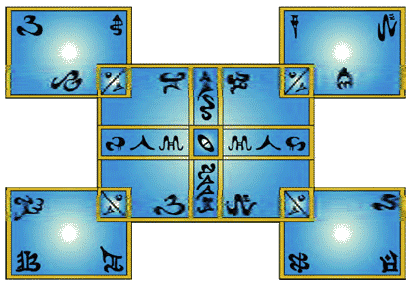
**KENENGDALIKOI 3.2**

**3.4**



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**OVERVIEW**

In Kerdudalikoi players luxuriated in the detail of the battles of the troops of the Five Empires of Tekumel, cherishing every distinction between the legions. Now in Kenengdalikoi they see life from the lofty height of the Kerdu commanding a great Keneng, with his staff of officers, wizards and priests conveying his orders across the span of mighty battlefields.

Players will issue **commands**, a simple thing at first, but becoming more and more stressful as battle progresses and the enemies of the Palaces and their command structures disintegrate under the mighty blows of our Sra’ish They will attempt to adapt their **formations** to the centuries-sanctified selections of the Hakkumish of Ss’atis but they will fail. The **cohesion** of their units will start to fracture under the hammer blows of Victorious in Vimuhla until they break and run screaming from the field, leaving only their prisoners to be committed to the Molochs of Hrsh, or sent to the living death of the Mines of Mm’orcha.

So Triumph the Orimunish of Glorious Ssa’atis.

1. **PREPARATION AND PRE-BATTLE ACTIVITY**

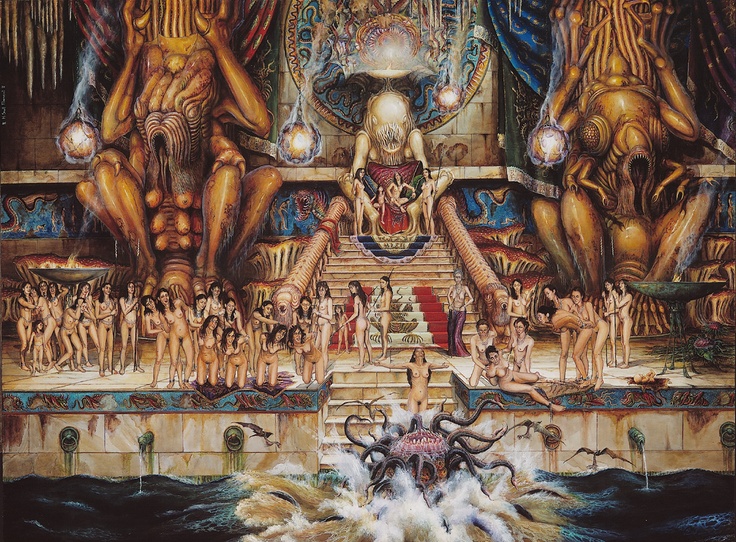
A battle scenario is prepared, ideally by an umpire but failing that by one or both sides. This should cover the battle background, forces fighting, pre-battle activity, scouting, use of the Army vs Army module, deployment, off table movement and reinforcements, victory objectives, SSS available to each side, Keneng initiative modification, artillery commanders, and any other material for adding colour (orders, captured letters etc).

**Appendix 2** has various suggestions for ways to useV player aids to assist the battle to flow smoothly including sample battle instructions.

Players should also agree whether once benders have been calculated and a roll made there is any look back in the event that they realise retrospectively that there has been an error made. It is recommended that there is not once players are familiar with the system.

## Pre-battle optional - depends on battle instructions

1. Deployment Phase
2. Scouting Phase
3. Redeployment Phase
4. Chants. Orations, Execration of the Enemy, Praise to the Mitlanyal, sacrifces on the ziggurats etc



1. **GAME STRUCTURE**

Kenengdalikoi is played in a series of **Turns**, the number of which is determined in the Battle Scenario. Each Turn has five **Phases**. The key Phase is the **Integrated Action Phase (IAP**) during which **Commands** are issued which allow **Units** to take **Actions**. The IAP runs in a series of **Cycles**  each of which has two **Segments**, one for each Army. It terminates when neither Keneng wishes to issue more Commands. The number of Commands which may be issued is limited **(C2**).

* 1. **SEQUENCE OF PLAY**

Each turn in played in a series of phases.

1. **Sorcerous Subtleties of Subadim (SSS) Phase**
2. **Recover SSS** and determine amount available to each Command Post..
3. **Secretly allocate up to 10 SSS** to modify the Initiative Roll.
4. **Detach / reincorporate Sub CPs and change Unit attachment**. ( **M.3.1, M.3.2**)
5. **Initiative Phase**

Determine Initiative. Winning Keneng decrees Cycle Command Pattern (C1)

1. **Hlaka Phase**

Execute in accordance with **O.5.1**

1. **Integrated Action Phase (IAP)**

This is executed in a series of **Cycles** .(**C2**), each split into two Segments, one for each army. Commands are issued and executed (**D1**) - movement, recovery etc.

At the end of the IAP move all Skirmishers types (ii) and (iii) (H8)

1. **Melee Phase**
2. Determine order of execution
3. Determine results for first melee
4. Apply results for first melee
5. Repeat (ii) and (iii) until all melees are executed
6. **Clean Up Phase**
7. Apply end of turn effects like Undead presence
8. Remove expired PoP cards
9. Wipe one turn effects off unit cards (ie contact +/-)
10. Reset artillery crewmen
11. **INITIATIVE AND CYCLES**

Kenengs check initiative at the start of each turn. This determines who issues Commands first in each cycle and how many may be issued in each Segment. In addition it may affect melee determination.

* 1. **DETERMINING INITIATIVE**

One player rolls 2D10 (if players are unable to decide who rolls they should determine this by seeing who can stab the other player in the eye with a tape measure first). The rolling player **adds** any SSS committed during the SSS phase and the Initiative Value (IV) of their Keneng (specified in Battle Instructions). The non-roller **subtracts** committed SSS / Keneng IV. Each point of SSS (up to a **maximum of 10**) / Keneng IV adjusts the dice roll by 1 in that Army’s favour.

Optional - Adjust the roll by the differential between the Initiative of the Kenengs.

**Results**:

**<2 :** Non- rolling army has **Major** Initiative

**2 to 10 :** Non rolling army has **Minor** Initiative

**11 :** Keneng with higher intiative has **Minor** Initiative, if same flip a kaitar

**12 to 20 : R**olling army has **Minor** Initiative

* **20 :** Rolling army has **Major** Initiative

**Minor Initiative:**

Keneng winning Minor Initiative decrees which army acts first each Cycle.

He can also choose from the following command patterns for the First Cycle:

**2** / 1, **3** / 2, **3** / 3, **4** / 4 (bold = initiative winning army)

**Major Initiative:**

As for Minor with the addition that:

**The Initiative army attacks first in melee;** the non-Initiative army in a melee attacks **AFTER** the effects caused by the Initiative army have been inflicted. This can mean, if a unit in the non-Initiative army is pushed back, recoils or breaks, that it does **not get a melee attack**.

* 1. **CYCLES**

The Integrated Action Phase (IAP) is played in a series of Cycles. During his Segment of each Cycle the Keneng acting issues Commands. The number of Commands issued has three restrictions:

1. The Keneng has must have the required **SSS (M COMMAND AND CONTROL) available**.
2. No **Unit** may be issued more than **THREE** Commands in a single **Turn**.
3. The **maximum** number of Commands issued in a **Cycle** may not exceed the number decreed in **C1**.

Commands in a Cycle may be issued to one or more units. Keneng may issue **less** than the maximum number of Commands.

Once the first army has completed its Segment of the Cycle the second army repeats the process in its segment, and this completes a full Cycle.

If a Keneng issues NO Commands in a Cycle permissible Commands for that Keneng in subsequent Cycles are extremely restricted**. [D2**].

When neither player issues a Command in a Cycle the IAP ends.

In the event there are two different armies fighting on one side together (ie Yan Koryani vs Mu’ugalavyani) the Cycle limit applies to the pair, not to each army separately.

1. **COMMANDING UNITS**



Units must receive Commands to take Actions. When issued a Command they will take the Action specified. If not commanded they will take no voluntary Action. They have two involuntary activities - fighting in **Melee** if in contact, and taking compulsory **Quality Checks**.

* 1. **ISSUING COMMANDS (THE INELUCTABLE WILL OF SSIRANDIR)**

Commands are issued by Command Posts to Units attached to them in accordance with **(M. COMMAND AND CONTROL**). Each command must be paid for using available SSS **(M1 SORCEROUS SUBTLETIES OF SUBADIM**). As a Command is issued to a Unit it should be recorded (**see Command Record Sheets,Appendix 2, Player Aids**) and the SSS used deducted from the Command Post’s supply of SSS (M.1.3).

* + 1. **Potential Failure To Receive Command**

In some cases (see M2) a roll may be necessary to see if a Command is successfully received. Roll for each Command issued and if this is not the Command fails. Note the Fail by crossing through the Command on the Record Sheet or use a different highlight colour.

For SSS cost and **total** Cycle Command issuance restriction (ie 3 / turn maximum Commands to a Unit) the Command is treated as if it has been issued successfully. Thus, if a Command to move is given to a unit as its first Command of the turn it can now only receive two Commands.

For the purpose of restrictions on issuance of **particular** Commands the failed Command is ignored**.** For example, a Unit which receives a failed Move command may still be given a second Move Command since the unit did not actually move.

Should Keneng wish they may issue redundant Commands to a unit in a Cycle in case one does not get through ie two Move Commands. If the first succeeds the second is ignored but the SSS paid and wasted.

* + 1. **Issue of Multiple Commands to a Unit**

**Up three commands can be issued to a given** **unit during a Turn**. **These three commands can all be issued in one Cycle, or spread over multiple cycles.** A Unit could thus be commanded to recover in one Cycle, move in a second and fire in a third, or could receive all three Commands in one Cycle

All Commands to a given unit in a single Cycle must be issued together; players cannot wait to see if one succeeded before issuing the next. However, it is permitted to issue the Commands in different Cycles. [It is also permitted to abort any command that has been issued but the SSS cost is not recovered. This will normally affect Contact.]

* + 1. **Reserve and Reaction Commands (THE DEVIOUS CONCATENATIONS OF PURDIMAL**

Commands are generally issued and executed during the Keneng’s own segment of a cycle. However Reserve and Reaction Commands permit Keneng to issue Commands during the enemy segment in respone to their actions. These Commands issued during the enemy segment require **SSS,** they are subject to the **three** commands per turn limit, and **are subject to Cycle Command Pattern** [**C1]** but they count against the maximum permitted in the **NEXT** friendly Segment, so can be issued even if the Keneng has already used the maximum permitted in the current Cycle. They should be marked on the unit's Command Record Sheet accordingly.

A unit may not exceed the limits per command per turn so for example a unit can only fire twice / turn even if it has a Reserve Fire Command.

**Reserve Commands**

Far sighted Keneng, such as the leaders of the great hosts of Mighty Ssa'atis, are able to prepare their units to be able to respond to enemy actions by issuing Reserve Commands in their own segment. These are:

Reserve Fire: (D.3.10)

Reserve Formation Change: (D.3.11)

Reserve Switch:. (D.3.12)

Once these are issued to a unit this should be marked on the Unit Tag. A unit may be issued both **Reserve Fire and Reserve Switch** or **Reserve Fire and Reserve Formation Change** and have both available.

A unit with any of these Reserve Commands may continue to get **Fire and Recover Commands** and keep the Reserve Command. Any other Command will nullify the Reserve Command which should be removed from the Unit Tag as will contact with an enemy unit.

A Reserve Command may be triggered during the enemy segment of a cycle:

1. After issue but before execution of an enemy command or during the movement of an enemy unit
2. **If** the unit triggering has not yet received three Commands this Cycle.

The executed Command should be marked on the Command Sheet as FiR / FoR / SwR and counts against the total Cycle Command limit of three and the Fire Command limit of two. However it costs no additional SSS.

[Thus you cannot use it to increase total action in the Cycle. It may also help to mark it in a different colour to avoid double counting SSS.]

During the enemy segment of a cycle a unit with a Reserve Command marked may be issued the relevant Command (ie Fire for Reserve Fire etc) paying the usual cost either:

If it has Reserve Fire and Reserve Switch it may Fire and then Switch, subject to the 3 commands / turn limit.

