INTRODUCTION

Please note that this rule version is a draft. The estimated publication date for the 1.0 version is 1.6.2013.
Parts written in red are still under construction.
Download the latest version at: http://www.ancientwargame.com

[1.1] FAIR PLAY

[1.1.1] Dice throwing

Use one of the following dice throwing methods to avoid conflicts with dice that land unevenly.

- Dice are thrown on the playing area. If a die did not land entirely on the plain table it is rerolled. Even if the die is only partly on top of a paper or a terrain piece, or anything else, it is rerolled.
- Use a throwing area or box. Each die which did not land in the box is rerolled.
- Use a throwing cup. Each die which lands on top of another die is rerolled.

[1.1.2] Moving units and measuring

Players can measure distances at any time during the game.

All moves must be measured. Never move the units without measuring unless your opponent agrees that the move is short enough and does not require measuring.

If you are uncertain with the movement you can add a marker behind the unit’s initial position so that the move can be taken back to the exact initial position. If a marker is not used, the move cannot be taken back.

[1.1.3] Terrain pieces

Terrain pieces should be made according to fair play guidelines. Do not make nasty corners or unrealistic edges, such as sawteeth etc.
Players can and should optimise their terrains for their own army, but within fair play.

[1.2] DEFINITIONS

[1.2.1] Base width

All distances in the game are defined in a unit’s base width = BW.

One base width is 40mm (in 15mm figure scale).

[1.2.2] Unit’s edge lines

[1.2.2.1] Front edge line

The front edge line is a line extending along the unit’s front edge.

[1.2.2.2] Side edge lines

The side edge line is a line extending along the unit’s side edge. Each unit has a left and a right side edge lines.

[1.2.2.3] Rear edge lines

The rear edge line is a line extending along the...
ARMY BUILDING

[2.1] UNITS

[2.1.1] Unit

The word unit is used for a rectangular base with one or more figures fixed on it. The size of the base and the number of figures depends on unit type. See section [2.1.4].

Units are defined with three parameters: Class, Type and Specification.

A unit represents 200 to 500 men on the battlefield. This is the smallest group of men that makes a difference from the army commander’s point of view.

[2.1.2] Class

Class is a combination of the unit’s quality, experience, training, and morale. Class affects the unit’s resilience in combat, as well as its ability to manoeuvre on the battlefield.

Unit class can be:

- Militia [M]: Troops recruited from ordinary citizens, or other unwilling or poorly equipped troops.
- Warrior [W]: Troops experienced in or capable of engaging in warfare, especially within the context of a tribal or clan-based society that recognises a separate warrior class.
- Regular [R]: Permanent troops maintained under arms even during peacetime.
- Veterans [V]: Troops with long service in the army and experience from the battlefield.

[2.1.3] Specification

Units may have one of the following specifications to their type:

- Bows [/bow]: Units armed with bows, crossbows, or slings.
- Expendables [/exp]: Heavy chariots driven into troops with full speed, the driver often jumping out of the chariot before it hits the enemy.

1-base-deep [/1]: Heavy or medium foot that prefer a thin formation, usually 6 or less ranks. Also chariots that dismount to fight.

2-bases-deep [/2]: Heavy or medium foot that prefer a deep formation, usually 8-16 ranks.

3-bases-deep [/3]: Heavy foot in so called phalanx formation, often more than 16 ranks deep.

[2.1.4] Type

Type is a combination of the unit’s battle formation, tactics, and equipment. Light troops were mostly used for skirmishing, whereas heavily armoured troops usually fought in dense formations.

Foot troops

Light foot [LF]: Foot fighting in skirmish formation. Their task was usually to harass the enemy or to fight in difficult terrain.

- LF/ - Skirmishing foot with javelins or other throwing weapons.
- LF/bow – Skirmishing foot with bows, crossbows or slings.

Loose medium foot [LMF]: Foot units fighting in loose formation. They are able to fight in terrain, but lack the staying power of heavier foot in the open.

- LMF/bow - Archers or crossbowmen using massed archery, but vulnerable to close combat.
- LMF/1 - Loose fighting infantry armed with javelins or spears, and often carrying shields.
- LMF/2 - Loose fighting infantry with long spears, but no shields. Late medieval peasant spearmen from Friesland or Dithmarschen fall into this troop type.

Medium foot [MF]: Foot units able to fight in terrain, but also able to form a steady line in the open.

- MF/bow - Archers or crossbowmen using massed archery and also able to fight hand-to-hand, such as Janissaries, English longbowmen, or mixed formations of close fighters and bowmen. Also medieval crossbowmen using pavises.

- MF/1 - Medium foot fighting in shallow shieldwall formation, such as Roman auxiliary infantry.
- MF/2 - Medium foot armed with long spears and fighting in deep formation, such as Macedonian peltasts or Greek thureoporoi.

Heavy foot [HF]: Foot fighting in dense formation shoulder to shoulder, or heavily armoured foot such as dismounted knights or heavily armoured foot in the open.

- HF/1 - Heavy foot in shieldwall formation, such as Roman legionaries, Vikings, or Greek hoplites when using shallow formation. Also heavily armoured and skilled soldiers, such as the Varangian guard or Samurai.
- HF/2 - Infantry armed with long spears and in deep formation able to stand against impact cavalry. For example Scottish and Low countries spearmen or Greek Hoplites in deep formation.
- HF/3 - Heavy foot armed with 2-handed pikes in deep formation, such as the Macedonian phalanx or Swiss and Landsknecht infantry.

Levy [Le]: Untrained bodies of men and women forced on the battlefield to increase numbers, or who were unable to avoid battle. Often carrying only improvised weapons.

- Base size: 40mm x 20mm (Width x Depth)
- Figures: 4

Mounted troops

Light cavalry [LC]: Cavalry fighting in skirmish formation. Reluctant to fight hand-to-hand and able to evade enemy foot or heavy cavalry.

- LC/ - Light cavalry with javelins, spears or lances.
- LC/bow - Light cavalry with bows.

Medium cavalry [MC]: Cavalry able to fight in close formation, but can also evade enemy foot if necessary.

- MC/bow - Medium cavalry with bows, such as Turkish, Mongol or Mamluk cavalry.

Heavy cavalry [HC]: Heavily armoured cavalry fighting knee to knee. The close formation reduced their manoeuverability on the battlefield.

- HC/bow - Cataphracts in tight formation with full horse armour, used for example by Scythians and Parthians. European medieval knights who charged aggressively into close combat.

- HC/bow - Cataphracts armed with bows, used for example by Sassanid Persians.

Light Camelry [LCa]: Scouts with camels

- Base size: 40mm x 30mm (Width x Depth)
- Figures: 2

Medium Camelry [MCa]:

- Base size: 40mm x 30mm (Width x Depth)
- Figures: 3

Heavy Camelry [HCa]: Camelry cataphracts

- Base size: 40mm x 30mm (Width x Depth)
- Figures: 3

Elephant [E]: Elephants used in the battlefield to charge solid masses of enemy.

- Base size: 40mm x 40mm (Width x Depth)
- Figures: 1 elephant with crew

Battle chariots

Light battle chariot [LBC]:

- Base size: 40mm x 40mm (Width x Depth)
- Figures: 1 chariot with crew

LBC/1 - Chariots carrying nobles or other warriors, such as Celtic or ancient British chariots. Usually dismounted to fight, but also able to charge into close combat.
[2.2] ARMY BUILDING

Before the battle starts both players must choose the game size and their army lists, and then build armies. This section contains instructions on how to build an army.

When building an army there are three things to consider: maintenance equivalents, army maintenance level and manpower.

[2.2.1] Maintenance equivalents

Maintenance equivalents are points that are used to buy units in the army list. Each unit in the army has a specified cost in maintenance equivalents, which simulates how much effort is required to equip, train and sustain the unit. Cavalry and veteran units need more maintenance than poorly armoured peasant infantry.

The ME cost of units can be found in the unit cost table.

[2.2.2] Game size and army size

The game size is defined in maintenance equivalents (ME) and must be decided before building an army. A typical game size is 100 ME.

The army size can differ from the game size, but this will affect the maintenance level (ML) of the army. A player can choose to build an army that is larger than the game size, but this means that the army’s maintenance level will be lower. The other possibility is to make a smaller army with a higher maintenance level.

[2.2.3] Maintenance level

The basic maintenance level is 3, when the army size equals the game size. Choose the army size and ML from the table below:

<table>
<thead>
<tr>
<th>ML Size</th>
<th>Army size (ME)</th>
<th>100 ME Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Game size +30%</td>
<td>130 ME</td>
</tr>
<tr>
<td>1</td>
<td>Game size +20%</td>
<td>120 ME</td>
</tr>
<tr>
<td>2</td>
<td>Game size +10%</td>
<td>110 ME</td>
</tr>
<tr>
<td>3</td>
<td>Game size</td>
<td>100 ME</td>
</tr>
<tr>
<td>4</td>
<td>Game size -10%</td>
<td>90 ME</td>
</tr>
<tr>
<td>5</td>
<td>Game size -20%</td>
<td>80 ME</td>
</tr>
<tr>
<td>6</td>
<td>Game size -30%</td>
<td>70 ME</td>
</tr>
</tbody>
</table>

[2.2.4] Army manpower (MP)

Manpower is only used to give the opponent a feeling of the army size.

The manpower of the army can be calculated by multiplying the number of units by the game scale. The basic game scale is 500 men / unit. The players can choose to modify the game scale to get manpowers closer to a historical battle size.

[2.2.5] Selecting Units

The army can select unit types listed in its army list. Section [2.3.] contains instructions on how to select units from the army list.

The sum of the maintenance equivalents (ME) of all units selected to the army cannot exceed the army size.

[2.2.6] Generals

Every army must have a command-in-chief (C-in-C), and may have up to three other generals. Other generals can be sub- or ally-generals.

The player can choose to take 0-3 sub- or ally-generals according the rules below. There is no extra cost for the generals.

Commander-in-chief

The C-in-C is the commander of the entire army. He provides better control of his units than sub- or ally-generals.

Sub-generals

Sub generals are of the same nation as or otherwise trusted by the C-in-C. They make it easier to give orders to units that are far away from the C-in-C. However they reduce the C-in-C’s authority.

Ally-generals

Ally generals represent the generals from different tribes and nations or other unreliable generals.

