.

Cost: +1,00AP.

#### S5. Sea-born (optional)

The sea-born modifier (variable) is added to the disembark roll on sea attacks by the nominated army. This modifier cannot be added to a roll of '1'.

Cost: 0,00AP.

#### S6. Skirts

The unit gets +1CF versus shooting.

Cost: +0,25AP.

#### S7. Stubborn

The Stubborn characteristic can double as a Special Rule for selected units.

Cost: +0,25AP.

## APENDIX B

### Weather rules (optional)

After the baggage has been placed and before the first ala is fielded roll 2D6 to check for the weather. Subtract 1 in Arid and add 1 in Steppe.

When the first orders roll in each turn yields a double, another weather check will be made in phase 0 of the following turn. In that case roll one 'plus' and one 'minus' D6 and adjust the result on the table.

If the score is under 1 or above 12 then the counter 'bounces-back'. For example if the current score is 3 and the modifier is -4 the final result is 5.

Weather result:

- 2: Unusually hot: any move requires an extra IP (not an initiative advance).
- 3: Strong winds: no shooting is possible and any march move will require an extra IP for units other than camels.
- 4: Very sunny or thick fog: max shooting range = 150p.
- 5: A not so nice but ok day.
- 6: A close to perfect day.
- 7: A perfect day for a battle.
- 8: A close to perfect day.
- 9: A not so nice but ok day.
- 10: Storm: -1CM on shooting and any march move requires an extra IP; sea attacks aborted.
- 11: Pouring: rain turns all open ground into rough; max shooting range = 150p.
- 12: Blizzard: any move requires an extra IP; all the troops are extra Vulnerable at -1; cold and heavy snow makes all shooting impossible; rivers and marsh are frozen and are treated exactly as rough (including impassable lakes or marsh).

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