**Reaction Commands**

Well disciplined units, such as those of the Four Palaces, may in some circumstances also be issued certain Reaction Commands during the enemy segment. These are:

Reaction Formation Change: (D.3.6)

Reaction Switch: (D.3.7)

These may be issued if there is a friendly Hlaka on Eye of Subadim within range of the reacting unit at any time during the execution of an enemy Move command in which the enemy unit enters the CZ of the reacting unit, or after issue of a Command to Contact the reacting unit. Only one may be issued to a unit in a Turn.

A unit may be issued a Reaction Command even if it has already triggered a Reserve Command.

* + 1. **Execution of Commands after Reserve / Reaction**

Commands issued to friendly units must continue to be executed even if the situation changes due to an enemy Reaction / Reserve action. For example, if some dishonourable Greasy Beard melee unit is attempting to close up to and melee the heroic bowmen of Long Arrow (Move & Contact commands), but finds due to a Reserve Switch brilliantly preplanned by the great Keneng of Ssa’atis they are now facing the might of Slay All, they must continue their move up to the FMZ and then execute the Contact. And be duly destroyed by the Legions of the Square.

* 1. **SSS COST AND PERMISSIBLE COMMANDS**

**SSS cost**

**The cost of issuing a Command to a (non-Artillery) unit depends on the number issued to that unit in a given Turn.**

**First Command of Turn: 1**

**Second Command of Turn: 2**

**Third Command of Turn: 3**

**More than Three Commands: Not permitted**

Thus to Command a Unit to Formation Change, Move and Fire in the same Turn will cost six SSS (1 + 2 + 3).

Artillery commands are set out **in D.2.2.**

**Permissible commands**

The Commands which can be **issued** to Units and the number of times each can be **executed** by a given Unit in a turn are:

**Contact Enemy: (C) 1 [2]**

**Dig in: (D) 1**

**Fire: (F) 2**

**Formation Change: (Fo) 3**

**Move: (M) 1 [2 - exception if move fails due to QC]**

**Reaction Formation Change: (RFC) 1**

**Reaction Switch (RS) 1**

**Rear Area Movement (RAM) 1**

**Recover: (R) 2**

**Reserve Fire: (RFi) 1**

**Reserve Formation Change (RFo) 1**

**Reserve Switch (RSw) 1**

**Switch Units (S) 1**

As set out in C2 a unit can only be **issued** three Commands each turn. Of those it may only **execute** the number set out above of each, (for example two Recoveries and a Move, or a Formation Change, a Move and a Fire). The SSS cost for the actions depends on the number of actions the unit takes.

If a Command is successfully **issued** to a unit which requires a QC but the unit fails that QC (for example moving backwards in an FMZ) then it is treated as having been **executed** (albeit unsucessfully).

**If an army fails to issue at least one command in a cycle then it may only issue Formation and Fire Commands for the rest of the IAP.**

* + 1. **Group Commands**

A Group is any set of units of which no unit is more than 200mm from any one other member of the Group, and which are attached to the same Command Post.

If desired the Group can be commanded to Move, Formation Change, or Dig In as a Group for double the cost of a Unit (ie **2 / 4 / 6**). The unit which has used the most Commands in the Turn sets the cost (ie if 3 units are given a Group Command, two of which have not received any Commands in the turn and one of which has received two Commands the cost is 6 SSS). This means all units in the Group may switch to the **same** formation, all Dig In or all move the same distance (subject to terrain) in approximately the same direction. For the death by tape measurers this means no member of the Group may move at angle greater than 30 degrees to any other member of the Group. If a unit is slowed by terrain move it as far as possible.

A Group Command counts against the 3 / Turn limit for each unit in the Group (see Appendix 2, Command Record Sheets for how to mark this).

* + 1. **Artillery Commands (AC) The Crushing Might of the Disposer of Meku**

Artillery Commands have special characteristics:

* **Up to 12 friendly artillery pieces** anywhere on the board can be given a single Artillery Command (marked AC1 for 1-6 pieces and AC2 for 7-12).
* **An AC permits an artillery piece to either move or fire**
* **The AC always costs 3 SSS for 1-6 pieces and 5 SSS for 7-12 pieces**.
* **Keneng may issue as many Artillery Commands** in a turn as they wish.
* **Ballistae may receive two AC per turn**, one to move and one to fire.
* **Other artillery pieces may only receive one AC per turn**.
* **Commands may be given by any Command Post to any artillery piece anywhere on the board** unless restricted by specific Battle Instructions. Artillery does not require attachment.
* **Artillery commands are never affected by range** etc so do not have to roll for delivery per M2, and so are unaffected by Darkness of Gereshma’a.

Players should mark artillery which have moved / fired. It is recommended to use crew members for this (see Appendix 2, Recording Artillery), but any unambiguous method is acceptable.

* 1. **DESCRIPTION OF COMMANDS / ACTIONS**

The different Commands are set out below. Most require, or may require, a QC to determine the success of the Action (E.3.1 / QC Outcomes Chart) and may be affected by Hostile Zones (E2 / Hostile Zone Effects Chart).

* + 1. **Contact Enemy (QC Required)**

Unit may with an enemy unit in its FMZ **(E.2.3**) may attempt to move into contact with that enemy Unit to melee it in accordance with **I4** taking a QC. If the QC is failed the unit may not attempt to Contact again that turn although if units need over 45 degrees squaring up **I4 (v)** two Contact commands may be issued.

* + 1. **Dig In (QC Required, Not permitted in Hostile Zones)**

Light units and medium missile units equipped with portable defences (G6) may enhance these by digging in.

* + 1. **Fire**

Unit may fire missile weapons at enemy (J. **MISSILE COMBAT**)

* + 1. **Formation Change (Affected by Hostile Zones)**

The Unit may change formation (**H1)**

* + 1. **Move (Affected by Hostile Zones)**

Unit may move in accordance with Movement. If a Move command fails due to a QC (ie moving sideways) it may be issued a second Move command.

* + 1. **Reaction Formation Change (QC Required, Affected by Hostile Zones)**

This is treated as a standard Formation Change.

* + 1. **Reaction Switch (QC Required, Affected by Hostile Zones)**

This is treated as a standard Switch Command. However, the unit being relieved must be a missile unit.

* + 1. **Rear Area Movement**

This Command may be given to troops over 350mm away from enemy units and not in an enemy Fire Zone to move in accordance with **I7.** They must be in Formation 3 (Serpent) to receive this order.

.

* + 1. **Recover (Affected by Hostile Zones)**

Unit may CH in accordance with F4 **RECOVERY OF COHESION HITS**

* + 1. **Reserve Fire (Not permitted in Hostile Zones)**

Missile Units can be commanded to Reserve Fire. This allows the unit to be issued a Fire Command in accordance with **D.1.3.**

* + 1. **Reserve Formation Change (Not permitted in Hostile Zones)**

This permits a unit to be issued a Formation Change Command in accordance with **D.1.3.** Note that a different (and more favourable) line of the Hostile Zone Effects Table applies to the Formation Change QC reflecting the higher level of preparation.

* + 1. **Reserve Switch (Not permitted in Hostile Zones)**

This must be issued to a Melee Unit. This permits a Switch Command to be issued in accordance **D.1.3.** Note that a different (and more favourable) line of the Hostile Zone Effects Table applies reflecting the higher level of preparation.

* + 1. **Switch Units (Affected by Hostile Zones)**

This Command is issued to a unit which wishes to relieve a front line unit ahead of it in a coordinated manner in accordance with **I8**. SSS is paid for the relieving unit, and the command counts only against its 3 command / turn limit. Zone effects should be checked to see if this is possible and whether a QC is required. The Zone can affect either unit and the worst case should be taken.

When this command is issued during the enemy segment to a unit which has received a Reserve Switch Command the unit relieved **must be a Missile unit**.

**Units cannot be issued a Move Command and a Switch Command in the same turn.**

1. **GENERAL CONCEPTS**
   1. . **UNITS**

All troops are belong to a Unit. The unit has a Type ,Values, Weapon Type(s), a Formation, a number of Cohesion Hits, and a State. These are all recorded on the Unit Card. A unit should be 10-19 figures (less for non-humans). The legion will be split into separate sub units if more than 19 figures are available (Large Legions), or if it is a Mixed unit with different Troop Types in the same legion (Yan Kor and Salarvyani) in accordance with [H3 AND H4].

These rules assume 25mm figures based approximately [check Qad rules]. A mixture of 1-3 figures per base is useful to give some ability to change the layout of the unit. The number of figures in a unit is irrelevant to its combat power; a unit is a unit, the figures are essentially indicative. In general players should be fluid in their positioning of the figures. This set of rules in not about Death by Tape Measure.

* + 1. **Unit Cards**

An example unit card from the Glorious Armies of the Palaces of the Square is shown and is interpreted as follows:

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| SM |  | lightning shaft (HXB - M) | | | | | (STL) | |
|  |  |  |  |  |  |  |  |  |
| **FORMATION** |  |  |  |  |  |  |  |  |
| **Melee Attack** |  | 6 |  |  |  |  |  |  |
| **Missile Attack** |  | 16 |  |  |  |  |  |  |
| **Melee Defence** |  | 6 |  |  |  |  |  |  |
| **Missile Defence** |  | 7 |  |  |  |  |  |  |
| **Weapons** |  | WH |  |  |  |  |  |  |
| **Cohesion Hits** | **1** | **2** | **3** | **4** | **5** | **6** | **7** |  |
|  |  |  |  |  |  |  |  |  |
| **Kerdu** |  | Re'ekmaihish Drussa | | | |  |  |  |
|  |  |  |  |  |  |  |  |  |

**The top left entry** (SM) shows the **quality** of the unit, in this case Smiter. **The top centre entry** shows the **name** of the Legion, together with its **Weight** (in the case Medium, along with its **missile weaponry** - heavy x-bow). In addition because it is a Special Terrain Legion (O9) it has **STL** marked.

**Formation** changes throughout the game; current formation should be marked on the card.

**Attack and defence values (missile and melee)** of the unit are shown next and are invariant, as are the unit’s **weapons**.

The coloured **Cohesion Hit** grid shows the CH pattern of the Unit. Details are set out in F2**.**

**Kerdu** shows the current commander of the Legion, in this case the distinguished Re’ekmaihish Drussa, may his name be chanted in glory in the Palaces of the Square.

* + 1. **Unit Tags**

Unit tags should be placed by each legion to aid identification. They show unit name and nationality. In addition they show the unit quality, the unit weight and the formations it can enter. The quality will be printed in Green if it can enter Formations 1,2 and 9, Blue if can enter 10 or 11, Black if it is restricted to formations designated for All troops or Lt Medium only and Orange for non- human. They can also be used to display formation, whether it is up a hill, any contact bonus and significant distances, such as whether it is in an MZ or a CZ, or is close enough to move and contact in one turn etc.

An example from the glorious forces of Mu’ugalavya:

|  |  |  |
| --- | --- | --- |
| SM | STORM OF TERROR | M |

Quality is SM (Smiter), printed Green to show it can use the Green coded phalangeal formations on the Formation Table. Weight is M for Medium.

Another example from the vile and despised Pacha Lei mercenaries of the shameless whoremonger of Avanthar tag:

|  |  |  |
| --- | --- | --- |
| SL | TANGLED ROOT EATERS | PAC |

The unit name is Tangled Root Eaters, printed in blue to show they are Tsolyani (aka Whoremonger of Avanthar). Their quality is Slayer, printed Orange to show they are non-human and need to refer to the Non-Human Formation table to determine permissible formations. Their weight is PAC, which shows they are Pacha Lei.

* 1. **ZONES**

Units affect other units. These effects are summarised by **Hostile Zones** round **all** units (**except artillery and skirmishers**) and by a Fire Zone (FZ) projected by missile units.

There are three types of **Hostile Zone**:

* + 1. **CLOSE ZONE (CZ)**

The Close Zone (CZ) is an area extending 50mm from the edges of the unit in all directions which in addition extends a further 100mm forward from the 50mm on the unit’s front.

* + 1. **MELEE ZONE (MZ)**

This is a subset of the CZ and is a zone extending 50mm from the edges of the unit in all directions. This excludes the additional 100mm forward on the unit’s front). A unit in a hostile MZ will have to make QCs for various actions (Recovery, Formation Change etc). It may not make Contact without a Contact command.