Each allied contingent (see rule 2.3.8.1.) must include one general and that general is called an ally-general. This is the only way to take ally generals. An ally contingent cannot include more than one an ally general.

[2.2.7] General’s unit

A general is always part of a unit. Each general must be assigned to a unit in a army. Any unit in the army can be selected, except the C-in-C or sub general cannot be in a unit which belongs to an ally contingent. An ally-general must be assigned to a unit belonging in its contingent.

The unit with a general must be distinguishable from other units, by including a banner or some other clearly visible sign.

[2.2.8] Baggage

Each army must have one unit of baggage. Baggage must be either mobile or fortified. Fortified baggage has a better battle value than mobile baggage, but limits the battle strategies available for the army.

The unit class of baggage is always militia.

Short introduction to build an army

1. Choose the army list you want to use.
2. Choose the game size (ME).
3. Choose the army maintenance level (ML), which will determine your army size at maintenance equivalents (ME).
4. Build your army by choosing units from your army list.
5. Choose 1 to 4 generals for your army and assign them to units.
6. Calculate the manpower (MP)
The following rules apply to a tribal army:

- **Main troops:** The class of main troops can be Militia, Warrior or Veteran. At least half of bases of each main troop type must be **Warrior**.
- **Support troops:** The class of support troops can be either Militia or Warrior.
- A tribal army is less vulnerable to loss of morale when a general is lost. See section [9.1.1.1].
- A tribal army may use a fortified village. See rule [3.3.2.8].

### Tribal army

**Standing army**

Standing armies are formed in tribal or clan structures. They didn’t normally have a standing army, but usually all adult males were expected to fight. This army type includes Celtic and German armies, tribal steppe armies such as Skythian, Turks and Mongols before their conquests.

The following rules apply to a tribal army:

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- A tribal army may use a fortified village. See rule [3.3.2.8].

### Mercenary army

Mercenary armies were composed of a variety of troops, foreign or domestic, fighting for loot or pay. Mercenary armies were effective but unreliable.

The following rules apply to a mercenary army:

- **Main troops:** The class of main troops can be Militia, Warrior or Regular. At least half of bases of each main troop type must be **Militia**.
- **Support troops:** The class of support troops can be either Militia or Regular.
- A mercenary army may use a fortified village. See section [3.3.2.8].

### Main, support and limited troops

The available units in an army list are listed as:

<table>
<thead>
<tr>
<th>Unit</th>
<th>Militia</th>
<th>Warrior</th>
<th>Regular</th>
<th>Veteran</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foot</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HF,</td>
<td>2 2,5</td>
<td>3 3,5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MF,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LMF</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Le</td>
<td>1 1,5</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>LF</td>
<td>1 1,5</td>
<td>2 2,5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HC,</td>
<td>3 4</td>
<td>5 6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MC,</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LC</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HBC</td>
<td>4 5</td>
<td>6 7</td>
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<td></td>
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<tr>
<td>MBC</td>
<td></td>
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<tr>
<td>LBC</td>
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<td></td>
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</tr>
<tr>
<td>Others</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Ei</td>
<td>5 6</td>
<td></td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>WW</td>
<td>5 6</td>
<td>7 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LA</td>
<td>4 - 6</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MA</td>
<td>5 -</td>
<td>7 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HA</td>
<td>5 -</td>
<td>7 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bg</td>
<td>0 -</td>
<td>- -</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Mercenary army

Mercenary armies were composed of a variety of troops, foreign or domestic, fighting for loot or pay. Mercenary armies were effective but unreliable.

The following rules apply to a mercenary army:

- **Main troops:** The class of main troops can be Militia, Warrior or Regular. At least half of bases of each main troop type must be **Militia**.
- **Support troops:** The class of support troops can be either Militia or Regular.
- A mercenary army may use a fortified village. See section [3.3.2.8].

### [2.3.3] Main, support and limited troops

The available units in an army list are listed as:

<table>
<thead>
<tr>
<th>Unit</th>
<th>Maintenance equivalents (ME)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Militia</td>
</tr>
<tr>
<td>Foot</td>
<td></td>
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<tr>
<td>HF</td>
<td>2 2,5</td>
</tr>
<tr>
<td>MF</td>
<td></td>
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<tr>
<td>LMF</td>
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<tr>
<td>MC</td>
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<tr>
<td>LC</td>
<td></td>
</tr>
<tr>
<td>HBC</td>
<td>4 5</td>
</tr>
<tr>
<td>MBC</td>
<td></td>
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<tr>
<td>LBC</td>
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<tr>
<td>Ei</td>
<td>5 6</td>
</tr>
<tr>
<td>WW</td>
<td>5 6</td>
</tr>
<tr>
<td>LA</td>
<td>4 - 6</td>
</tr>
<tr>
<td>MA</td>
<td>5 -</td>
</tr>
<tr>
<td>HA</td>
<td>5 -</td>
</tr>
<tr>
<td>Bg</td>
<td>0 -</td>
</tr>
</tbody>
</table>

### [2.3.4] Tribal army

Tribal armies represent armies from cultures formed in tribal or clan structures. They didn’t normally have a standing army, but usually all adult males were expected to fight. This army type includes Celtic and German armies, tribal steppe armies such as Skythian, Turks and Mongols before their conquests.

The following rules apply to a tribal army:

- **Main troops:** The class of main troops can be Militia, Warrior or Veteran. At least half of bases of each main troop type must be **Warrior**.
- **Support troops:** The class of support troops can be either Militia or Warrior.
- A tribal army is more likely to use a fortified village. See rule [3.3.2.8].

### [2.3.5] Citizen Army

Citizen armies usually came from city states, or a league formed by several city states, such as many ancient Greek city states or Communal Italians. They were strong when defending their city or state, but less effective in attack.

The following rules apply if the army type is **Citizen**.

- **Main troops:** The class of main troops can be Militia, Warrior or Regular. At least half of bases of each main troop type must be **Militia**.
- **Support troops:** The class of support troops can be either Militia, Warrior or Regular.
- A citizen army gets a -2 modifier to its die score when determining who is the attacker of the game. See section [3.1.1.1].
- A citizen army may use a fortified village. See section [3.3.2.8].
main troops, support troops and limited troops. Units that are part of an ally contingent are not counted to the limits below.

[2.3.3.1] Main troops
The army must spend at least 25% of its maintenance equivalents (ME) on each unit type in main troops.
For example, if an army has two main troop unit types it must spend at least 25% of ME on each of them. Thus at least 50% of ME must be spent on main troops.

[2.3.3.2] Support troops
The army can spend up to 25% of its maintenance equivalents (ME) on each unit type in support troops.
For example, if an army has three support troop unit types it can spend 0-25% of ME on each of them. Thus up to 75% of ME can be spent on support troops as long as the main troop requirements are met.

[2.3.3.3] Limited troops
The army can spend up to 25% of its maintenance equivalents (ME) on limited troops. Even if there are multiple limited troop types available, no more than 25% of ME can be spent.
For example, if an army has four limited troop unit types it can spend 0-25% of ME in total on limited troops. They can be chosen in any combination as long as the total does not exceed 25% of ME.

Unit class options for limited troops are not dependent on army type. They are always given in the army lists.

[2.3.4] Allies

[2.3.4.1] Allied contingent
Some armies may include an allied contingent. Units available to the contingent and their classes are given in an ally sub-list of the main army list.

At least half of the units of an ally contingent must be first unit type listed in the ally contingent sub-list.
The army can spend up to 25% of its maintenance equivalents (ME) on an ally contingent.

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**Army building example: (OLD!!!)**
Matti wants to play a game. Here is example how he build an army:
1. He chooses to play with Kingdom of France.
2. The game size will be 50 ME
3. He will choose to make army with an average maintenance level (ML). Thus he chooses three maintenance levels and have 50 points (ME) to use for the army building.
4. First he chooses main troops. He must take at least 25% x 50 ME each unit type. This means he must take HC units at least 12,5 points. Half of main troops must be veterans in a feudal army.
He chooses 5 veteran units and 4 warrior units, which totally costs 23 points. And yes, at least half of those are veterans.
He also decides to use four generals and name one veteran unit as C-in-C. One veteran and two warrior units will be sub generals.
5. Now it is time for support units. Maximum amount for each support troop type (12,5 ME here). Matti takes as much foot sergeants and crossbowmen as possible. He chooses to take those in warrior class. Another option is militia.
6. Matti has two points left for limited troops. With those points he can choose two militia archers.
7. No allies are chosen.
8. The total cost of the units is 50 ME. So not too big, not too small.
9. The total number of units is 31.
10. The breakpoint is 50% of the number of units, which is 15,5. There are no need for half points in the game, thus the breakpoint is 16.
PRE-BATTLE

[3.1] BATTLE SETUP
Before the battle can start there are several considerations that need to be determined. The weather and terrain can have a major effect on the result of the battle, also the generals need to make decisions regarding their strategy for the battle – they can decide to hold their position and see what the enemy is up to, to try to execute a flank march or, if the situation looks bad, withdraw. If the army has a poor maintenance level then the only option is an all-out attack.

[3.1.1] Battle setup procedure
The battle setup follows the following steps:
1. Determine who will be the attacker and the defender. Both players roll a D6. The one who rolls higher is the attacker, the one who rolls lower is the defender. Re-roll any ties until there is a winner.
2. Determine weather.
3. Terrain setup.
4. Choose battle strategy.
   - If the battle is delayed redo steps 2 and 3.
   - If the battle is to be fought, continue to step 5.
5. Army Deployment.

[3.2] WEATHER
Weather can have a dramatic effect on the result of the battle. Therefore the first thing a general does in the morning is to look out of his tent and hope that the weather gods are in his favour today.

To determine the weather the attacker rolls a D6 and consults the table below:

1: Perfect weather (Extreme heat)
2-3: No weather
4: Mist (Fog)
5: Windy (Storm)
6: Rain (Pouring rain)

If the battle is delayed until the next day, due to the generals' strategy, the weather is determined again.

If the same weather is rolled for two consecutive days the weather effect inside the brackets applies.

Northern Europe Weather
If the defender's home terrain is Northern Europe then the first weather roll is rolled with two D6 and the highest one is chosen. If the battle is delayed, then only one D6 is used for the following rolls.

Arabian Peninsula and Saharan Africa Weather
If the defender's home terrain is the Arabian Peninsula or Saharan Africa then the first weather roll is rolled with two D6 and the lowest one is chosen. If the battle is delayed, then only one D6 is used for the following rolls.

Each list contains two compulsory terrain pieces which must be taken. The four other pieces can be of any type, except those not available to that home terrain type.

[3.2.1] Weather effects
The following weather effects apply to the game.

Note: Visibility, cohesion and shooting modifiers are explained later.

Extreme heat
- All orders cost 1 extra point in the strategic movement sequence. The advance order however always costs 1 extra command point.

Mist
- Poor visibility (maximum visibility 8BW)
- If the two lowest command dice are equal then the mist immediately disappears for the rest of the battle.

Windy
- -1 modifier for cohesion dice rolls for units with bow specification performing distance battle action.

Storm
- -1 modifier for cohesion dice rolls for units performing distance battle action.
- Limited visibility

Rain
- -1 modifier for cohesion dice rolls for the units performing distance battle action.

Pouring rain
Pouring rain not only makes bows useless but also turns soft ground and hills into muddy swamps.
- -1 modifier for cohesion dice rolls for the units performing distance battle action.
- All terrain pieces are counted as difficult for movement and combat.
- No road bonus.

[3.3] TERRAIN

[3.3.1] Home terrain
The defender must provide the terrain pieces for the battle. The terrain must fulfil the following rules:
- A player must provide 6 pieces of terrain.
- Four of these pieces must be basic pieces.
- A maximum of two terrain pieces may be bare hills.
- Only one river and one village can be chosen.
- Only one road can be chosen, but the player can choose to setup one or two pieces for road in the position procedure.

Northern, Central, Western and Eastern Europe
Compulsory: Woods, Light woods
Not available: -

Persia, Caucasus and Central Asia
Compulsory: 2 x Hill/rocky
Not available: -
Eurasian Steppes
Compulsory: 2 x Hill/open
Not available: Dunes

South and Southeast Asia
Compulsory: 2 x Woods
Not available: -

East Asia
Compulsory: 2 x Woods
Not available: -

### [3.3.2] Terrain types
Terrain types may have a visibility limit and can count as either open or difficult ground for movement and combat as illustrated in the terrain table.

#### [3.3.2.1] Hill
Hill terrain pieces represent higher ground on the battlefield.

A hill terrain piece can be either bare or covered. The defender can choose to have woods, orchards, light woods, brushes, rocky or dunes on the hill.

If the hill is bare it is counted as open ground for both movement and combat.

#### [3.3.2.2] Woods
Wooded terrain pieces represent forests which are dense enough to make movement difficult for close formations.

#### [3.3.2.3] Light Woods
Light wooded terrain pieces represent areas which are not dense enough to make movement difficult but do hinder close battles in tight formations.

#### [3.3.2.4] Orchards
Orchard terrain pieces represent areas of maintained fruit producing trees.

#### [3.3.2.5] Brush
Brush terrain pieces represent large areas of brush without taller trees thus allowing greater visibility than woods.

Chariots, artillery and war wagons count brush terrain pieces as difficult for movement. For other unit types brush is considered open for movement.

#### [3.3.2.6] Rocky
Rocky terrain pieces represent areas of broken ground.

#### [3.3.2.7] Dunes
Dunes represents low sandy hills.

Camelry counts dunes as open for movement. For other unit types dunes are considered difficult for movement.

#### [3.3.2.8] Village
A village represents a residential area in the defender’s home territory.

Normally a village is unfortified, but the defender can declare it to be a fortified village if their army type is feudal, tribal or citizen. In this case the defender’s battle strategy must be defend unless the battle was delayed.

A fortified village differs from other terrain pieces. Separate movement rules are used. See rule... Units inside the village do not have exact positions. When units are deployed in, or moved into, the village they are placed inside the terrain piece but their exact position is irrelevant.

#### [3.3.2.9] Marsh
Marshy areas cause problems for movement and close battle because of the soft nature of the ground.

Chariots, artillery and war wagons cannot move in or into marsh terrain pieces.

#### [3.3.2.10] River
Rivers represent streams or brooks which can be waded during a battle.

#### [3.3.2.11] Road
Roads represent wide enough thoroughfares to move larger formations faster than they could be moved across open ground.

---

**Terrain table**

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Visibility</th>
<th>Movement</th>
<th>Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hill</td>
<td>-</td>
<td>Open / Difficult</td>
<td>Open / Difficult</td>
</tr>
<tr>
<td>Woods</td>
<td>1 BW</td>
<td>Difficult</td>
<td>Difficult</td>
</tr>
<tr>
<td>Orchards</td>
<td>2 BW</td>
<td>Difficult</td>
<td>Difficult</td>
</tr>
<tr>
<td>Light woods</td>
<td>2 BW</td>
<td>Open</td>
<td>Difficult</td>
</tr>
<tr>
<td>Brushes</td>
<td>8 BW</td>
<td>Open</td>
<td>Difficult</td>
</tr>
<tr>
<td>Rocky</td>
<td>-</td>
<td>Difficult</td>
<td>Difficult</td>
</tr>
<tr>
<td>Dunes</td>
<td>8 BW</td>
<td>Difficult</td>
<td>Difficult</td>
</tr>
<tr>
<td>Village</td>
<td>0,5 BW</td>
<td>Difficult</td>
<td>Difficult</td>
</tr>
<tr>
<td>Fort.village</td>
<td>-</td>
<td>-</td>
<td>Difficult</td>
</tr>
<tr>
<td>Fields</td>
<td>-</td>
<td>Difficult</td>
<td>Open</td>
</tr>
<tr>
<td>River</td>
<td>-</td>
<td>Difficult</td>
<td>Difficult</td>
</tr>
<tr>
<td>Road</td>
<td>-</td>
<td>Open</td>
<td>Open</td>
</tr>
<tr>
<td>Marsh</td>
<td>-</td>
<td>Difficult (N/A)</td>
<td>Difficult</td>
</tr>
<tr>
<td>Water corner</td>
<td>-</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

---

**[3.3.2.12] Water features**

Water features represent lakes or larger rivers which delimit a battlefield.

Water features must be corner terrain pieces. No units can move in or into a water feature.

#### [3.3.3] Visibility

Visibility is limited by enemy units and terrain pieces, except rivers and roads.

##### [3.3.3.1] Line of sight

Units are visible to each other if a straight line can be drawn between them, from any point of a unit to any point of the other unit, and:

- the distance of the line is no longer than the maximum visibility.
- the distance of the line is no longer than the visibility allowed by any terrain piece it intersects.
- hills do not impede the line. See chapter [3.3.3.2]
- the line does not intersect any additional non-friendly unit (for either of the the two units checking the visibility).

##### [3.3.3.2] Hills blocking visibility

Hills block visibility if a line can be drawn from the peak point of the hill to the edge of the hill and the line does not cross or touch either of the units for which the visibility is being checked.

The minimum visibility on a hill is, however, always 1 BW.

##### [3.3.3.3] Maximum visibility

The maximum visibility is 16BW, except in fog or mist where it is 8BW.
[3.3.4] Terrain setup

The battle is fought in the defender's home terrain.

The defender determines all of the terrain pieces to be used by both players in the battle. The defender must fully define all of the terrain pieces and their types.

The terrain is setup in turns. The attacker begins. The player whose turn it is chooses a terrain piece not yet chosen and then either places it on the table or discards it. Compulsory terrain pieces cannot be discarded.

[3.3.4.1] Terrain position

After choosing a terrain piece, except river or road, the player rolls a D6 and places the piece according to the result.

1. A basic terrain piece must be closer to the player's rear edge than the centre point of the table.
   A corner terrain piece must be placed in either corner of the player's rear edge.

2. A basic terrain piece must be closer to the opponent's rear table edge than the centre point of the table.
   A corner terrain piece must be placed in either corner of the opponent's rear table edge.

3. A basic terrain piece must be closer to the left table edge than the centre point of the table.
   A corner terrain piece must be placed in either corner of the left table edge.

4. A basic terrain piece must be closer to the right table edge than the centre point of the table.
   A corner terrain piece must be placed in either corner of the right table edge.

5. A basic terrain piece must touch another terrain piece or a table edge if no terrain pieces exist in the table.
   A corner terrain piece can be placed in any corner.

6. A basic terrain piece must be at least 6 BW away from other terrain pieces and all table edges.
   A corner terrain piece can be placed in any corner.

The left and right edges are viewed from the placing player's perspective.

The corner of the corner terrain piece must always touch a table corner.

If the terrain piece cannot fit onto the table or it overlaps with other terrain pieces already placed it is discarded.

[3.3.4.2] Village setup

If a player chooses to setup a village, then the village is counted as friendly for that player. The player gets one extra maintenance level immediately.

A village cannot be placed in the enemy's deployment area (see [3.5.3]). Otherwise the setup is done according the normal terrain setup procedure.

[3.3.4.3] River and road position

Rivers and roads are not placed in the normal way. When a player chooses a river or road they choose one table edge. If the terrain piece is a river then the enemy's rear edge cannot be chosen.

After the table edge is chosen the player selects one corner of that edge and the end point of river/road is determined by rolling 2D6. The sum of dice is the distance in BWs directly away from the chosen edge. This process is then repeated for the other corner. The river/road is then placed between these two points.

If a river overlaps a hill terrain piece it is discarded.

[3.3.4.3] Field position

If a village exists in the table, the player can choose to place a field terrain piece to a position where it touch that village rather than roll the position according the normal position procedure.

Terrain setup example:

In this example the bottom edge is the own table edge. The number in terrain piece is the score of the setup die.

1: The terrain piece is closer to the own table edge than the centre point.
2: The terrain piece is closer to the enemy rear edge (note also corner terrain rule)
3: The terrain piece is closer to the left edge than the centre point.
5: The terrain piece touch an edge.
6. There are just enough space for the terrain piece to be legally deployed.

River and road example:

A player chooses to setup a river. He chooses to setup it to left edge. For first corner he rolls 2D6 -> 6, thus the end of the river is moved 6BW from the corner. For the other corner he rolls 7.

For road he chooses own rear edge and rolls 5 and 10 for the corners.