* + 1. **FRONTAL MELEE ZONE (FMZ**

This is a subset of the MZ and is that part extending directly from the unit’s front but not to flank or rear. A unit which moves so that an enemy unit is in its FMZ or it is in the enemy unit’s FMZ must stop. If a unit has an enemy unit in its FMZ it may close to melee with a Contact command.

Keneng should mark on the unit tags when a unit is within the FMZ to avoid the traditional Death by Tape Measure.

* + 1. **BLOCKING HOSTILE ZONES AND ALL ROUND FACING UNITS**

All Hostile Zones are blocked by friendly units (not skirmishers).

Units with all round facing (ie Bracelet of Kurusenla) have an all round CZ / MZ / FMZ of 50mm.

* + 1. **HOSTILE ZONE EFFECTS TABLE**

Hostile Zones affect units executing Commands within them. The Hostile Zone Effects Table should be referred to whenever a unit attempts to execute the following Commands when affected by a Hostile Zone:

**Formation Change (including Reaction FC)**

**Formation Change after RFo**

**Move**

**Recover**

**Switch (including Reaction Sw).**

**Switch after RSw.**

Use the line on the table for the Action being taken.

Movement **parallel** to an FMZ is affected (movement forward towards the unit exerting the FMZ is not permitted since a Contact is required, and movement away from the FMZ is automatically successful).

Spinning, moving sideways / backwards and wheeling are affected if executed in an FMZ.

Cross reference the line with the type of Hostile Zone affecting the unit. If the Unit executing the command is within more than one apply the one furthest right on the table (ie the worst).

**Outcomes**

**QC**  : Action requires a QC (type is defined on the Quality Checks Table)

**QC EQ** : Action requires a QC with highest Quality of enemy unit exerting zone deducted. E.3.3

**Y :** Action succeeds.

See also the **Zone Diagrams** which show where units exert their various zones.

* + 1. **FIRE ZONE (FZ)**

Missile units (only) project Fire Zones out to their long range in their firing arc (J2). These affect Rear Area Movement (I7)

* + 1. **ZONES AND TERRAIN**

1. **Built up Terrain**

Close Zones and subsets do not extend into Built Up terrain. Units within Built up terrain do exert Zones outside the Built up area.

1. **Rivers**

Close Zones and subsets do not extend across a river, except at a bridge but Fire Zones do.

1. **FF 2**

Close Zones and subsets of units defending behind Field Fortifications II extend across the fortifications. Units attacking FFII do not exert Close Zones and subsets on units behind them .

1. **Impassable Terrain**

Close Zones and subsets do not extend into terrain units cannot enter. Thus troops in any formation with a density other than loose do not exert Zones into Marshes (except Hogs).

1. **LOS Blocking Terrain**

Fire Zones extend into units on the edge of terrain which blocks LOS but not within it.

* 1. **QUALITY CHECK**

There are a number of battle situations which require a Quality Check (QC) to see if a unit succeeds in executing an Action it has been commanded to take, as a result of combat, or due to Battlefield Events.

* + 1. **WHEN QUALITY CHECKS ARE REQUIRED**



**Battlefield Events**

Food of the Ssu - L.5.1

Hog Fright - O.3.3

Poison Arrows - J8

Shen Fright - O.4.1

Undead / Mad Ones - O8, O.10.3

Unit breaks within 150mm - F5

**Combat**

Melee Results - K1

Melee Voluntary Recoil / Reface - K4

Missile Results - J

Surprise Formations - H6

**Actions**

Contact - I4

Dig In - G6

Formation Change in Zone - H1

Reaction Fo / Sw - D 3.6, 3.7

Recovery in CZ - F4

Recovery in MZ / FMZ - F4

Switch - I8

**Movement**

Fortress / Bracelet Moving - Formation description

Interpenetrating - I.6.1

Moving / Spinning in Zone - E 2.5

Terrain - I.3.2 and Terrain table

They are set on the Quality Check Outcomes Table.

* + 1. **EXECUTION OF QUALITY CHECK**

Roll 2D6 and refer to the Quality Check Roll Table for standard benders and result. Results are:

The Gods are Great (GaG / Decisive Success) - always the case if unmodified 12 rolled

Emperor is Pleased Today (EPT / Success)

Deities are Displeased (DaD / Fail)

Glare of Origob (GoB / Decisive Fail) - always the case if unmodified 2 rolled

Cross reference this result with the appropriate line of the Quality Check Outcomes Table to determine the outcome.

For example if a unit is checking to Contact enemy, if it obtains a GaG on its modified roll then it advances to combat and gets a bonus of +2 on its attack roll on the first turn of combat. On the other hand if the Tlokiritlakuyal are malevolent and it rolls a GoB then it cannot advance to combat and takes a Battlefield Event 1 Cohesion Hit (BE1 CH).

If a result shows two alternatives (ie **BE2 CH / Abort Move**) then the owning player chooses which alternative. If a result has different types of CH they can be applied in any order the owning player wants.

QCs are applied sequentially so if a unit is hit twice by missile fire and the first worsens its State a QC caused by the second uses that worsened State.

* + 1. **MODIFIERS TO QUALITY CHECKS**

Standard Modifiers are set out on the Quality Check Table and apply to all QCs. In addition to standard modifiers special modifiers apply to certain checks. These are:

**Deduction of Enemy Quality when specified on the Hostile Zone Effects Table (QC EQ).**

When this is required deduct the Quality Bender of the enemy unit exerting the Zone (so if enemy unit is a Smiter deduct 3). If more than one enemy unit is applicable use the Bender of the highest quality unit.

**Interpenetration**

Modifiers are shown on the Interpenetration Table.

**Undead / Mad Ones of Hlikku Battlefield Events**

Modifiers are set out in O8, O.10.3

* 1. **LINES OF BATTLE**

It was often the case in battles involving shock combat that armies drew up in lines, and that the replacement of exhausted / defeated troops in the front line of battle was central to successful combat (cf Zama, or the operation of any Roman legion). Most figure games struggle to represent this replacement, and are prone to death by tape measure (particularly since figure scale and ground scale are never compatible (see Technical Scale Appendix) so that the exact physical location of the figures is not a correct representation of real deployment. Kenengdalkoi seeks to replicate the real issues and solutions used by commanders, for which appropriate spacing was key.

Accordingly units should generally deploy with 100-200mm spacing to the unit in front, and with 100 – 200mm spacing to units to their flank. This is not imposed by the rules, but there are various disadvantages to crowding units more closely; however, commanders may choose to do so if they see benefits in this (as with Roman commanders at Cannae).

* 1. **ROUNDING**

Every number to which a calculation is applied is rounded down. Thus all odds are rounded down (ie 2.99:1 rounds to 2:1). Losses (for example 25% of SSS) are also rounded down, so a loss of 5.99 SSS = 5, likewise halving strengths due to Dark Doom. A strength of 13 to which Dark Doom is applied becomes 6

* 1. **MEASUREMENT**

All measurement is made to or from a specific figure in centre of the relevant unit. This figure should be as clear as possible (Kerdu, Kaing, Korangkorenikh etc). Generally this will mean centre of the front row but if the unit is deep (ie a Hog square or Formations 7 & 8) then it may be the central figure in the square. Always give the choice on this to the player taking the action.

This does NOT apply to the projection of CZs which are calculated from the actual positions of the figures.

Artillery is measured from the central point of the front of the unit.

**[To be Rodtested and as always with figure games needs sensible players]**

1. **COHESION**



The Cohesion of a unit is key to its effectiveness . It is a single measure of the various factors affecting the combat condition of a unit incorporating order, morale, casualties and fatigue into a single measure of the combat condition of a unit.

As a unit takes Cohesion Hits (CH) from various battlefield activities (melee, missile fire etc) its performance deteriorates, summarised by its changing State. These hits can be recovered during the Integrated Action Phase if a Recovery Command is sent to the unit.

Units differ in their ability to withstand the shock of battle and this appears in three ways. Firstly, units can withstand different levels of total damage to their cohesion (tracked via Cohesion Hits (CH) before breaking. Secondly, the events which cause CH vary between units, with the better units being less susceptible to lesser events. Finally, the effect of a given number of CH on the State of the unit varies between units, so that high quality units take more CH before their performance deteriorates. Study of the various unit cards will show the strengths and weaknesses of the various units of your army.

* 1. **TRACKING COHESION HITS**

As CH are inflicted on a unit they are noted by checking off boxes on cohesion grid on the Unit Card (and conversely if a unit Recovers CH then the boxes are unchecked). A sample CH grid for Battlecry is shown, along with the Cohesion Legend. When Battlecry takes a CH this is marked on the second line of the grid.

**BATTLECRY GRID**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Cohesion Hits** | **1** | **2** | **3** | **4** | **5** | **6** |
|  |  |  |  |  |  |  |

**COHESION LEGEND**

**State of Unit**

|  |  |  |  |
| --- | --- | --- | --- |
| **GOOD** | **DISORDERED** | **SHAKEN** | **BROKEN** |

**Events Causing CH**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ALL** | **MELEE, MISSILE, BATT EVENTS 1 & 2** | **MISSILE, MELEE, BATT EVENTS 2** | **MISSILE & MELEE** | **MELEE** | **NOTHING** |

The meanings of the different colours on the grid are set out in the Cohesion Legend and explained below.

* 1. **INFLICTION OF COHESION HITS**

Various activities on the battlefield inflict CH. The effect of CH from each of these causes is not identical. The overriding concept is many things can cause minor disruption to a unit, but it requires increasingly significant battlefield activity to cause major disruption, thus avoiding Terrain CH breaking a unit (though frankly if it was a greasy Legion of decaying Tsatsayagga we of the Four Palaces would not be surprised at that). Accordingly, the more CH a unit has already accumulated, the less likely it is to be affected by further minor irritants.

CH are therefore divided into five types:

**Terrain. -** inflicted automatically or by Terrain QC checks.

**Battlefield Events 1 -** inflicted by BE1 adverse results on a QC and by Heavy Terrain CH

**Battlefield Events 2 -** inflicted by BE2 adverse results on a QC

**Missile -** inflicted by adverse results on the Missile table and Missile QC checks

**Melee -** inflicted by adverse results on the Melee table

To determine whether a possible CH on a unit takes effect look at the colour of the first unchecked CH on the second line of its CH grid. If the type of the CH is included in equivalent colour in the Events Causing CH line of the Cohesion Legend then that box should be checked. Then compare the box on the second line underneath the next CH. Cross reference the colour of this with the **Cohesion Legend**. If the type of CH being inflicted is included within those listed then apply the CH and cross off the box. Otherwise there is no effect. Batt Events in the Orange Box include Battlefield events 1 & 2.

**EXAMPLE**:

Battlecry (the unit sample grid shown) has already taken three CH so the first three boxes on the lower line are checked. It is then hit by Poison Arrows, requiring a Battlefield Event QC. It rolls a DaD result, which inflicts a BE1 CH. However the fourth box on the grid is violet, which cross referenced to the Cohesion Legend shows that only Missile, Melee and BE2 apply. There is no effect and Battlecry remains at 3CH. However, had it rolled a GoB result it would have suffered a BE2CH. The fourth CH would therefore have been inflicted.

[Players should note that there is no direct connection between Battlefield Events which require QCs, and the Battlefield Event BE1 and BE2 results. When the author can be bothered he will change the name of one of them.]

* 1. **EFFECT OF COHESION HITS**

CH change the State of a Unit. To determine a unit’s current State check the colour of the box in the top line of the the grid above the last checked box in the second line and cross reference this with the State of Unit line of the Cohesion Legend. The colour of the top box shows the state of the unit.

Example (continued):

If Battlecry rolls DaD so that only the first three boxes are checked. The box in the top line above the last checked box is pink (ish) which crossed referenced shows Battlecry is Disordered. However if it had rolled a GoB result so a fourth box was checked the box above is Blue, which cross referenced shows it is now Shaken.

**If the final box is purple the unit is Fanatic and cannot break as a result of CH.** These units must receive a B result in Melee to Break.

If two different types of CH are received in a single event (ie from Undead GoB) take the lesser one first, so a BE2 CH before a Missile CH.

* 1. **RECOVERY OF COHESION HITS**

Units can recover CH when they receive a Recover Command. This permits recovery of one CH. If in a Hostile Zone a QC will be required, refer to Hostile Zone Effects Table. A Recover result permits one CH to be recovered.