Note that river can overlap road.
### BATTLE STRATEGY

After the terrain setup and the weather roll both players secretly select their battle strategy. Each player uses one die, selecting the die value according to the table below, to nominate the battle strategy whilst hiding the die:

1. Prepare for battle.
2. Outflank (only if at least 1 ML left)
3. Probe (only if at least 1 ML left)
4. Defend (only if at least 1 ML left)
5. Foray (only if at least 1 ML left)
6. Withdraw (only if at least 1 ML left)

Now both players reveal their strategies and apply the rules below.

#### Prepare for battle

The army does not lose any maintenance levels.

Battle is delayed on 5+ if both players chose "prepare for the battle". In this case the terrain setup is not done again.

#### Withdraw

Withdraw may be necessary if you want to avoid fighting in difficult weather or terrain.

The army loses one maintenance level.

The battle is automatically delayed to the next day if the opponent selected "defend", "outflank" or "withdraw".

If the opponent chose "prompt attack" the withdrawing player rolls D6. One a result of 5 or more the battle is delayed to the next day. Otherwise the the battle is fought.

If the opponent selected "prepare for battle" or "probe" the withdrawing player rolls D6. On a result of 2 or more the battle is delayed to the next day. Otherwise the the battle is fought.

An army with a fortified baggage cannot choose withdraw.

#### Foray

The army loses one maintenance level.

The opponent suffers for a hasty prepare unless its battle strategy is "probe".

#### Outflank

The army loses one maintenance level.

The outflanking army can send up to 50% of the total number of units for flank march. The units can be sent on either of the flanks. Before the deployment starts the player must write down which units are sent on which flank.

Player can also choose to send none of his units to the flank marches.

If the opponent chose "defend" the flank marches arrive one turn earlier than normally.

#### Defend

The army loses one maintenance level.

If the game ends in a draw, the defending army gets a "winning draw".

If both players selected defend, the battle is delayed.

If the opponent chose "outflank", the flank marches arrive 1 turn earlier than normally.

#### Probe

The army loses one maintenance level.

The probing army gets advantage for the deployment rolls if the enemy's battle strategy is not "defend" or "probe".

Army with "probe" strategy never needs to use hasty prepare.

#### Loss of maintenance level

The loss of maintenance levels simulates the lost resources during delaying or otherwise challenging operations.

The army's maintenance level cannot end negative. If the player's army doesn't have enough maintenance left he cannot choose a battle strategy which needs a ML.

#### Delayed battle

If battle was delayed then repeat the weather roll and terrain setup procedure and select new strategies.

If the battle was delayed because the both players chose "prepare for the battle", then only weather is rolled again and new battle strategies chosen. New terrain setup is not done.
## PREPARE FOR THE BATTLE

<table>
<thead>
<tr>
<th>Effects</th>
<th>Opponent battle strategy</th>
</tr>
</thead>
</table>
| Prepare for battle |![Battle is delay on 5+](#)
| Outflank | -
| Probe | -
| Defend | -
| Foray | Hasty preparation (turns 1-3)
| Withdraw | -
| Opponent | New Terrain setup is not done.
| Send flank march | Advantage for deployment rolls.
| Draw advantage | -
| Battle is delayed on 3+ |

## OUTFLANK

<table>
<thead>
<tr>
<th>Effects</th>
<th>Opponent battle strategy</th>
</tr>
</thead>
</table>
| Prepare for battle | Send flank march
| Outflank | Send flank march
| Probe | Send flank march
| Defend | Send flank march (turn 1)
| Foray | Send flank march Hasty preparation (turn 1)
| Withdraw | Battle is delayed |
| Opponent | -
| Send flank march | Advantage for the deployment rolls
| Draw advantage | -

## PROBE

<table>
<thead>
<tr>
<th>Effects</th>
<th>Opponent battle strategy</th>
</tr>
</thead>
</table>
| Prepare for battle | Advantage for deployment rolls
| Outflank | Advantage for deployment rolls
| Probe | -
| Defend | -
| Foray | Adv. for depl. Rolls Hasty preparation (turn 1)
| Withdraw | Advantage for deployment rolls |
| Opponent | -
| Send flank march | -
| Draw advantage | -
| Battle is delayed on 3+ |

## DEFEND

<table>
<thead>
<tr>
<th>Effects</th>
<th>Opponent battle strategy</th>
</tr>
</thead>
</table>
| Prepare for battle | Draw advantage
| Outflank | Draw advantage
| Probe | Draw advantage
| Defend | Battle is delayed
| Foray | Hasty preparation (turn 1)
| Withdraw | Battle is delayed |
| Opponent | -
| Send flank march | Advantage for the deployment rolls |

## FORAY

<table>
<thead>
<tr>
<th>Effects</th>
<th>Opponent battle strategy</th>
</tr>
</thead>
</table>
| Prepare for battle | -
| Outflank | -
| Probe | -
| Defend | -
| Foray | -
| Withdraw | Battle is delay on 3+ if not then hasty preparation (turns 1-3) |
| Opponent | Hasty preparation (turn 1)
| Send flank march | Adv. for depl. Rolls Hasty preparation (turn 1)
| Draw advantage | Hasty preparation (turn 1) |
| - | -

## WITHDRAW

<table>
<thead>
<tr>
<th>Effects</th>
<th>Opponent battle strategy</th>
</tr>
</thead>
</table>
| Prepare for battle | Battle is delay on 3+
| Outflank | Battle is delay on 3+
| Probe | Battle is delay on 3+
| Defend | Battle delayed 3+
| Foray | Hasty preparation (turns 1-3)
| Withdraw | |
| Opponent | -
| Advantage for the deployment rolls | -
| Draw advantage | -
[3.5] DEPLOYMENT

At the deployment sequence each player first deploys the baggage according the rule [3.5.1] and then the armies according the rule [3.5.2]

[3.5.1] Baggage setup

The defender deploys his baggage on the table first. Then the attacker deploys his baggage.

Baggage must be deployed

- at the position where at least one edge is fully in open ground or the baggage is touching a road.
- at least 6BW away from the table side edges and the table middle line.

[3.5.2] Deployment order

The armies are deployed at four step:

1. Centres
2. Wings (right or left) **
3. Wings (right or left)
4. Reserve

At the beginning of each step both players roll a die and add following modifiers:

- +2 if the battle strategy of the army was "probe"
- -1 if the army contains at least twice as much heavy, EL and Le units than the opponent's army *
- +1 if the army contains at least twice as many light units than the opponent's army. Cavalry, camelry or chariot units are counted as two units *.

The player with lower result deploys his units first at the current step. Reroll ties.

* Players must reveal the number of light units and the sum of heavy, EL and Le units at the beginning of the deployment step.

** The player who does not start the deployment step two chooses which wing (flank) he will deploy. The opponent must then deploy the opposing flank.

[3.5.3] Deployment areas

[3.5.3.1] Centre deployment area

Units which are deployed at the centre must fulfill following limitations:

- The centre zone is limited by two lines which are perpendicular to the rear edge at 3BW away from the closest point of the baggage. All units in the centre must be at least partly inside these lines.
- All units must be at least 2 BW away from the table middle line.
- No units can be closer than 6 BW to the table side edge.

[3.5.3.2] Flank deployment area (wings)

Units which are deployed at the flanks must fulfill following limitations:

- Flank deployment area is limited by the same perpendicular line than the centre. Units which are deployed to the flank area, must be at least partly outside of that line (other side than the baggage).
- Flank deployment area is also limited by a line which is perpendicular to the rear edge and 10BW away from the closest point of the baggage. All units in that flank must be at least partly inside this line.
- All units must be at least 2 BW away from the table middle line.
- No units can be closer than 6 BW to the table side edge.

[3.5.3.3] Reserve

Units which are deployed at the reserve step must fulfill following limits:

- The units must be entirely at or inside a rectangle which edges are 2 BW away from the edges of the baggage.
- No units can be closer than 6 BW to the table side edge.
- All units must be at least 2 BW away from the table middle line.

[3.5.3.4] Village

The player who setup the village can deploy units in a village at same step when the baggage is deployed. Those units must have at least three corners in the village.

No more than 25% of total number of the units can be deployed in the village.

The army defending fortified village must deploy at least 10% of its units inside the village.

The opponent must deploy further than 2BW away from the village.

[3.5.3.5] Corner terrains

These rules apply to any corner terrain, except village.

If a player has a corner terrain touching the player's own rear edge the following rules apply

- No enemy unit can deploy closer than 6BW to the corner terrain, except units in a village.
- If the terrain is counted as difficult for movement or/and close battle the player can deploy LMF and LF units in the terrain when deploying units on that flank (step 2 or 3). These units must have at least three corners inside the terrain.
- If the terrain is counted open for movement and close battle the player can deploy any units in the terrain when deploying units on that flank (step 2 or 3). These units must have at least three corners inside the terrain.

[3.5.3.6] Light foot in terrain

Light foot units can be deployed closer than 6BW from the table side edge if at least partly inside a terrain piece which is counted difficult either for movement or for close battle. These units must have at least three corners inside the terrain.

[3.5.3.7] Temporary fortifications

A standing or mercenary army which battle strategy is defend may choose to build temporary fortifications.

The player may choose to deploy units behind temporary fortifications at the same step when the baggage is deployed. Those units can be deployed in any deployment are.

For each group of units behind a temporary fortification one regular or veteran unit is subtracted from the army. That unit cannot be used in the game. The army size is also reduced.

The player should add some markers front of units, which indicates that those units are fortified.
TURN ORDER

The game is played in turns. In one turn both players have their own bounds.

[4.1.1] First bound
Both players roll a die and add the current maintenance level of their army to the die value. The player with the higher value can choose which one goes first.

[4.1.2] Active and passive player
The player who is playing his bound is called the active player and the opponent is the passive player.

[4.1.3] Bound sequence
Each bound follows the below sequences which all must be played in the order shown:

1. Command & Morale points
2. Movement sequence
3. Combat sequence
4. Strategic movement sequence
5. Morale sequence

[4.1.4] Command points
The active player rolls three dice to determine the number of the command points available on that turn.

[4.1.4.1] Command die and Morale die
The die with highest value is discarded. The player must allocate these two dice to:

- A command die, which is used at the movement sequence and also at the strategic movement sequence.
- A morale die, which is used at the morale sequence

[4.1.4.2] Maintenance
The player may choose to spend one maintenance level to discard the die with the lowest value instead of the die with highest value.

[4.1.4.3] Unspent command points
The unspent command points are lost after the turn.