If the unit is in **terrain** where no terrain recovery is permitted (for example units in a Tight density formation in Brush) then no recovery can be made for a box that includes All.

* 1. **BREAKING**

Units break in two ways:

1. **Accumulation** of Cohesion Hits taking unit to break level.
2. **Melee** - Units will be sometime be catastrophically defeated in melee and will break directly, despite still having cohesion hits remaining.( **K4).** This is the only way to break fanatical units with their final box coloured purple.

Once broken a unit is removed from the field and cannot be rallied. When it is removed this creates a Batttlefield Event for units for units of equal or lesser quality within 150mm who take the relevant QC.

* 1. **ALLOCATION OF COHESION HITS TO UNITS**

Cohesion hits should be allocated to units primarily on the basis of their Qualiity . Unit specific features as “Spit & Polish “ or “Battlehardened” should also be taken into account, particularly when determining the profile of which events can cause cohesion hits and when State changes. For example it may be possible to break a spit and polish unit by missile

Fire whereas a more hardbitten unit can only be broken by CHs inflicted in melee. Similarly a smaller number of CH will be required to shake an S&P unit even if it has the same total number of CH as the Battlehardened unit. The Unit Tables in the Tables Spreadsheet shows the “official” allocations.

1. **CHARACTERISTICS OF UNITS**

Units have a variety of characteristics which are set out below. Some of these are permanent, others are transient depending on developments on the battlefield.

* 1. **TYPES**

Units are split into different types. Most of these types are permanent (ie Human vs non-human), some are temporary (ie formed vs unformed). Where refence is made to Troop Type all the Permanent Values in [G2] must identical for the the troops in question to be the same type.

* + 1. **Missile Units and Melee Units (permanent)**

Melee Units are those without meaningful missile capability (ie the fact that Shen have their pistol cross bows does NOT make them missile Units and any opponent trying this one on should be beaten around the head until he becomes calmer). Any units where this is ambiguous should be classified before the battle. Artillery are NOT missile units.

* + 1. **Human vs non-human (permanent)**

There are numerous varieties of the latter including Ahoggya (Hogs), Shen, Pacha Lei, Hlaka, Pe Choi and Tinalayi.

* + 1. **Alive vs Dead (Permanent)**

Unfortunately Priests of Sarku or Black Qarqa have an unpleasant ability to blur this distinction in breach of the Concordat. It is hoped that all decent men will unite in horror at this and ban Keneng complicit in this loathsomeness from their battles.

The Dead are Mrur, operating under the control of Sarku inclined legions, brought back to a hideous putrescent half-life revolting to all humans they encounter. In addition in certain cases Priests of those legions are able to conduct ceremonies on the battlefield to bring the recent dead back, so that the fresh corpses of Victorious in Vimuhla may be found lurching towards their erstwhile colleagues in a manner too repugnant to describe.

* + 1. **Homogenous Legions vs Mixed (Permanent)**

Muugalavyani and (generally) Tsolyani legions are composed of identical troops (Homogenous Legions), whereas YK and Salarvyani have a mixture of troops (Mixed), in a typically revolting way. Troops in those deviant Tsolyani legions with mixed troop types (ie Serqu / Hnalla) are treated as two entirely separate units, each with its own control card, capable of operating completely independently and are therefore happily Homogenous Legions with a sense of propriety and honour.

* + 1. **Artillery**

Artillery is machinery which hurls stones or bolts (ballistae, mangonels, petraries, onagers, trebuchets etc). Although they are attached to a particular legion they set up individually. A variety of special rules apply to artillery, affecting Command, movement, missile fire and melee. These rules are set out in each section (see O1)

* + 1. **Skirmishers (Permanent / Variable)**

Skirmishers come in three different “flavours” especially for the Hogs) reflecting different types of troops using the formation and national doctrine. Skirmishers should be set out in a random manner, not a well ordered block or line.

* + - 1. Standard Units (such as Peaks of Kraa) in Formation 22 Anklets.
      2. Muugalavyani Skirmishers
      3. Yan Kor Attached Light (Ladies who Lunch)

Details of skirmisher operation are set out in H8.

* 1. **VALUES (PERMANENT)**

Units have the following values which are invariant.

**Melee attack and Defence**

**Missile attack and Defence**

**Quality**: Units have four possible qualities - **Slayers of the Hated Ssu, Smiters, Fighters and Fodder** These change modifiers for a number of rolls, particularly QCs.

**Weight**: This will be Heavy, Medium or Light and affects movement and formation.

In general take the numbers in the Legion books for these values, Quality converts 16-20 = Slayers, 11-15 = Smiters, 6-10 = Fighters and 1-5 Fodder.

**WEAPON TYPES (PERMANENT)**

A variety of melee weapon types is used by the Legions. For the purposes of Formation they are divided into Long Weapons, Short Weapons and Semi Long Weapons as shown on the Weapon Length Table. Semi Long weapons are considered Long weapons for all purposes except for using Formation 23 to enter built up areas.

In addition some units use missile weapons. These are specified on the unit card, and have different ranges. They may use missile fire in the missile phase. Two types of weapon (javelins and pistol cross bows) can be used to fire in the melee phase immediately prior to contact at short range (J7). A small number of missile units from the viler parts of Tekumel are equipped with Poison Arrows; if captured these are immediately sacrificed to Lord Hr’sh).

* 1. **FORMATION (TRANSIENT)**

Units have a formation at all times (H - **FORMATIONS AND MULTI UNIT LEGIONS**). This is marked on the unit card. It is altered by the Formation Change command. Details of the different formations of the Empires are shown in the Formation Annexe and their characteristics are summarised in the Formations Table (which also includes the different names the various Empires give the formations).

* + 1. **DENSITY (TRANSIENT)**

The formation chosen sets the density of the unit. This affects the unit’s susceptibility to missile fire. Density can be Tight (T), typical of Phalangian formations, Chequer (CHE) reflecting the flexibility of manipular type formations, Open (O), typically missile formations and Loose (L), skirmish type formations.

* 1. **COHESION HITS (TRANSIENT)**

Units start the battle with zero cohesion hits (unless Battle Instructions specify otherwise). Activities during the battle will increase or decrease this number (such as terrain, battlefield events or combat). The current number of hits is recorded on the unit card. Details of how to use this are in (**F Cohesion)**

* 1. **STATE (TRANSIENT)**

The number of cohesion hits affects a unit’s State; the number of hits required varies with each unit (see Unit Cards). The states a unit can be in are **Good / Disordered / Shaken / Broken**. These affect its Benders in various activities (melee, missile, QC etc). When a unit reaches Broken it is removed from the field immediately**. It cannot recover or be rallied. (F5)**

* 1. **PORTABLE DEFENCES (TRANSIENT)**

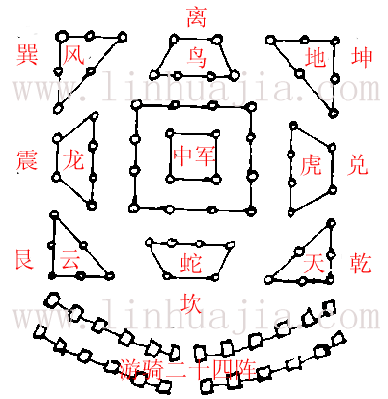
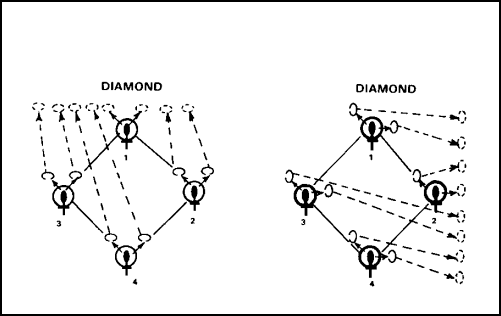
Light units and medium missile capable units are equipped with portable defences (caltrops, stakes etc). They are automatically set up whenever the unit stops when they are considered **Field Fortification 0**. (**FF0**) This is Affecting and any unit moving to contact over it takes a Terrain CH.

A unit with such portable defences may be issued a Dig In Command to enhance their effectiveness (QC required). This action permits them to be treated as **FF1** and if a GaG result is achieved the FF1 defence bonus is increased to + 4. If the unit subsequently moves the portable defences are automatically discarded and this should be marked on the unit card. The units behind these FF1 do not get any Cover benefit against missile fire.

* 1. **CASUALTIES**

There are no casualties, and no removal of figures.

1. **FORMATIONS AND MULTI UNIT LEGIONS**



The legions of Tsolyanu use a wide range of formations in combat, which centuries of training allow them to move flexibly between. Appropriate use of the formations is key to whether your Keneng returns to Avanthar in triumph with the skulls of his dog eating Yan Koryani foes piled decoratively in his Chlen carts or is flung screaming into the Molochs of Hrsh. The Formations are described in **Appendix 1 - Formations**, and their key characteristics summarised in the **Formation Table**.

The formations a unit can enter are restricted by its characteristics, in particular its weight and type of weapon and its race.

* 1. **CHANGING FORMATION**

Units alter formation with a Formation Change Command (D.3.4) or Reaction Formation Change Command (D.3.6). If the Action is executed in a relevant Hostile Zone (see Hostile Zone table) a QC will be required (note there are different lines on the Quality Check Outcome Table for standard Formation Change vs Reaction Formation Change, with the outcomes on Reaction Formation Change being more severe).

In addition a Formation Change Command issued as a result of triggering a Reserve Formation change uses a different and more favourable line on the Hostile Zone Effects Table reflecting the greater level of preparation.

The centre of a unit should remain in the same place after a formation change, including refacing so the unit does not wander across the table. Most formations should be considered a squares are rotated about their mid point.

* 1. **FORMATION TABLE**

This summarises available formations, which units may enter them and key characteristics of units which are in that formation.

* + 1. **ID Number**

This is the number of the formation in the Formation Annexe.

* + 1. **Type of Troops**

This shows the type of **human** troops, classified by weight and weapon length which can use the formation. Thus troops must be Heavy / Medium with Long Weapons to use the basic phalanx of Formation 1. Red Devastation therefore cannot use this because although Medium they do not have long weapons. Equally, troops with Long Weapons cannot enter the Formations requiring short weapons so Ever Present Glory cannot enter Garment of Idessa. flei

Long and Short Weapons are colour coded on the Unit Cards.

**Non humans** have separate restrictions as to which formations they may enter. Their permitted formations are set out in the Non Human Formations Table. They remain subject to terrain restrictions.

**OPTIONAL**

Players can ignore the Long / Short weapons distinction so any Hvy / Med unit can enter 1,2,9, 10, 11.

* + 1. **Density**

This is the density of the formation, which affects vulnerability to missile fire and movement / recovery in terrain.

* + 1. **Terrain**

This shows the type of terrain (Normal, Affecting etc) that the formation can be used in. It also shows which formations receive an automatic CH in Affecting terrain and are unable to recover this CH. For example a unit in Stone Mountain can only enter Normal and Affecting Terrain, and since this marked in Red / Yellow they take an automatic Terrain CH which they may not recover until out of that terrain

* + 1. **Layout**

Lay out your troops in a reasonable way taking into account the different number of figures available per unit. In general they will be in squares and lines. If need be the author will define unit dimensions etc to stop death by tape measure.

* + 1. **Other**

This states whether special rules apply to the formation. These are better suited to moving in difficult terrain, and are less vulnerable to missile fire. In addition, due to their more fluid Chequer structure these legions can more easily switch and relieve front line units during the enemy Cycle in certain circumstances.

* + 1. **Facing**

Shows what faces the Formation has. This can be all round facing, front / rear faces, or if nothing is shown Formation has standard front, rear and two flank faces.

* + 1. **Spin**

This specifies permissible spin refacing for the formation. “Rear” means that it can only spin 180 degrees to rear, “Flank” that it can only spin 90 degrees to its flank (Formation 5), “Both” that it can spin to flank 90 degrees or 180 to rear, “NA” that it has all round facing so spin is irrelevant, “No” that it cannot spin and only refaces by wheeling / formation change

**Summary**

This gives a short statement of the formation layout.