[4.1.6] Flank marches
If a player chose the strategy "outflank", there is a possibility that some of the troops are on a flank march.

When dicing for command points, and the two lowest dice equal, the flank march on the left flank arrives. If the two highest dice equal, the flank march on the right arrives. If all three dice equal, both flank marches arrive.

The value of the lowest die is the number of turns the player needs to wait before he is allowed to deploy the flank marching units on the table. (The current turn is included, i.e. if the lowest die is 1, the flank march will arrive on the next turn.)

Reduce one turn if enemy battle strategy was the "defend".

[4.1.6.2] Deploying flank march
Flank marching units are deployed immediately after dicing the command points. The units must be deployed at:

- outside of the table facing exactly to the side edge so that the front edges touch the side edge.
- or same group behind such a unit.

After this each unit have two moves to use and can choose to make straight forward or wheel moves. Each unit must end up entirely to the table.

[4.1.6.3] Enemy reaction
All enemy units which are contacted by a unit which arrived from the flank march at the current bound makes an evade move according the rules [6.2.1]

[4.1.7] Hasty preparation
If the army of the active player suffers of a hasty preparation, then one point are reduced from each of the three dice at:

- the first turn if the battle strategy was outflank, probe or defend
- the three first turns if the battle strategy was prepare for the battle or withdraw.

Command points example:
A player rolls three dice and gets 1, 3 and 6. He must discard the highest die (6) and chooses to take 3 morale points and 1 command point.

In the second example he chooses to spend one maintenance level to discard the die with lowest value. Then he chooses to take three morale points and six command points.
ORDERS

[5.1] ORDERS

Using command points the active player can give units orders to move and enter combat. The orders are given in two sequences:

- the movement sequence
- the strategic sequence

Although orders are always issued to a single unit the player can choose which other eligible units will also execute that order.

Each unit may only execute one order per sequence.

Each order is issued by a general's unit (unless otherwise noted). The player can issue orders even if all generals are lost, but then the modifier in [5.1.3.1] applies automatically.

A sub- or an ally general can issue only one order general in each turn.

A sub- or ally generals cannot give order for a unit which further than 8 BW from that general.

C-in-C cannot issue second order in the same turn until all sub generals have give one order in that turn.

If the C-in-C is lost, then the his orders are given by imaginary 2-in-C which is not visible.

Standing army sub generals can give more than one order like a C-in-C after all subgenerals have give at least one order.

[5.1.1] Commanding procedure

1. Select the general's unit which will issue the order
2. Select the target unit
3. Select the order type
4. Remove a command point from the command die.
5. Roll a difficult order test if required.
6. Execute the order (moves).

[5.1.2] Cost of an order

After the player has chosen the target unit for the order the player must spend one command point for the order. I.e. the player must reduce one point from the command die.

[5.1.3] Difficult order test

Immediately after an order is given the player must make a difficult order test in following cases:

- if the target unit is not visible to the C-in-C *
- if the order is targeted to a unit with ai or further than 4BW from the general which issued the order.
- if the order is given by an ally-general which has not yet successfully given any order.

The difficult order test is a single die roll. The test is failed if the die result is not higher than the number of the reason caused the test..

Add -1 modifier for the die if poor visibility.

If the order is failed, then the command point is lost. The player may still try to give orders for the same unit.

[5.1.3.1] Light foot and light cavalry

If the order is given for LF, LC or LCa then one reason which causes the difficult order test is ignored.

[5.1.4] Order types

[5.1.4.1] Advance order

An advance order is an order where units can make fairly simple maneuvers. Ordered units can also make close battle actions.

Cost: 1 point

Allowed move types: Straight forward, straight backwards, tactical move, wheel.

Close battle action: Yes

Units which may also take part:

Units can take part to the order if they end up their movement in the same group with the ordered unit and the ordered unit is in the front line of that group.

The units which take part in the advance order do not need to make same move type.

Artillery and War wagons cannot take part to an advance order.

[5.1.4.2] Manouvere order

Manouvere order is an order that allows more complicate maneuvers but does not allow battle actions.

Cost: 1 point

Allowed move types: All move types, except 90 degree and 180 degree turns.

Close battle action: No

Units which may take part:

The units which may take part to the order if start the sequence in the same group with the ordered unit and the ordered unit is the front line unit of that group

The units which take part to the group movement order do not need to make same kind of movements. Player can freely separate moving units to smaller groups or individual units.

[5.1.4.3] Regroup order

The regroup order is an order to assemble units to a better formation. The ordered
unit must remain stationary or make either a 90 or a 180 degree turn.

**Cost:** 1 point

**Allowed move types:** All move types. Two units can make tactical moves at a regroup order.

The unit which makes a tactical move at regroup order may choose to make a 180 degree turn before the tactical move. This turn does not reduce the number of moves.

**Close battle action:** No

**Units which may take part:** Units can execute the order if they end their movement in the same group as the ordered unit and the ordered unit is in the front line of that group.

The units which take part to the order do not need to make same kind of movement.

### [5.2] Order Restrictions

#### [5.2.1] Ally-generals
An ally general cannot give order to other units except the allied units under his command.

#### [5.2.2] Units in a ally contigent
The units which belongs to an ally contigent can take part only to orders which are given by the C-in-C or the ally-general which contigent it belongs.

#### [5.2.3] Orders given for LF, LC or LCa
If the order is given for LF, LCa or LC unit then only LF, LCa or LC can take part for the order.

#### [5.2.4] Artillery
No units can take part to an order given to a heavy or medium artillery unit. Also MA or HA cannot take part to any order given to another unit, even for MA or HA.

#### [5.2.5] Baggage
The baggage cannot take part to any order.

#### [5.2.6] Warwargons
A warwagon unit cannot join an order if it does

- not start from the front rank of the group if the order is manoeuvre.
- not end to the front rank if the order was not manoeuvre.

### [5.3] DEFINITION OF A GROUP

Groups are always temporary in the game. A group is formed by the units which are

- in the same continuous front line side edge and front corner to front corner contact.
- Or behind such units in front edge to rear edge contact and also front corner to rear corner contact. This units can be either directly behind the front line unit or a column which first unit is part of the front line.

A single unit is a group of one unit.

**Group example:**
Units A2, A3, A4, A5 and A6 are members of a group which includes 6 units. Unit A1 forms a group of two with A3 as do also A7 with A6.
[6.1] MOVEMENT ACTION

The movement action consists of a number of "moves". The number of moves a unit can make in one movement action is given in the table below.

[6.1.1] Number of moves

<table>
<thead>
<tr>
<th>Number of moves</th>
<th>Movement sequence</th>
<th>Strategic sequence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit</td>
<td>Open</td>
<td>Difficult</td>
</tr>
<tr>
<td>HF</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>MF</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>LMF</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>LF</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>HC, HCa</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>MC, MCa</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>LC, LCa</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>HBC</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>MBC</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>LBC</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>El</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>HA</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>MA</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>LA</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>WW</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

The move number in the difficult column is used if the unit moves in difficult terrain in any part of the movement. Otherwise use the open column.

[6.1.4] Moves

Each move must be one of the following types. No unit can move over other units, except
- Moving according the rules in the chapter [6.4.]
- Wheel move where units rear corner can pass through friendly unit, but must end up a position where it does not overlap any unit.

[6.1.4.1] Straight ahead

The unit moves up to 1BW distance straight ahead. The move cannot include any wheels or sidesteps.

[6.1.4.2] Straight backwards

Only LF, LC or LCa unit can perform this movement. The unit is moved directly backwards up to 1BW. The move cannot include any wheels or sidesteps. The facing of the unit remains the same.

[6.1.4.3] Wheel

A group or single unit can be wheeled around either of the group's or unit's front corners. That corner must remains stationary. The movement distance is measured from the other corner of the group (straight distance between the initial and end points). The maximum wheel distance is 1BW.

[6.1.4.4] Tactical move

A Tactical move can be in any direction and include turns and sidesteps. Neither front corner can move more than 1BW from its original position.

A tactical move can be also a 90 degree turn or 180 degree turn.

Only one unit can make a tactical moves for each order, except at a regroup order.

[6.1.4.7] 180 degree turn

The unit makes a 180 degree turn so that rear and front edges change place.

[6.1.4.6] 90 degree turn

The unit makes a 90 degree turn so that one of the front corners replaces the position of the other front corner. The unit cannot cross the front edge line and side edge lines of the initial position.

A foot unit directly behind and in the same group touching the turning unit may choose to join to the 90 degree turn. The group depth cannot be more than 1BW. The unit is positioned directly behind to the same group with the unit which made the turn immediately after that unit has finished the turn.

[6.1.4.8] Column expansion

The unit in the front line in units in the same group behind it may take part in the column expansion move. The player chooses how many moves are used for the column expansion. Each unit taking part in the expansion must have at least the chosen number of moves left.

The front unit remains stationary. The player then decides on which side the column is expanded, either left or right, but not both.

If there is a curve in the column, the units can expand only to the side of the curve.

Example: A1, A2 and A3 units uses two moves for a column expansion. A2 ja A3 units can expand only to the right side of the A1, because the curve.

The chosen number of the moves is the number of units behind the front unit which are moved in the same line and group with the front unit. The second unit in the column is placed furthest from the front unit. Third unit next to the second unit etc.

The units which are in the same column and have enough moves to join the column expansion, but have no place in the front line may move directly forward required distance to end in the same group with the front unit. Each move is used to replace the position of the initial position of the previous unit in the column.

The column expansion must fulfill the rules at the section [6.3] if it is done in the enemy close battle zone.

The units can take part in column expansion if those are directly behind each others in the same group or their previous move was a column move.
[6.2] EVADE

[6.2.1] Units which must evade
The following unit types of the passive player must evade in certain situations if in open ground or in a terrain piece which is counted as open for movement in the movement seq.:  
- LF in open against HC, HF, MF, El.
- LC in open against HC, HBC, HF, MF, or El.
- LBC in open against HC, HBC, HF, or El.
- LF in open against MF, HF, HC, MC or El.
- MC in open against HF.

The evade move is optional if the unit causing the evade is in the effective close battle zone of any other non-friendly unit.

[6.2.2] Evade situations
Evade occurs in the following situations:

- Movement sequence: The active player’s unit’s move would hit a unit with evade ability against the moving unit or that unit’s front edge line would block the movement according the first bullet of [6.3].
- Combat sequence: A passive player’s unit would take part in close battle and is in the frontal close battle zone of the unit causing it to evade.