* + 1. **Names**

The columns Tsolyani, Muugalavyani etc give the name of the formation in each Empire. Thus Formation 17 is called Bow of Hrugga by the Tsolyani, Termination Commanded by the Red Hats, Yilrana avenged in Blood by the Dog Eaters, the Mighty Embrace of Ssirandir by the heirs of the Fishermen Kings and Hermeneutic Readings of Theological Concern by the wizards of Livyanu.

* 1. **LARGE LEGIONS**

Where units with [20 ish] or more figures are split into two sub units the two sub unit operate independently including with all commands.

When a mixed legion enters a combined formation (Meadow of Death / UHK) and the combined units total more than [20 ish] figures then the formation should be divided into two equal sub units using duplicate unit cards. The sub units may then only exit the combined formation into another formation of they are within 150mm of each other in which case they return to their original sub units in the same locations.

**[Your author is not totally happy with this but the YK are heavily disadvanted without this split. The big Salarvyani legions should also be split unless the GM wants to demonstrate their inflexible feudal military structure.}**

* 1. **MIXED LEGIONS**

A number of special rules apply to the mixed legions so beloved of the Dog Eating Yan Koryani and the grease dribbling pomandered Salarvyani (happily the mighty forces are Ssa’atis can ignore this drivel). A Mixed Legion is one with more than one troop type in it; these can be of different weights, include missile troops, and even, disgustingly, artillery, and yet more revoltingly, skirmishers.

1. **If a unit in a mixed Legion is given an Command all other units of the Legion within 300mm may be given the same Command for no additional SSS cost, but** all units are treated as having received a command for Cycle limits and SSS on future Commands. Mark such Commands SMo, SR etc.

**T**ake the worst case in the units ordered for SSS cost**.**

For example if there were three sub units all could be ordered to move for 1 SSS if none have received a Command yet this turn but if one has already received two commands then pay 3 SSS.

Any Command can be give this way,and units do NOT have to move the same distance or the same direction.

1. **Interpenetrations with other units of the same legion automatically succeed.**
2. **Artillery** may be used as specified in **O.1.2** as set out in Scenario instructions.
3. **When switching units (I8, D.3.13) they have several benefits**:
4. When they switch relieving a missile unit:

No SSS is required. The command should be marked SMi.

No QC is required if they are in the CZ of a unit that is also in the Fire Zone of the missile unit being relieved.

They can switch even if the missile unit is in an FMZ with a QC – 4

1. When issuing a Reaction Switch command only the reliever pays SSS whether relieving a missile or a melee unit.

* 1. **MIXED FORMATIONS (F18, 19 & 26)**

It is unfortunately possible to combine units of different types into a single formation using 19 and 26. The Greasy Beards and the Dog Eaters in particular indulge in this unpleasant technique as an extension of their disgusting habit of deploying mixed legions.

Keneng need to take into account the background and purpose of these formations when seeking to use them effectively. The MoD permits a more effective integration of missile troops and melee troops, in particular the ability of missile troops to disrupt and approaching enemy and the fall back into their supporting melee troops, whereas the UHK allows creation of a formation which is well prepared for flank and rear attacks.

The following rules are common to all mixed formations of all nationalities:

* + 1. **Entering Mixed Formation**

To enter a Mixed Formation the units must be within 150mm of each other meeting the formation requirements for a Mixed Formation set out in the Formation Annexe and are each given a Formation Command. If they are from a mixed legion H4.i applies reducing Command cost.

Units may not enter Mixed Formations if any of the units are in the CZ of an enemy unit or would end up in such a CZ (exceptions YK in Meadow, Salarv in UHK).

They are then grouped into a single formation. The front of the mixed unit should be the same distance from the enemy as the closest of the two sub units.

Lateral combination is possible. If units combine laterally the centre of the combined unit should be the centre of the two sub units prior to combination.

The combined formation then has a **Lead Unit** and a **Front Unit** selected.

**Note that due to figure limitations a single unit / sub unit may form UHK.**

* + 1. **Commanding Mixed Formations**

A Command is issued to, and SSS paid by, the Lead Unit unit. Both units are treated as having received a command for Cycle limits and SSS on future commands.

* + 1. **Cohesion and Mixed Formations**

Cohesion is tracked separately for each unit in a mixed formation. Terrain and Battlefield Events Checks are applied to both units. Thus if a mixed formation crosses terrain which inflicts a CH, then is fired at by poison arrows, then sees undead both the component units will take the Terrain CH, make a poison arrow BE QC then an undead BECH with results being applied to each separately. One roll should be made for each event, with different modifiers applicable for each of the two units.

The effect of melee and missile fire (other than the poison arrow QC) vary between formations and are set out below.

* + 1. **Meadow of Death - Yan Koryani**

With this formation the Yan Koryani take mixed legions and flexible formations to their logical conclusion (logical if you are a biscuit mouthed Dog Gobbler), and accordingly obtain additional benefits from using it; our forces of Glorious Hr’sh would never stoop to such unpleasantness in any case.

**Entry to MoD**

**YK** may enter an MoD using sub units from the same legion only. This is done without a QC even if one participating unit is in a CZ/MZ/FMZ. This can be done during any **YK** Segment. If it is done by using Reserve Formation Change it can be done during the enemy segment, also with no QC. This cannot be done if both units are in an FMZ.

**Other nations** may not.

**Large Units**

A YK MoD composed of two subunits totalling 16 or more figures (ie not Deadly of Lorun) splits into two separate MoDs. [Note this gives them additional CH].

**Change of Lead Unit**

YK may be change the Lead Unit each turn when **any unit in the MoD receives its first Command.**

**Other nations may not.**

**Front Unit**

**YK** do not have a Front Unit. They can use either unit at any time as set out below. Accordingly, when using this the YK can mix their missile unit and melee unit in any way aesthetically pleasing.

**Other nations** much choose one of the two units must also be selected as Front unit and show it as such. This can be changed at any time during a Friendly Segment without a command or QC as long as the MoD is NOT in a FMZ. If it is in an FMZ then it requires a Formation Change Command and QC with a fail impacting both units. This is an **exception** to the normal Hostile Zone effects.

**Commands**

These are issued as follows to a MoD of any Empire:

Contact: Issued to Lead Unit, whole formation moves to contact

Dig In Issued to any sub unit for which this is permitted; benefits whole formation

Fire Issued to Missile unit, which may fire

Form Ch: Issued to Lead Unit. Can use this to change facing, or to split the mixed formation back into two separate units. These may be in any permitted formation.

Move: Issued to Lead Unit, permits whole formation to move.

Reaction Form Change: Issued to Lead Unit, operates as Formation Change.

Reaction Switch: Not permitted

Rear Area Move: Not permitted

Recover: Issued to either Unit

Reserve Fire: Issued to Missile Unit

Reserve Formation Ch: Issued to Lead Unit. Permits unit(s) to use that command**. (D.3.10)**

Reserve Switch: Not permitted

Switch Units: Not permitted

SSS is only paid by the unit to which the command is issued but the Command counts against both units' command issuance limits..

**Spinning**

YK expend the normal movement cost (1/4 move), other nations must expend their entire move.

**Fire**:

**YK** Missile troops may be given a Fire command at any time, even if the Meadow is participating in a melee, and may fire into that melee only. (**This is an exception to the normal rule preventing fire into melee**). This also applies to Reserve Fire commands.

If fired at the **YK** may choose which unit’s Defence Value to use.

**Other nations** may issue their missile unit a Fire command at any time normally permitted but only if it is the Front Unit. This also applies to Reserve Fire commands. If a Front Unit with an Rfi ceases to be Front Unit the command is deleted.

**Other nations** if fired at use their Front unit’s defence value

.

**Melee**:

The **YK** may choose either unit to melee. However once melee is joined they cannot change this.

**Other nations** use the Front Unit determined as above (including when attacked in flank or rear).

**Distribution of CHs**

If CH are inflicted by missile / melee the **YK** may distribute them as desired (though not to a box where there is no effect). **Other nations** must apply them to the Front unit.

**Battlefield Event Checks**

Only one YK sub unit takes a Battlefield Event Check, with the YK player choosing which unit takes it.

**Other nations** must make both sub units check.

**Recovery**:

The **YK** may issue either a single Recover command to either unit permitting both units in the formation to recover (Success Roll uses unit selected) or individual Recover Commands. **Other nations** must issue a separate command to each unit.

**Breaking**:

If a participating unit in a **YK** MoD breaks any other unit takes a BE2 CH and is put in F10. **Do not play this due to the benefits of extra CH for large units.**

**Other nations** remove the entire formation and all participating units if any of them break.

**Enemy Unit QCs - The Shadow of the Meadow of Death**

Enemy units taking QCs in the CZ of a **YK** Meadow of Death reduce their Quality by one level (ie from Slayers to Smiters etc) to reflect the fire support from the missile troops. If there are also skirmishers from the Legion in Harassment position this becomes two Quality levels. If the adjusted quality of a unit reaches Fodder treat the next reduction as if the unit was disordered, then shaken. Thus a Fighter which took 2 level reductions would be treated as Disordered Fodder for a QC. This does NOT apply to QCs arising from melee combat results.

**Other nations** MoDs do not have this effect..

* + 1. **Unconquerable Heights of Kilalammu**

This is much favoured by the oleaginous and barbate Salarvyani who train for it relentlessly like sweaty cheese eating mountaineers. Other nations wisely tend to disdain its use.

As specified above the Front Unit (if more than one) is chosen when the Formation is entered. It executes **melee combat** using its melee and missile values and **receives enemy missile fire**. If any sub unit in a UHK **breakes** remove the entire formation. **Battlefield Event Checks** apply to both sub units. **Recovery** commands are issued to each sub unit individually.

**UHK has the following peculiar characteristics, generally different for Salarvyani and the other Empires:**

1. **Entering UHK**

**Salarvyani** units may enter a UHK without a QC in a CZ/MZ/FMZ. This can be done during any Salarv Segment. They may also do this with two sub-units which may be of different types or may be the two parts of a large legion but not if both are in an FMZ. If one is in an FMZ then the UHK must remain in the same FMZ

1. **Large Units**

If a UHK is composed of two subunits then split it into two separate UHKs, each made up of half the sub units. [Note this effectively increases the number of CH the combination can take, so is under review.]

1. **Changing Front Unit**

The **Salarvyani** may change Front Unit at any time without a check.

**Other nations** can change it any time during a Friendly Segment without a command or QC as long as the UHK is not in an FMZ. If it is then it requires a Formation Change Command and QC with a fail impacting both units. This is an **exception** to the normal Hostile Zone effects.

1. **Movement and Spinning**

**Salarvyani move faster in this formation.** Treat them as one Weight faster in this formation ie Heavy troops move as Medium and Medium as Light.They spin at the usual cost (1/4 movement).

**Other nations move more slowly**. Mediums move as Heavies and Heavies / Non-Humans at half speed. Spin costs full movement allowance. .

1. **Spin Reaction QC**

A **Salarvyani** unit in this formation may take a Spin QC when a unit declares a Contact command against it. If successful it can then spin to flank or rear.

1. **Flank / Rear Attack**

Units attacking a **Salarvyani** UHK in flank or rear receive position bonus on T1 as usual but the UHK may attack them with half strength. From T2 on it is treated as a normal combat.

If it suffers PB or R when being attacked in flank or rear it takes a BE1 when retreating

1. **Melee & Missile Fire**

**Salarvyani** UHKs made up of two sub units when meleeing choose either unit may use that unit’s attack and defence values and when receiving missile fire they use the defence value of either unit.

1. **Distribution of CHs**

**Salarvyani** UHKs made up of two sub units when taking CHs from Melee or Missile Fire may distribute CH between the two units as it wishes. They not have to go to the unit whose attack / defence values were used. And for good order you may not distribute to a box where there is no effect (ie a missile hit to a melee only box).

1. **Recovery**

For **Salarvyani** UHKs made up of two sub units the Keneng may issue either a **single** Recover command to the Lead unit permitting both units in the formation to recover, or to each individually.

1. **Battlefield Event Checks**

For **Salarvyani** UHKs a Battlefield Event Check affecting the formation is taken by only one of the participating units.

1. **[Breaking**

If a participating unit in a **Salarvyani** multi unit UHK breaks any other unit(s) take a BE2 CH and are put in F10**.] Do not play in view of benefits of extra CH from UHK split.**

None of these apply to UHKs of other nations.