The evade move must be done immediately.

[6.2.3] Evade move
The evade move is 1BW directly backwards.

If the evade move is blocked by any reason in section [6.2.4.1], then the evading unit must make a 180 degree turn before the move if it allows it a full evade move.

The units with evade capacity in the same group with the evading unit may also join the evade move if they end up in a group after the evade move.

After the evade move the active player can continue the move up to the full move distance. It is recommended to record the start point of the movement so the movement can be measured correctly after the evade.

Each unit can make only one evade move in each bound.

[6.2.4] Blocked evade

[6.2.4.1] Friendly unit blocking an evade move
If a full evade move cannot be made, because friendly unit is blocking the move, then all such friendly units make rout moves (see rule [9.1.4.1] even several times to allow the evading unit to make the full evade move.

[6.2.4.2] Enemy unit blocking an evade move
If an enemy unit would block the evade move or it would end up to an enemy close battle zone, then the evade move is not done, but the unit suffers combat penalties.

[6.2.4.3] Terrain or table edge blocking an evade move
If the evading unit would move at least partly over the table edge or terrain where it cannot move then the evade move is not done, but the unit suffers combat penalties.

[6.3] MOVING NEAR ENEMY
Units moving inside or at 1/2BW from enemy units must fulfill one of the following options:

- Go straight forward. A front corner which is inside the enemy frontal close battle zone cannot leave the frontal zone unless the enemy unit is at least partly directly in front of the moving unit. [Example A and B]
- Turn 90 or 180 degrees if the enemy unit ends up within its frontal battle zone after the move. [Example D and E]
- Move directly backwards (also by tactical move) if the unit does not end its move within the enemy’s close battle zone. [Example F]
- Make a wheel move which reduce the angle between the wheeling unit’s front edge and an enemy unit’s any edge line. The wheeling unit must be totally beyond of such edge line (not in the same side with the opponent unit). All enemy units in the frontal battle zone of the wheeling unit, must fulfill the angle reduction. Column expansion which expands only one unit from column to line. That unit cannot start or end up a position where it is enemy unit close battle zone and that enemy unit is neither its nor the front unit’s of the orginal column effective close battle zone.

In all of these cases the movement cannot end in a position where the enemy unit’s close combat retreat would:

- hit to the moving units rear or side edge, but not the front corner [Example C].

[6.4] MOVING THROUGH FRIENDLY UNITS

[6.4.1] Unit types which can move through friendly unit
The following units can move through friendly units in situations listed in chapter [6.4.2].

- LF through any, but maximum 4 units deep formation.
- LBC, LC and MC through single ranked HF or MF.
- HF/1 through single ranked regular and veteran HF/1 or MF/1.
- LMF/bow through single ranked LMF, MF or HF units.
- LC, MC, LBC through a single ranked LF.

[6.4.2] Situations where units can move through friendly units

[6.4.2.1] Moves which hits friendly units front edge
If the unit type is able to move through a friendly unit and it hits to a such a unit’s front edge it can move through in the following circumstances:

- An evade move.
- By a straight backwards move or a tactical move which is directly backwards.
- LF which moves straight forward
- Other units which moves straight forward by using a tactical move.
- By an extended retreat/lee move, but not in the initial retreat/fee move except LF.

[6.4.2.2] Rout movement
The moving unit except LF cannot move through friendly units if the move starts partly behind the front edge line of that friendly.

After the unit has hit the friendly unit it will move through, the moving unit is immediately placed behind that unit which it first hit as part of the same group. The unit cannot move any further even if it would have move(s) available.

LF unit which moves through deeper formation
than single rank is placed behind the unit.

[6.4.2.1] Moves which starts behind the friendly unit
The unit must start the move behind and from the same group as a such friendly unit which it can move through. It can then move through the front rank by following move types:

- LF which moves straight forward
- Other units which moves straight forward by using a tactical move.

The moving unit is immediately placed front of the that unit which it moved through and in a such position it is in the same group. (I.e. the moving units rear corners must touch the front corners of that unit which it moved through).

LF unit which moves through deeper formation than single rank is placed front of the unit initially in the front line of the group.

Example: Unit A4 ends its move behind A1. Unit A5 cannot move through A1, because it is partly behind the A1’s front line. A6 unit is fleeing from the combat, but cannot move through because the initial retreat hits a friendly unit.

[6.5] MOVING INTO OR OUT FROM FORTIFIED VILLAGE

[6.5.1] Units moving out from a fortified village
Units which moves out from a fortified village must be ordered by a manoeuvre orderd.

Units which moves out from a village in the movement sequence must use a tactical moves. The player deploys units to position where it has at least full rear edge inside the village before the move. The unit must end the move totally outside of the village. The unit cannot start or move at or into any enemy unit’s close battle range.

The moving units are counted moving in difficult terrain.

The move number is 1 when moving out from the fortified village.

[6.5.2] Moving into a fortified village
Units which starts the movement sequence at or closer than 1BW to a fortified village, can move into that village in the following cases:

The defender units can move to the village finishing the move a position where it touch or overlaps the village. Those units are moved inside the village immediately after the move. After that the exact position is irrelevant.

The attacker which move hits to a fortified village is counted as “attacking against the village”. Those units are also put inside the village and the close combat is resolved according chapter [7.14.3].

Attacker units are left closer to the edge of the village to record that the battles take place in the walls.
COMBAT SEQUENCE

The combat sequence comprises three different steps.

1. Close battle declarations
2. Distance battle actions
3. Close battle actions

[7.1] CLOSE BATTLE DECLARATIONS

The active player first chooses which units will make close battle actions. A unit can be chosen to make a close battle action if both of the following apply:

1. It received an order this bound which allows it to make a close battle action (Advance or Battle order) or it is a general unit,
2. It has a target in its frontal close battle zone.

Any unit which has an enemy baggage unit in its frontal battle zone makes a close battle action (even passive player’s units)

All the passive player’s units which are in the frontal battle zone of the selected active player’s unit will take part to the close battles.

[7.2] DISTANCE BATTLE ACTIONS

All units (of both the active and passive players) which have distance battle capability makes a distance battle action if it fulfills all followings:

• It is not going to take part in close battle this bound.
• It has an eligible target within the distance battle zone.

The active player choose the order of the battle actions.

[7.2.1] Distance battle capacity and ranges

The following units have distance battle capability for the given distance battle range.

Artillery has no distance battle range if it moved at last movement sequence or at the enemy turn.

[7.2.1.1] Warwagons

Warwagons have no distance battle capacity

• if it moved at last movement sequence

Warwagons can make two distance battle actions at same sequence. The front edge which is 2BW wide is counted two 1 BW frontages which both can make individual distance battle action.

A warwagon can make a distance battle action even it will take part to a close battle or the target is going to take part to a close battle. The target must be inside the warwagons close battle zone.

If the warwagon is not going to take part to a close battle, then the player can choose to replace both of these distance battle action to a single distance battle action with range of 1/2BW all around the warwagon unit.

[7.2.2] Eligible targets

• The target must be at least partly in front of a line extending along the shooting unit’s front edge.
• The shortest distance between the target and the shooting unit must be equal to or less than the distance battle range.
• The target must be at least partly inside 1 BW from the parallel line with either of the side edge of the shooting unit.
• Unit cannot be targeted for distance battle action if it is going to take part in close battle.
• The target must be visible for the shooting unit according the chapter [3.3.3].

[7.2.3] Target priority

If several eligible targets exist then the target which is the closest one to the shooter and at least partly directly front of the unit must be chosen. If no such target exist, then the closest one must be chosen.

[7.2.4] Friendly blocking unit

If a friendly unit is partly directly in front of the shooting unit and the shortest distance between these two units equals to or is smaller than the distance to target unit then the distance battle is blocked and cancelled this bound.

[7.2.5] Target unit has also distance battle capacity

If the target unit has also distance battle capacity the unit is counted as "return fire".

• The original shooting unit is eligible target. The target priority rules [7.2.3] are ignored, but friendly blocking rules [7.2.4] apply.
• The target unit has not yet return to or made a distance battle action at this bound.
• Unit is not going to take part to the close battle action or being side contact with such a unit according the rules at [7.2]

If the unit is not counted as "return fire", then rule [7.4.6.1] applies.

---

<table>
<thead>
<tr>
<th>Unit</th>
<th>Distance battle range</th>
</tr>
</thead>
<tbody>
<tr>
<td>NA or MA</td>
<td>6 BW</td>
</tr>
<tr>
<td>2-deep MF/bow*, 2-deep LMF/bow*, 2-deep HC/bow* or LA</td>
<td>2 BW</td>
</tr>
<tr>
<td>LMF/bow, MF/bow, or Warwagons</td>
<td>1 BW</td>
</tr>
<tr>
<td>LF/bow, LC/bow, MC/bow, HC/bow or LBC/bow/imp</td>
<td>½ BW</td>
</tr>
</tbody>
</table>

*= second rank increases the range only if both units are same class and in same group and neither of these units is in terrain counted difficult for close battle, or moved this bound.
[7.3] CLOSE BATTLE ACTIONS

All units which are declared for close battle at step 1 - close battle declarations - of the combat sequence will make close battle action. The order of all close battles is determined by the active player.

Enemy units which are targeted fight back. After all the active player's declared units have made close battle actions, then the passive player's units which have not yet been the target of close battle action will also make close battle actions.

A close battle action cannot be done with such a unit which has no enemy units in the frontal battle zone. This unit can still be target of an enemy close battle action.

[7.3.1] Close battle zones

[7.3.1.1] Close battle zone

Close battle range for each unit is ½ BW. That are is called as a close battle zone.

[7.3.1.2] Frontal close battle zone

The frontal close battle zone is the part of the close battle range which is above the line parallel to the unit's front edge.

[7.3.1.3] Effective close battle zone

The effective close battle zone is the area of the frontal close battle zone which is between the unit's side edge lines.

[7.3.2] Eligible targets

To make a close battle action all the following must apply:

- The attacking unit has not yet made a close battle action this bound.
- The targeted unit must be at least partly at the frontal battle zone.

[7.3.3] Target priority

If there are several possible targets in close battle range, then the player must select a target which is at least partly in the effective close battle zone. If more than one of such target exists the player must choose one which has not already been targeted this bound.