**Commands**

These are issued as follows to a UHK of any Empire:

Contact: Issued to Lead Unit, whole formation moves to contact

Dig In Not permitted, see Sappers

Fire NA

Form Ch: Issued to Lead Unit. Can use this to change facing, or to split the mixed formation back into two separate units. These may be in any permitted formation.

Move: Issued to Lead Unit, permits whole formation to move.

Reaction Form Change: Issued to Lead Unit, operates as Formation Change.

Reaction Switch: Not permitted

Rear Area Move: Not permitted

Recover: Issued to either Unit, which permits both units to recover, or individual unit.

Reserve Fire: NA

Reserve Formation Ch: Issued to Lead Unit. Permits unit to use that command**. (D.3.10)**

Reserve Switch: Not permitted

Switch Units: Not permitted

* 1. **SURPRISE FORMATIONS**

Formations 15-17 plus 12 (Tsolyani only) are surprise formations, permitting advantages in melee if successfully executed. One body of troops screens (Screen Unit) another more dangerous body (the Warhammer unit). To lay them out deploy only the screen troops and keep the surprise troops off the board for as long as they stay behind or within the human legion, to be integrated into the formation at the right moment.

Details of requirements to enter the formations are set out in the Formation Annexe.

In general it is best for properly trained Keneng to set units up in these formations with the Warhammer unit hidden to achieve real surprise. Naturally this is something which is a key part of curriculum of the great battle schools of Ssa’atis but is typically lacking in lesser Empires.

* + 1. **Entering Surprise Formation**

Units can only enter these formations when more than 300mm from the enemy. It will normally be done during deployment. A Formation Command is issued to both units. For any tests when in these formations use the quality and ratings of the **screen** troops. For any formation purposes (ie if meleed before unleashing surprise) their formations are treated as:

**Krua**: Waves

**Gift** : Stone Mountain

**Bow**: Stone Mountain

**Towers of Purdanim**: Towers

In addition the Tsolyani can incorporate a Shen unit into Formation 12 (Towers) which can seek to achieve surprise.

After entering the formation remove the Warhammer unit. This should only be put back on the board if surprise is unleashed, the Surprise Formation is split up voluntarily or the Screen Unit breaks.

A unit in Surprise Formation may be in Formation 14 as long as more than 250mm from the nearest enemy unit. Once within 250mm it must change to the correct Surprise Formation as soon as possible.

* + 1. **Attacks on Surprise Formations**

A Surprise Formation which has not unleashed the surprise defends against melee and missile attack with the Screen unit. Any results apply to screen troops only.

* + 1. **Commands**

Most Commands are issued to the Screen unit. It may not be issued Reserve Move or Reserve Formation. If issued Formation Change it can change facing or split the Formation into two separate formations as desired. Recovery is issued individually to each unit.

However, if the Formation wishes to make contact the a Contact Command is issued to the Warhammer unit, which takes a Contact QC for the Action. If a friendly Hlaka on All Seeing Eye is within 500mm of the unit the Surprise QC has a + 4 bender; if an enemy Hlaka on All Seeing Eye is within 500mm of the unit the QC has a -4 bender.

**Optional**: The Hlaka has to make a QC at Fighter. GaG gives -6 to surprise check, EPT gives -4, DaD -2 and GoB +2 (players may speculate amongst themselves just what the Hlaka were up to with their stones, and where they might wish to insert them).

* + 1. **Attacks by Surprise Formations**

Surprise formations are used only by the attacker (unit making contact) in a melee.

If the unit fails to achieve surprise it uses the first figure in the relevant part of the Formation vs Formation Table as its Formation Multiplier when calculating melee odds; if it succeeds the second. (If Formations 12 or 13 are being used by the Tsolyani for this purpose treat as Formation 17 on the table). Thus a unit in Gift of Nayari (Form 16) attacking Stone Mountain (Form 1) would get a multiplier of 2 if it fails to achieve surprise and 5 if it succeeds. In all cases the Warhammer unit is treated as attacker. Adverse CH from the check are applied to both units. The surprise multiplier and any other melee effects from the QC last until melee contact is broken.

* + 1. **Separation of Units**

At the start of the melee when the surprise was used the units involved form two separate formations. The Warhammer Unit is treated as being in the Surprise Formation and the Screen Unit adopts the following formation behind the Warhammer unit depending on the original surprise formation:

**Krua**: Waves

**Gift** : Blade of Sword

**Bow**: Stone Mountain

**Towers:** Towers

When the Warhammer unit is no longer in contact it adopts the following formation:

**Krua**: Stone Mountain or Mighty Block

**Gift** : Stone Mountain or Mighty Block

**Bow**: Stone Mountain & Divider / Crystal Square

**Towers:**  Stone Mountain

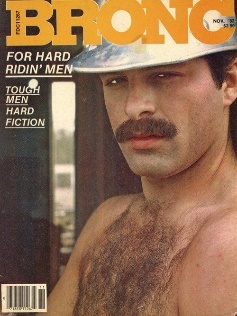
* 1. **COMBINED FORMATIONS**

Formations 20 & 21 are a combination with one of the standard formations. The formations they may combine with are listed on the Formation Table.. In addition Divider of Foes may adopt Herce (a multi unit combined formation, see J.4.1) permitting additional fire capability.

* 1. **SKIRMISHERS**



As set out in G.1.5 there are three types of skirmisher who operate entirely differently. **Type (i)** are standard legions which for some reason need to adopt a particularly loose formation and so have entered D22, Anklets. **Type (ii)** are local peasants too old, slow and stupid to escape the press gangs of passing Muugalavyani legions and used largely for latrine digging. In the eyes of the forces of Ssa’tis they deserve reward for these sanitary excations so are allowed to participate in the battle as an expendable line of arrow fodder in front of the real legions of the Palaces of the Square**.** They are generally referred to as the Brexits (Bringers of Extraordinary Tribulations on ThemSelves), **Type (iii)** are the skirmishers attached to combined arms legions who are skilled and highly regarded specialists trained to swirl around enemy legions attacking their own legion’s heavier troops, harassing and disordering - usually the creamy limbed youth of the clan if Yan Kor, oiled and muscular men with luxuriant 1970s porn staches if Salarvyani.



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**Type (i)**

These move conventionally and can both fire and be fired at conventionally. using the Formation Modifiers. They automatically evade Heavy / Medium troops (move back to remain outside MZ) and cannot enter the MZ of these troops. They do melee against light troops. The Formation Multiplier for both sides in the melee is 1, irrespective of formation.

Against Pe Choi they cannot evade (unless the Pe Choi commander permits) and must melee them. The Pe Choi have a Formation Multiplier of 5 and the skirmishers of 1 for such a melee.

**Type (ii)**

These operate sections of 3. They ignore all Zones and are unaffected by Battlefield Events and missile fire. They automatically evade Heavy troops but are removed if contacted by Medium / Light / Pe Choi Troops not in Anklets. They cannot be shot at (the humiliation for any proper unit firing at these latrine diggers would be unbearable; possibly the repulsive Greasy Beards might stoop to this.)

They harass enemy melee units by moving into their MZ during the IAP with a Bender of +1 on the melee attack roll.

If a unit they are supporting with harassment is broken they are removed.

**Type (iii)**

These operate in sections of three. They can move once per turn up to 300mm but if they have retired due to a Battlefield Event / missile fire (see below) then they cannot move that turn.

They automatically evade all other Troops (move back as necessary to stay out of their FMZs) except Pe Choi who overrun them and take a BE1 CH. If fired at by a missile unit (not artillery) or if subject to any Battlefield Events they immediately retire 250mm. They can do as many evasions / retirements as required each turn.

They harass enemy melee units by moving into their MZ during the IAP.

If a unit they are supporting with harassment is broken they are removed.

**YK skirmishers** may only support their own legion, with the section giving a Bender of **+3** on the Legion’s melee attack roll.

**Salarvyani** skirmishers may support any Salarvyani or allied unit in melee which is not being supported by YK skirmishers. A section can either add a bender of **+3** to the melee attack roll of the unit being supported, **or** apply a bender of **-3** to the attack roll upon it. In addition up to three sections which must all be from the same legion may support a given unit in melee with no more than 2 affecting any given roll. They are thus potentially able to apply up to **+6 and -3 (or + 3 and -6)** benders in support of a unit in melee.

Skirmishers using poison darts require a Poison QC immediately prior to melee resolution, but never more than one.

Players will find the smooth and creamy limbed youth of the Yan Kor and the muscular, oiled and ‘tached Salarvyani are particularly useful for this but the doddering Brexits of Muugalavyani latrine digging rather less so.

* 1. **ARTILLERY**

Artillery is always in Formation 24 (Shattering of the Walls).

* 1. **SPECIAL NATIONAL EFFECTS AND UNUSUAL FORMATIONS**

Certain nations and races have special affinity with particular formations giving them additional capabilities in these formations. These effects are summarised here.

* + 1. **Pe Choi**

When manoeuvring in **Form. 8 Bracelet** they move at half speed, not quarter and do not require a QC.

* + 1. **Salarvyani**

They receive benefits in **Form 26, Unconquerable Heights** per xxx, and are also supported by Sappers (L.4.5).

* + 1. **Tsolyani**

When in **Form 9, Embrace of Nayari** Tsolyani troops may adjust formation by skilful elongation of the arms so that they either have the same multiplier as the opposing formation on the Formation vs Formation table, or it has the same as theirs (Tsolyani choice). They need to be issued a Formation Change Command (or apply a Reserve FC Command) spending SSS and subject to the usual command limits. No QC is required.

They are also able to use **Formation 12 Towers** as a Surprise formation. **H6.**

* + 1. **Yan Koryani**

When moving in **Form 7 Fortress** they move at half speed with no QC.

In **Form 19 Meadow** they have a number of special benefits H.5.4 .

**Combined Formations**

F20 and F21 combine with other formations. The details of how these operate are set out in the Formation Annexe

1. **MOVEMENT**



Troops take a movement Action during the IAP when given a Move or Rear Area Move Command.

* 1. **HOW TO MOVE**

Units move when given a Movement Command. The distance they may move is affected by troop type (light, heavy etc) and terrain. The troop type is cross referenced with the Terrain type on the Movement Table and the result is the unit’s movement allowance in mm. that turn. Movement is affected by Hostile Zones, check Hostile Zone Effects Table.

Players are encouraged not to indulge in death by tape measure, state how close a unit is to the enemy and use the unit tags to mark how far the unit is from a relevant enemy unit, which will affect range, close zones, ability to move to contact etc. Any Keneng spotted doing millimeter measurements may be freely stabbed through . If something is a close call roll a dice or flip a Kaitar to see which side of the line it falls.

**Angle of Movement**

Units may move at a march angle up to 30 degrees while maintaining the same face. Greater angles require a wheel or refacing.

**Sideways / Backward / All Round Formation Movement**

Units may move sideways or backwards in non-affecting terrain only with movement costs doubled (ie a move sideways of 100mm uses 200m of movement allowance). Any Movement in Formations 7 & 8 requires a QC and is quadrupled (note exceptions for Pe Choi / Yan Koryani, H.10.1, H.10.4).

**Expansion / Contraction**

Units may **expand and contract.** In general the aim of these rules is to be fairly relaxed about precise placement and to think in terms of formations, so reasonable expansions and contractions do not require special treatment.

* 1. **MOVEMENT IN ZONES**

Units must stop when they enter an MZ / FMZ. They may not move closer to the unit exerting the MZ / FMZ unless they receive a Contact Command where if successful they move to melee contact . They may move out of the Zone with any necessary QCs or along it parallel to the enemy unit.

If a unit is in an FMZ note that it can spin with a QC to face away from the enemy unit and move away without a further QC, and can then spin back.

Checks required are summarised in the **Hostile Zone Effects Table**. “Flank” in the table includes “Rear”

* 1. **MOVEMENT AND PLACEMENT IN TERRAIN**

For all movement purposes a unit is considered to be in the terrain of the leading edge of the unit. Players should ensure the leading edge is unambiguously positioned. See also L3.

As units move into and through terrain it affects them in various ways.

* + 1. **Speed**

If any part of a unit’s move is through **Area Terrain** then its movement allowance for the turn is reduced to that of the worst terrain passed through. If the **leading edge** of the unit passes over **Linear Terrain** or the start of a hill then it costs the unit the proportion of its move shown on the Movement Table. Once the unit has reduced its movement allowance then it does not have to do it again for that terrain. [Do in more detail when one can be bothered] . When moving on a road if the whole move is on road and the unit is in road column (which would also include Anklets lined out down the road) the unit may use road movement rates.