[7.3.4] Friendly blocking unit

Unit cannot be nominated as attacking unit for close battle action if the closest unit in the effective close battle zone is a friendly unit.

[7.4] BATTLE ACTION PROCEDURE

1. The active player chooses attacking unit and a target.
2. The active player may announce feint if the unit is able to do so.
3. Check the battle values.
4. Both players roll combat dice.
5. Check if the units maintained a cohesion or not.
6. If the cohesion was lost, unit must make a retreat move and flee roll to see if it destroyed.

[7.4.1] Feint

The active player may choose to feint with units of the following types:

- LC, LC/bow, LBC, MC, MC/bow

Feint is not possible if:
- it starts or moves in terrain which counts as difficult for movement or close battle.
- it starts at a frontal battle zone of an enemy unit with distance battle capacity.

A unit which chooses to feint is immediately moved 1 BW backwards according to the evade rules. Thus the unit avoids the battle and the battle is cancelled.

Unit which feints or has been target of the unit which feinted cannot make a battle action. It can still be targeted for a battle action but hit is counted as already made a battle action.

[7.4.2] Battle values (BV)

Battle values are shown in the table below.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Minimum Battle values</th>
</tr>
</thead>
<tbody>
<tr>
<td>LF, LC, LCa</td>
<td>2</td>
</tr>
<tr>
<td>Mobile baggage</td>
<td></td>
</tr>
<tr>
<td>LMF, MC, HC, MCA, HCa, LBC, MBC</td>
<td>3</td>
</tr>
<tr>
<td>MF, HF, HBC</td>
<td>4</td>
</tr>
<tr>
<td>Fortified baggage</td>
<td></td>
</tr>
<tr>
<td>Warwagons</td>
<td>4</td>
</tr>
<tr>
<td>Le</td>
<td>=Enemy BV - 1</td>
</tr>
<tr>
<td>Elephants</td>
<td>=Enemy BV + 2</td>
</tr>
<tr>
<td>LA, MA, HA</td>
<td>=Enemy BV</td>
</tr>
</tbody>
</table>

If two units without an original battle value fights against each other, then enemy BV = 4.

[7.4.3] Combat advantage

In following cases a unit has a combat advantage in close battle:

- The unit has the opponet's unit in its frontal battle zone, but the unit is not itself in the frontal battle zone of the opponent's unit.
- The opponent's unit has already participated in close combat in this bound.
- The unit making a distance battle is totally behind the target's rear edge line.
- Foot unit which against a warwagon.
- The unit which is the closest unit in the effective close battle zone of the opponent's unit is an opponent's unit.

A unit which has a combat advantage remains its cohesion automatically in that close battle action.

[7.4.4] Cohesion

After all dice are thrown, both players check if their unit was able to maintain the cohesion. The unit loses a cohesion if the combat die was lower than the enemy's battle value.

The following modifiers are added to the cohesion die roll:

CLOSE AND DISTANCE BATTLE
- -1 if the enemy unit is heavier, except close battle in difficult terrain. See [7.4.4.1]
- -1 light unit against light unit
- -1 unit with /bow specification which or which opponent is in a difficult terrain.

DISTANCE BATTLE ONLY
- -1 bad weather
• +1 foot unit without /bow specification against a unit with a /bow or /- specification. Does not apply if a unit makes itself a distance battle action or return fire.

• -1 unit which makes a distance battle action out from a fortified village.

CLOSE BATTLE ONLY

• -1 if the unit is in the enemy unit’s effective close battle zone, and that enemy unit is not in any opponents unit’s effective close battle zone.

• -1 cavalry or chariots against camelry or El

• -1 camelry against foot

• -1 a unit, except LF or LMF, which is or which opponent is in terrain counted difficult for the close battle.

• +1 unit with /1 specification against enemy foot unit without /1 specification in own bound.

• +1 LF/- unit against LF/bow unit

• +1 Cavalry or chariots unit against foot unit with /1 specification at that unit’s bound.

• +1 foot unit in a defending position. See [7.4.4.2]

• -1 each supporting rank the enemy unit has more than the own unit in close combat. See [7.4.4.3]

Lost of a cohesion is only temporary effect and affects only during a single combat.

A unit which die score is 1 before the modifiers always loses a cohesion.

A unit which die score is 6 before the modifiers always maintains a cohesion.

[7.4.4.1] Heavy – Medium – Light classifications

• Elephants are counted as heavy as the opponent unit in close battle. Against shooting they are medium.

• War wagons are heavy

• Loose medium is medium

• Levy is medium

• Artillery is medium in close battle

• Baggage is medium

• Foot unit without/bow specification is always heavier than a unit making distance battle action against it, unless against artillery.

[7.4.4.2] Foot unit in a defending position

A foot unit is in a defending position in the following situations:

• Uphill

A unit is closer to the centre point of the hill than the opponent’s unit. The shortest distance between the unit and the centre point of the hill is measured.

• Fortified village

A unit is defending a fortification if it is attacked by a enemy unit which has not yet won a close battle against a unit in that village.

• Temporary fortification

If the unit is declared to defend a temporary fortification in the deployment step and it has remain stationary after the deployment.

• River bank

A unit is defending a river bank if it does not touch a river and the opponent unit touch at least partly the river.

[7.4.4.3] Supporting ranks

Unit which has /2 specification can have one supporting rank. Unit which has /3 specification can have two supporting rank. Supporting units must fulfill the following criteria:

• The supporting rank(s) must be directly behind and in the same group with the supported unit in the combat.

• The supported and supporting units must have same type, class and specification.

• Neither the supported unit nor the supporting ranks can be even partly in terrain which counts difficult for close battle.

[7.4.5] Combat results

The unit which maintained a cohesion remains it position.

The unit which lost a cohesion makes a retreat move and must do a flee roll.

[7.4.6.1] Units which do no lose the cohesion after failed cohesion test

In the following cases the unit does not lose cohesion (i.e. not make a retreat move or flee roll):

• Unit in distance battle action without being shot back at (or "not subject to return fire").

• HF/3 in a close battle which opponent lost the cohesion.

[7.4.6] Retreat move

A retreating unit moves directly backwards 5/8 BW without changing the facing.

[7.4.7] Blocked retreat move

A retreating unit is destroyed if:

• If the unit hits an enemy unit before the full move is compiled.

• If the unit must push back or its move is blocked by elephant, artillery, warwagon or baggage unit.

• If the move ends to an enemy effective close battle zone.

• If the unit exceeds the table edge or enters a terrain where it cannot move (no move number).

Before being destroyed the unit moves back as far as possible. Except LF the retreat move can never pass through friendly units.

• Elephants units retreat/flee move which is blocked

If an elephant unit cannot make full retreat or flee move, then the unit which first block the move is destroyed.

[7.4.8] Retreat move which hits friendly units.

• Units in the same group

Units which are same group directly behind the retreating units are pushed back with the retreating unit.

• Units not in the same group

If the move cannot be fully made because it hits to a friendly, then the unit makes the retreat move as far as possible and gets one disadvantage for the flee roll.

That unit cannot end up to same group with the friendly units. If it does so, then the retreat move is reduced by 1mm to make a gap between the units.

[7.4.9] Extended retreat move

In following cases a unit can choose to make an extended retreat move:

• Foot unit in close battle action against enemy non-foot unit if the extended retreat move would end up at least partly inside a difficult terrain (for battle).

• Foot unit in a close battle action against a heavier enemy unit if the extended retreat move would end up at least partly inside a difficult terrain (for battle).

• The unit can move through a friendly unit according the chapter [6.4] by the extended retreat move, but not with the initial retreat move.

Retreating unit must announce the extended retreat move before the flee roll. The unit gets a flee roll advantage. See chapter [x.x.x]

[7.4.9.1] Extended retreat move procedure

Unit which makes an extended retreat move makes first the ordinary retreat move according the rules. Then it move BW directly backwards.

A retreat move cannot be extended if the unit could not make full 5/8 BW retreat move first.

No units get extended retreat against HBC/e.
### 7.4.10 Flee roll

After the retreat move the unit makes the flee roll by rolling one D6. If it is pass the roll, then it remains its position after the retreat move. If it fails the roll the unit is destroyed and removed from the game.

There are five different levels for the flee rolls:
- Auto Success
- Easy
- Ordinary
- Difficult
- Auto fail

The flee roll is successful if the score equals or is higher than the unit's battle value.

#### 7.4.10.1 Automatic success

Instead of one D6 the player roll two die and chooses highest one.

#### 7.4.10.2 Easy flee roll

Instead of one D6 the player roll two die and chooses highest one.

#### 7.4.10.3 Ordinary roll

Instead of one D6 the player roll two die and chooses highest one.

#### 7.4.10.4 Difficult flee roll

Instead of one D6 the player roll two die and chooses smallest one.

#### 7.4.10.4 Automatic fail

The flee roll fails automatically.

#### 7.4.10.4 Flee roll advantages and disadvantages

Each of the following advantages makes flee roll one level easier:
- The opponent unit lost also cohesion
- Extended retreat move
- Veteran unit

If the opponent unit did not lost the cohesion, then the flee roll can never upgraded to "auto success".

Each of the following disadvantages makes flee roll one level worse:
- The full retreat move is blocked
- Militia unit

### 7.4.11 General's retreat prevention

If a general's unit must make a retreat move the player whose unit it is may choose to try to hold the position and cancel the retreat. This decision must be made before a flee roll and any retreat move.

In this case the player makes a D6 roll. The retreat move (inc. flee roll) is cancelled if the result 5 or 6.

If the roll is not succeeded, then the retreat move and the flee roll is done according the normal rules.

### 7.4.12 Battles in village

#### 7.4.12.1 Distance battle actions against village

Artillery units can make a distance battle action against a village. This battle action is done against an imaginary Militia Levy unit. If the target is destroyed it is counted as an extra casualty for the defender.

Other units cannot make a distance battle action against a village.

#### 7.4.12.2 Distance battle actions from a fortified village

Artillery and /bow units inside a fortified village can make a distance battle action against a unit outside of that village. It can choose its position freely before the battle action as long as it is fully inside the village. The village does not block the visibility. All /bow units has range of 1 BW, which is measured from the edge of the fortified village.