* + 1. **Cohesion**

If a unit moves in most terrain other than Clear it may need a QC or take a CH automatically. This is a Terrain CH. Cohesion recovery is possible in some cases. This only applies when the leading edge of the unit is passing through the disordering terrain.

* + 1. **Formation**

Formation and density both restrict the terrain a unit can enter. See the Formation and Terrain charts for details.

* + 1. **Special Terrain**

1. **Built Up Terrain**

Units enter **built up** terrain (villages etc) by moving to the edge of the terrain one turn then entering the next; they will automatically enter FoP (Formation 23) without a QC irrespective of the presence of CZ / MZ / FMZ (although they may need a Contact Command and QC. When exiting they move to the edge of the terrain then exit, adopting any desired formation, but taking a Terrain CH.

In some cases this will involve changing out of FoP in a Zone. When leaving FoP to exit built up and exit is into a Zone the unit checks the Hostile Zone Effect chart prior to exit in the normal way. Failure means the unit remains in FoP and does not exit the village, as well as any other normal penalties. Note that this means that in some cases units cannot exit the Built Up area (shades of Blenheim).

A unit may pass a **building** in normal formation, in which case no men go inside the building, or it may enter the building in FoP.

1. **Field Fortification II**

Units moving to **garrison FFII** may if they wish automatically enter FoP, or can stay in or can stay in any formation appropriate to the shape of the FF (**L**.**4.1**). When they leave but do not pass over the FFII they can automatically adopt any other desired formation as long as not in any Zone. Zones do not project over the line of the FFII; any other Zones (ie from flank or rear) have the normal effect.

If the unit leaving moves through the FFII Zone the unit checks the Hostile Zone Effect chart prior to exit in the normal way. Failure means the unit remains in FoP and does not exit the FF, as well as any other normal penalties. It will also take the usual penalties for passing FFII.

* 1. **MOVEMENT INTO MELEE ZONE AND TO CONTACT**

**[Rewrite for further testing]**

There are two steps to Contact. First, the moving unit moves up to the MZ of an enemy unit and notes whether it is in the MZ (so no death by tape measure) so a Contact Command is permitted, or outside it.

A unit spinning towards an enemy is always treated as being more than 50mm away so it has to move after spinning to be in contact range.

To deal with the various issues that arise in battle as units approach each other at different angles the following applies:

1. It may only enter the MZ if some part of the enemy unit is within its FMZ (so you cannot slide past enemy units like ships passing in the night). [Not sure this works in practice, treat with care.]
2. If it does enter the MZ determine which front of the enemy unit it is facing. In the case of units in blocks (ie Stone Mountain) the moving unit faces the front which is touched by a perpendicular coming its own centre. If a line is being approached (ie Waves) then it is a flank position if the perpendicular points in the direction of the flank (ie not away from it) AND either touches the flank or passes to the other side of the unit being approached (so if from front to the rear and vice versa).
3. As long as the other unit is in its FMZ either unit may be issued a Contact Command in accordance with IAP sequencing. **That unit must take a QC to execute the action**. If the Unit passes this check and moves to contact both the unit attacking and the unit being attacked may fire their Javelin and pistol crossbow weapons per J7. As per the Hostile Zone table there is no deduction for EQ.
4. If a successful Contact Command is made then square up the attacking unit so that the relevant fronts are parallel and meet mid point to mid point.. Then move the attacking unit into contact.
5. Anomalous cases can arise where to get the unit fronts parallel would require turning the attacker more than 45%. In this case two Contact Commands are required, each with QC. If the first is successful (and ignore the +2 bonus for a GaG result) then turn the attacking unit so it is parallel and aligned but do NOT move it to contact. A second Contact Command may then be issued (even in the same turn) which permits it to move into contact.
6. **Only one unit may be in contact with each edge (front / flank / rear) of an enemy unit.**
7. **Unless the Bamberger Glorious Destiny exception applies to a unit that has clearly strung itself out to speed bump more than one enemy unit.**
8. Units moving into / across terrain into contact apply a CH / QCs before contact is made but after their Contact QC.
9. These requirements do not apply when contacting skirmishers and artillery.
10. And finally use common sense in odd situations where units are in a line but not straight (for example the alignment sometimes referred to as “hook” in boardgames). There is strong prejudice in these cases that combat is frontal and not a flank attack.

[PREVIOUS VERSION, DO NOT APPLY CURRENTLY.

A number of special restrictions apply to moving to contact with formed enemy troops (excluding artillery and skirmishers).

i) A unit may not wheel into contact. However, the unit may angle its move by up to 30 degrees as usual, or it can wheel first then move into contact.

ii) A unit may not make contact with the side of an enemy unit at angles great than 30 degrees from perpendicular.

iii) The mid point of at least one of the units in contact must be in contact with the other unit; contact is not permitted between the ends of two lines for example.(skirmishers excepted).

iv) Once the units are in contact adjust their facing so that their fronts are parallel and move them sideways so that either one front is completely covered or their mid points coincide (whichever requires the smallest movement). This is done at the start of the melee phase **after** all movement is completed.

1. An attacking unit may may make contact with the corner of an enemy unit even though the two fronts are both more acute than 30 degrees. This is a frontal attack; adjust both units (or parts thereof) to achieve this with minimum disruption.
2. If there is a unit already engaged at the front then the second unit cannot move to contact by contacting a corner.

vi) To achieve a flank attack the attacking unit must be able to cover the whole flank or get mid point to mid point (of flank) otherwise the attack counts as frontal.

1. Units moving into / across terrain into contact apply an CH / QCs before contact is made but after their Contact QC.]

The diagrams in [DO APPENDIX] illustrate these restrictions.

* + 1. **Contact Across Affecting Terrain**

A unit making contact across affecting terrain, for example up a hill, can only do so if it was able to move to 50mm away with its reduced speed for affecting terrain. This avoids moving up to terrain at full speed then using a Contact command to avoid the terrain speed restriction.

* 1. **FACING**

Most formations have a particular facing, so that the unit faces to the front and has flanks and a rear. Certain formations have no flanks, only front and rear, and a few have no particular facing and are treated as facing all round, for example Bracelet of Kurusenla. Units generally move in the direction they are facing, though movement to flank / rear is possible with difficulty. They also fire in this direction.

* + 1. **Changing Facing**

This can be done either during execution of a Movement Command, or using a Formation Change command.

**Changing Facing During Movement**

This can be done in two ways:

1. **Wheel** - Pivot about a corner. All units are considered to be 150mm wide so a 90 degree wheel requires a move of 200mm (and yes mathematical pedants, I know this is not exactly right so if you want to use 0.5 x Pi x R knock yourselves out!). Greater or lesser wheels are proportional. Move the figure 75mm from the unit centre the correct distance and conform the rest to that. If desperate you can wheel about the centre in which case move required is the same (shorter distance is neutralised by part of the unit having to move backwards) but a QC is required.
2. **Spin** - Each man turns to flank or rear maintaining formation. Due to the need to retain formation this is impossible for many formations; details are on the Formation Table. This spin will use **quarter** of the unit’s movement allowance (after adjustment for Affecting Terrain if applicable). It will may require a QC in a Zone (see Hostile Zone Effects chart).

**Changing Facing During Formation Change**

When a unit receives a Formation Change Command it can change its **facing** in any way desired. It may perform a refacing only or combine it with a formation change. In either case a Formation Change QC may be required. This is the only way certain formations (ie Embrace of Nayari) can change facing without wheeling.

Having refaced it may place its front anywhere within the area covered by the unit prior to reforming / refacing. This can have quite a strong effect if a line formation such as Waves executes this.

* 1. **INTERPENETRATION, GAPS AND SWITCHING**
     1. **Interpenetration**

**Interpenetration** occurs when a moving unit attempts to pass through a stationary friendly unit (Exception Artillery (0(). The front of the unit passing through must clear the front of the other unit by at least 50mm. If the entire moving unit does not clear the front of the stationary unit move the latter back enough to just clear it. The Interpenetration Table should be consulted to determine if the move is possible and if so whether a QC is required. This is determined by the density of the two units. The QC is executed using the Quality of the moving unit with the following effects. If the pass fails the moving unit stops 10mm behind the non-moving unit.

**Hostile Zone Effects per the Table apply but only to the moving unit.**

* + 1. **Passing Gaps**

**Passing through gaps** depends on the formation of the unit and proximity to the enemy. If outside an enemy CZ formations can pass through gaps of 50mm. Ignore the actual figure frontage of the unit passing (representational only). The gap can be between friendly units or terrain or combination of the two. If within an enemy CZ larger gaps are required depending on formation.

Linear (Formations 3, 14): 200mm

Column ( Formations 4, 22) 30mm

Blocks (The rest): 150mm

* 1. **REAR AREA (AND RETREAT) MOVEMENT**

Troops with a Rear Area Movement command may move at 3 x standard movement allowance and may not move closer than 500mm to enemy formed units. Their movement may not be generally towards the front line but may be towards a flanking enemy movement.

If a battle is lost units may also retreat towards their baseline at 3 x standard movement allowances to break contact.

* 1. **SWITCHING UNITS**

Kenengs can flexibly adjust the order of his lines of troops and reinforce the front line by swapping units using the Switch Command, allowing a unit (the relieving unit) to swap places with another unit (the relieved unit) in the line ahead. They will find effective use of this is an essential part of good battle management.

To do so a Command is issued to the lead units(D.3.13). The units switching must be facing in the same direction (for pedants 30 degree offset is permitted), and must have sufficient space around them to conduct the manoeuver.

There must be not less than 50mm and not more than 150mm between the switching units. In addition if the relieving unit is Tigh Density there must also be sufficient spacing around the units so the relieving unit must have no other unit in its melee zone.

If the relieving unit is any other density then there is no a restriction on the presence of other units in its melee zone.

* + 1. **Execution**

The switch succeeds automatically outside Hostile Zones, and generally is not permitted or requires a QC within them (see Zone Effects Table). The relieving unit takes the QC.

If successful the relieving unit places its front edge in the same place as the front edge of the relieved unit, and the relieved unit is placed 100mm behind the rear edge of the reliever. If there is not room to do with because of the presence of other units the Switch is not permitted.

* 1. **ARTILLERY**

Four special features apply to artillery movement and facing:

1. **Stone throwing artillery** must be limbered and unlimbered before moving and firing. Limbering takes a turn but the artillery can unlimber at the end of a move for free. So Turn 1 limber, Turn 2 move and unlimber and Turn 3 fire.
2. **Artillery units have all round facing so** they can move off in any direction without refacing, and can fire in any direction. They should be placed so that their front edge faces towards the enemy board edge (reverse when limbered).
3. **If stone throwing artillery wish to change facing without moving** they may do so on receipt of an AC. While no limbering / unlimbering is required they may not fire that turn.
4. **Artillery may pass through their own troops** and vice versa with no negative effects.
   * 1. **Artillery Overrun**

If a formed enemy unit contacts an artillery piece the artillery is removed. If the formed unit has less than 100mm of its move left it stops, otherwise it may continue with a deduction of 100mm. It also takes a Battlefield Event 1 CH.

1. **MISSILE COMBAT**

**A couple of men in armor with weapons

Description automatically generated**

Units take a Fire Action when given a Fire Command. Ranges are shown on the Missile Data Table. When firing use the Missile Tables.

Determine the modifiers from the Missile Bender Table, including calculation of odds. Apply these modifiers to a 2D6 roll and apply results shown on the Missile Fire ResultsTable to determine the outcome. The CH column shows automatic Missile Cohesion Hits inflicted, the QC? Column shows if a Missile QC check is also required, including potential modifier to the QC roll. **Execute the QC first** before deducting the automatic CHs.

Fire Actions are executed by individual units so fire may not be combined. Units may generally not split fire between different targets. However, as shown on the Formation Multiplier Table Units in Formations 7 & 8 may fire at two targets with Formation Multiplier of 1 as may Formation 24 deployed in Built Up or FF2 for all round defence.

Each Fire Action is performed and executed before the next so the State of the target unit will deteriorate as each action is completed.

[When playing Rod to keep him happy targets are determined for all firing target units when the fire commands are issued each cycle to prevent switching after seeing results. Note that this does apply at all time for artillery targets, which does matter when used with an artillery commander.]