#### 7.4.12.3 Close battle actions in a fortified village

All attacker units which are "attacking against village" must make a close battle action. The attacker chooses the order. After the attacker has chosen a unit, the defender must choose target from one of the defending units inside the village. Each unit can take part only one close battle. If there are no options left, the attacker units makes a close battle action against an imaginary Milita Levy unit. If the imaginary unit is destroyed, it is counted as an extra casualty for the defender.

### Flee roll level

<table>
<thead>
<tr>
<th>Flee Roll Level</th>
<th>Auto Fail</th>
<th>Difficult</th>
<th>Ordinary</th>
<th>Easy</th>
<th>Auto Success</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit Type</td>
<td>Unit is destroyed</td>
<td>2D6 (Discard the highest) ≥ Battle value</td>
<td>D6 ≥ Battle value</td>
<td>2D6 (Discard the lowest) ≥ Battle value</td>
<td>Unit automatically pass the test</td>
</tr>
</tbody>
</table>

### Distance

| Distance | HF, MF, LMF | HF, MF, LMF | HF, MF, LMF | HF, MF, LMF | HF, MF, LMF |
|----------|-------------|-------------|-------------|-------------|
| All units with /bow specification | Artillery | Others |
| Cavalry, Chariots, Camelry, El | All |
| HA, MA, LA, WW, Le | All | NOT POSSIBLE EVEN WITH FLEE ROLL ADVANTAGES |

### Close

<table>
<thead>
<tr>
<th>Close</th>
<th>HF/1, HF/2, MF/1, MF/2, LMF1, LMF2</th>
<th>HC/-, MC/-, HCB, MBC</th>
<th>HC/bow, MC/bow, LC, LBC, El</th>
<th>Others</th>
</tr>
</thead>
<tbody>
<tr>
<td>LMF/bow, MF/bow</td>
<td>Cavalry, chariots, camelry, HF, MF, LMF</td>
<td>Others</td>
<td></td>
<td></td>
</tr>
<tr>
<td>LF</td>
<td>Cavalry, chariots, camelry</td>
<td>LMF, LF</td>
<td>Others</td>
<td></td>
</tr>
<tr>
<td>MC, HC, Chariots, Camelry</td>
<td>Cavalry, chariots, camelry</td>
<td>LMF/bow, MF/bow, LF/bow</td>
<td>Others</td>
<td></td>
</tr>
<tr>
<td>LC</td>
<td>LC/-</td>
<td>MC, LC/bow, MBC, LBC</td>
<td>Others</td>
<td></td>
</tr>
<tr>
<td>WW, HBC/e, Bg</td>
<td>Artillery, Le</td>
<td>All</td>
<td>NOT POSSIBLE EVEN WITH FLEE ROLL ADVANTAGES</td>
<td></td>
</tr>
<tr>
<td>HF/3, El</td>
<td>All</td>
<td>NOT POSSIBLE EVEN WITH FLEE ROLL ADVANTAGES</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
If the attacking unit wins the battle that unit is moved closer to the centre to record that the defender does not get anymore the defend bonus against that unit.

All modifiers for the cohesion die roll are ignored for close battles in a fortified village.
STRATEGIC SEQUENCE

At the strategic movement sequence the player can move units which are far enough from the enemy units. The active player issues orders exactly according the rules at chapter [5].

[8.1.1] Orders allowed at the strategic movement sequence

The active player may issue only manoeuvre or regroup orders at the strategic movement sequence.

[8.1.1.2] Units which can take part to the orders at the strategic movement sequence

Following units which has not take part any orders previously at the same turn can take part to the orders in the strategic sequence:
- Regular and veteran units which are further than 2 BW from the enemy units and an enemy fortified village at the beginning of the sequence.
- Warrior and militia units which are further than 4 BW from the enemy units and an enemy fortified village at the beginning of the sequence.

[8.1.2] Movement rules at the strategic movement sequence

[8.1.2.1] Move number

A unit's move number at the strategic sequence is given in the "Move number" table in chapter 6.2.2.

[8.1.3] Forced march

The player can choose to hurry the units by spending morale points for the order after the order is given. Each morale points spent increases the units' move number by one, which take part for the order.

Units which move number is 0 does not get any extra moves.

Unit can only make extra move if after the previous move it is in position where it is allowed to start a strategic move (according the rule [8.1.1.2]).

[8.1.4] Road move

Unit's movement number is increased by 2 if it makes column moves and touch the road all the time during the strategic sequence.

[8.1.5] Cavalry moves far from enemy

Cavalry, camelry or chariot unit can double the move number in the strategic movement sequence if it starts the strategic movement sequence further than 6BW from all enemy cavalry, chariot or camelry units.

The extra movement of [8.1.3] or [8.1.4] is not doubled.

[8.1.6] Warwagon strategic movement

In strategic movement sequence warwagons uses either of their side edges (short edge) as a front edge instead the real front edge. Also rule [5.2.6] is ignored in the strategic movement sequence.

Strategic movement example 1:
A1, A2, A3 and A4 units can make a strategic movement, because they are regular and start the sequence further than 2BW from the enemy units.
A5 and A6 units cannot make strategic movement, because they are warrior and not further than 4BW from the enemy units.

Strategic movement example 2:
Unit A1 and A2 have take part to an order at strategic movement sequence. Both units have make only straight forward moves.
A1 ends a position where it could take part to an order at strategic movement sequence (further than 2BW from the enemy units). Thus it can make one extra straight forward move (without spending command points).
A2 unit final position is not further than 2BW from the enemy unit. Thus it does not get free move.
A3 unit is further than 2BW from the enemy unit, but has made other moves than straight forward at the strategic movement sequence. Thus it cannot make an extra straight forward move.
MORALE SEQUENCE

At the beginning of the morale sequence the active player needs to calculate the army rout level. Then active player checks if any of his units are disordered. Those units make a rout move.

[9.1.1] Army rout level

To calculate the rout level subtract the morale dice from the total number of the destroyed units including baggage, but excluding lost HBC/e units. Add following modifiers:

- +D6* if the army has lost a general after or at the active player’s last morale sequence. +1 modifier is added to the die roll if more than one general loss causes this roll.
- +D6 if the army has lost it’s baggage.
- +D6 if the army has less units inside a friendly village than the opponent. Units must have at least three corners inside the village to be counted.
* Tribal army rolls D3 instead of D6.

[9.1.2] Disordered units

Units of the active player are counted as disordered if both of the following apply:

- The unit is not a member of a group which contains more units than the army rout level.
- There is an enemy unit within 4BW and:
  - The disordered unit must be at least partly in front of the enemy unit’s front edge line.
  - The disordered unit must be at least partly inside 1 BW from the side edge line of such enemy unit.

Disordering is a temporary effect which lasts one morale sequence and is checked again at the next rally sequence.

[9.1.1.1] Group size

The group size is the total number of the units which are members of the group.

A unit is not counted to the size of the group if it is in the effective close battle zone of an enemy unit, which is not in the effective close battle zone of any opponent unit.

LF units are not counted for the group size.

The minimum group size is one.

[9.1.1.2] Units in a fortified village

Units inside a fortified village are not counted as disordered.

[9.1.2] General’s morale

The general adds +1 to the group size for a group which member they are. This bonus can be doubled by rule [9.1.3].

[9.1.3] Generals’ encouragement

Each sub general can choose double a size of a group which at least partly closer than 4BW from general doubling the size.

The C-in-C can double a size of a group for certain number of the groups. Those groups must be visible for the C-in-C. The number of groups is 4 minus the number of the sub generals (at the beginng of the game)

A group size can be doubled more than once.

[9.1.4] Rout movement

The disordered units of the active player make rout movements. The active player may choose the order of the movements.

The rout movement contains three steps which are done at the following order:

1. Unit turns 180 degree, unless this would result in it moving closer to the closest enemy unit that caused it to rout.

   Unit may choose to make a 90 degree turn if it avoids destruction or causing more rout moves by hitting a friendly unit. The 90 degree turn is not allowed if the routing unit would cross or touch the front edge line of the enemy unit causing it to rout. Also it is not allowed to avoid cross a table edge.

2. Unit makes makes move number + 1 straight forward moves. Use the movement sequence move number with terrain effects.

[9.1.4.1] Friendly units behind in the same group

If the unit which makes a rout move has units directly behind in the same group, then those units are immediately disordered and makes rout moves.

[9.1.4.2] Friendly units behind not in same group

If the rout move hits a friendly units, which do not belong to the same group, it may pass through then it will do so according the rules in the movement sequence. In this case that unit loses immediately the disorder status.

Otherwise the routing unit is moved as far as possible. The friendly unit which is blocking the rout move and all units in the group directly behind it are disordered and immediately make a rout move. The blocked unit does not continue the rout move.

[9.1.4.3] Destruction of routing unit

The routing unit is destroyed in the following cases:

- The routing unit is destroyed after the move if it is then the closest friendly unit for an enemy unit and not further than 4BW from that enemy unit. Only one unit in each group can be destroyed. If several units would be destroyed, then the active player chooses which one to remove.

- The routing unit hits an enemy unit during or after the movement. The contact before the move is not counted

- The routing unit ends the rout move at an enemy close battle zone.

- The rout move goes at least partly off of the table.

- The rout move goes to terrain the unit cannot enter.

- The routing unit has no strategic move number (also in a situation when the routing unit is in a terrain where it does not have a strategic movement number).

- The routing unit hits to a baggage unit.
[9.2] VICTORY AND DEFEAT

At the end of the morale sequence the active player checks if their army is broken. The army is broken if the number of destroyed and disordered units equals or exceeds 50% of the total number of units in the army.

Baggage is counted as a unit for casualties, but not for the army size.

If the army is broken the game is finished. The unbroken army is the winner.

If the army is not broken, then start a new bound / turn.

[9.2.2] Scoring (for tournaments)

[9.2.2.1] Winner’s victory points

The winner’s victory points are
\[ = 25 - \text{number of turns started after the first 5 turns.} \]

\[ \text{i.e. the winner can get 15-25 victory points} \]

[9.2.2.2] Loser’s victory points

The loser’s victory points are
\[ = \text{number of turns started after the first 5.} \]

\[ \text{i.e. the loser can get 0-10 victory points} \]

[9.2.2.3] Draw

If neither of the armies are broken after 15 turns, then the game is draw. Both players are awarded with 10 victory points.