* 1. **MODIFIERS**

**Cover (for Target)**

The level of cover provided by terrain a target unit is in (or behind) is shown on the Terrain Table. The terrain a unit is in is determined in accordance with **I3.**

**Density (of Target)**

This is shown on the Formation Chart.

**Range**

The range of different weapon systems is shown on the Missile Data Chart**. Distance is determined by measuring from the central point of troops firing to the centre of the front of the unit.** [If players want they can just measure to any point on the unit but having played this the Designer is not very fond of the mechanism.]

**State (of Firing Unit)**

The current State of the firing unit shown on its Unit Card.

**Odds**

This reflects the power of the attacking missiles compared to the defensive armour and shielding of the defender. It is determined in two stages:

Firstly determine the Formation Multiplier from the Formation Multiplier Table. Multiply the firing unit’s Missile Attack factor (shown on its Unit Card) by Formation Multiplier to get the Adjusted Missile Attack.

Secondly, divide this by the target unit’s missile defence factor shown on its Unit Card to obtain the odds. Read off the modifier from the Missile Bender Table.

**Example**

A unit of Longbows in Waves (Form 14) with a Missile Attack factor of 6 which is disordered is firing at a target in Stone Mountain in brush with a Missile defence of 5 at a range of 350.

Cover is Light for a modifier of -2. Density is Tight for a modifier of + 2. Range is Medium, for a modifier of 0. State is Disordered for a modifier of -1. Formation Multiplier is 3 so the Adjusted Missile Attack is 18. Odds are therefore 3:1 for a modifier of +3. The total Mods are therefore +2.

Firing unit rolls 9 for a net result of 11, inflicting an automatic Missile CH and forcing the target to roll a QC to avoid a second CH.

* 1. **FIRING ARCS**

These are 45 degrees taken from centre of the unit to a point anywhere on the target unit (preferably a material part please!).

* 1. **RANGE AND LINE OF SIGHT**

Firing infantry must have **line of sight** (LoS) to their target. LoS is blocked by Hill, Woods, Village, combat units (but NOT artillery or skirmishers), the Darkness of Gereshma and the Curtain of Unseeing. Units on Hill can see over everything except another hill.

**LoS Examples for Hills**:

1. Unit on hill can see anything on the same hill
2. Unit on hill can see anything not on the hill irrespecive of intervening units and other terrain.

**Exception**:

It cannot see past another hill, even to a unit on a third hill further back

If players feel particularly enthusiastic then LoS rules specific to a particular scenario can be made more complex with hills of different heights, several levels of hill, dead ground etc.

Line of Sight is determined from the centre of the firing unit to the centre of the target unit. If the LoS from the centre is blocked but part of the unit can see it may fire with half Missile Attack Factor if visible from the point midway between centre and flank of unit. (Feel free to complicate your life further around this with different ranges for different parts of the unit if that’s what floats your Sriganta.)

**Artillery**

Artillery require the same LoS but are **not** blocked by **friendly** combat units. [This can be debated but the assumption is they use spotters attached to the friendly combat units and it cuts down some rather pointless death by tape measure millimetric placement of units and artillery. Note it does means that they may not be permitted to fire on an enemy unit in Open density but also cannot fire on the unit behind it. This is deliberate to cut down time wasting low odds firing.

Optional: If there is a Hlaka triad on Eye of Subadim within 500mm of a target unit then Stone Throwers do not require line of sight so can fire over hills, forests, units etc.

**Troops in Blocking terrain**

Units in terrain which is listed as blocking line of sight may fire / be fired at with Cover modified.

Units in built up terrain deployed for all round fire may fire in any direction.

* 1. **RESERVE FIRE [OPTIONAL]**

If a unit is given the Reserve Fire command it may fire in the enemy segment in accordance with **D.1.3**.

* + 1. **Herce Formation Reaction Fire**

If a Divider of Foes is placed adjacent in the battle line to a friendly flat fronted formation (1, 2, 7, 10, 26) within 150mm and is behind FF0 then it is considered to be in Herce Combined Formation. It can then be issued a Fire Command as if it had earlier received a Reserve Fire command if an enemy unit enters either its own or the adjacent flat front formation’s CZ.

This is recorded in the same way as standard Reserve Fire.

* 1. **FIRING INTO MELEE**

This is generally not permitted. Exceptions are stone throwing artillery (J6) and the Yan Koryani in Meadow of Death (0). Units in melee contact may not fire.

* 1. **ARTILLERY**

Artillery has certain special features affecting missile combat:

1. **All artillery has a 360 degree all round firing arc.**
2. **Stone Throwing Artillery (Mangonels and Trebuchets) have no short range** and cannot fire at targets closer than medium.
3. **Only 2 Artillery pieces can fire at a single target unit in one turn unless a special artillery commander is specified in the scenario instructions. Use the target’s Unit Name Tag to record this if necessary**.
4. **Artillery pieces can be fired at by troops short range and artillery at short and medium range**. They have a Missile Defence of 10, are in Open density and for QCs are Fighters. If they take 2 CH from a single fire they are removed. CH are not accumulated.
5. **Stone throwing artillery can fire into melee**. In this case it rolls separate attacks against every unit in the melee (friendly and enemy).
6. **Artillery do not block LoS.**
7. **LoS for Artillery is less restricted (J3)**
8. **Artillery uses a different row of density modifiers and can only get maximum odds of 3:1 on the Missile Bender Table.**
9. **When multiple artillery pieces fire their targets are determined prior to any fire execution.** Even if a Unit targeted by multiple pieces breaks before fire execution is complete all pieces are considered to have fired that Turn and may not do so again.
   1. **JAVELINS AND PISTOL CROSS BOWS**

These can always be fired at short range just prior to melee contact without a Fire Command as long as they have not already fired that Turn. This can be done by either unit. If both fire the unit being contacted fires and applies results first.

* 1. **POISON ARROWS**

When a unit with poison arrows fires the target unit takes a Poison Arrow battlefield event check. When Yan Kor skirmishers are in position to add the melee bonus for harassment the target unit takes a Poison QC immediately prior to the resolution of the melee.

* 1. **ALL ROUND FACING FORMATIONS**

Certain formations with all round facing (7,8, 23 in buildings only) are permitted to fire twice. This must be at two different targets, and fire directions must be more than 90 degrees apart.

1. **MELEE**

Melee follows a successful Contact command. All units in contact at the end of the IAP engage in melee contact in the Melee Phase.

* 1. **MELEE EXECUTION**

1. **Determine order of resolution**
2. If one army has major initiative its units attack and apply results first.
3. If neither has major initiative they attack and apply results simultaneously
4. Army losing major initiative attacks and applies results second after the effect of the attacks on its units have been applied.
5. The initiative player decides the order in which each melee will be resolved.
6. **Resolve each attack in the melee:**
7. Calculate odds. To do this multiply unit Melee Attack Rating by the Formation Multiplier. This is read off from the Formation vs Formation Table. Divide this modified Melee Attack by the enemy Melee Defence Rating. This gives the odds modifier.
8. Total other modifiers using the Melee Benders Table.
9. Roll 2D10 adding total modifiers (which may be negative) and consult the Melee Table. Note CH, and determine if any Melee Outcomes (Push Back, Recoil, Break) apply and note these. Where the result has a “?” next to it then a Melee results QC is required.

**Example:**

Red Devastation in Formation 10 attacks Wreak Death in Formation 1. Red Dev looks up 10 vs 1 and gets a multiplier of 2. Wreak Death looks up 1 vs 10 and gets a multiplier of 3. (To assist players in formation selection unfavourable combinations have an orangy background, favourable a green background and equal but bloody combinations a red background. Surprise formations have a blue background.)

Red Dev has a modified attack of 38 (2 x 19) vs Wreak Death defence of 14 which rounds to 2:1 for a bender of 4 on their attack roll. Wreak Death has an attack of 30 (3 x 10) vs Red Dev’s defence of 11, which also rounds to 2:1. The superior formation selection of Wreak Death has negated Red Dev’s superior stats.

If no other modifiers are applicable each will roll to see damage they inflict on the enemy, adding 4.

1. **Apply results of attacks**
2. Apply any results to units in combat simultaneously. This applies even where a unit is facing two opponents.
3. Any outcomes (break / recoil etc) are determined BEFORE any changes to state resulting from CH.
   1. **MELEE MODIFIERS**

**State**: If the attacking unit (NOT defending unit) is disordered or shaken -3 / -6.

**Terrain**: See Terrain Chart

**Harassment:** If friendly skirmishers are in harassment position + 1 / + 3 depending on skirmisher type **(H8**)

**PoPs:** Various

**Leaders:** Bonus or subtraction depending on Aggression

**Position**: If attacking unit is in contact with the enemy flank / rear + 4. **This only applies for the first turn of melee**.

**QC Table:** Effects on the QC table (ie GaG on the Contact roll). An effect with T1 applies for the **first turn of melee only.**

**Hlaka on Eye:** + 3 and – 3.

* 1. **UNITS ATTACKED IN FLANK AND REAR**

This section covers the various interactions that arise in battle when units are attacked flank or rear with the aim of giving the unit being attacked the ability to (with difficulty) respond to this unhappy state of affairs.

1. **Units do not get an attack against enemy attacking them from flank or rear**. If attacked in front and flank they may attack the unit to their front.
2. If units are still in contact with the unit attacking them in flank or rear after the first round of melee and do not have a unit attacking their front they can attempt to reface during the IAP in a way permitted by Spin for their Formation using a Move Command. They take a QC using the Moving in a Zone line of the QC Outcomes table. **However, their Melee Attack and Defence values are halved for the duration of the melee.**
3. If they are not permitted to spin to the relevant direction they may attempt to reface during the IAP using a Formation Command. They take a QC - EQ using the Melee Voluntary Retreat / Reface line. Their formation does not change but its facing does. **However, their Melee Attack and Defence values are halved for the duration of the melee.**
4. If there is a unit attacking their front as well they can attempt to turn part of the unit to face the flank / rear attacker taking a QC – EQ using the Melee Voluntary Recoil / Reface line. If successful they can then roll against one or the other but not both of the opposing units but formation does not change and **their Melee Attack and Defence values are halved for the duration of the melee.**
   1. **MELEE RESULTS**

Melee combat results are set out in the melee table. Units take Melee CH, and can also receive Push Back, Recoil or Break (PB / R / B). If marked with a question mark (?) then take a QC adding / deducting any value shown on the table and determine the outcome on the QC outcomes table (ie if the result is ? R -4 then Recoil if the QC, from which four is deducted is failed. **Execute the QC first** before deducting the automatic CHs.

All results are applied simultaneously unless Major Initiative applies, so both units in a melee can break together.

* + 1. **PUSH BACK**

Unit retires 50mm but remains within the FMZ. If being attacked from flank it either stays in place and takes an additional **Melee** CH or retires directly away from the flank attack (unless being frontally attacked as well) and takes 1 additional **Melee** CH. If the unit cannot retire due to the presence of other units it stays in place and takes 1 additional Melee CH. No interpenetration is permitted.

**Units in Formations 7, 8 or 18** ignore PBs.

**Hogs** have no flank so retire 50mm away from the unit that rolled the PB even if being attacked from two directions. If unable to for any reason they also ignore it.

* + 1. **RECOIL**

Unit retires 100mm. If being attacked from flank it either stays in place and takes an additional **Melee** CH or retires directly away from the flank attack (unless being frontally attacked as well) and takes 2 additional **Melee** CHs. If the unit cannot retire due to the presence of other units it stays in place and takes 2 additional Melee CHs. No interpenetration is permitted.

**Units in Formations 7, 8 or 18** do not move on a Recoil result but take an additional Melee QC.

Hogs have no flank so retire 100mm away from the unit that rolled the R. If unable to for any reason they also do not retire but take an additional Melee CH.

**The enemy unit may follow up 50mm if desired.**

If a unit takes **PB and R** in a single melee phase this is treated as **R**.

* + 1. **BREAK**

Broken units are removed from the table immediately, with potential QC consequences for units in their vicinity. Any such QCs are executed at the completion of all melees.

* + 1. **MELEE VOLUNTARY RETREAT (QC)**

If a unit in melee wishes it may attempt to retreat. If it did **not** retreat as a result of PB / R melee results it may roll a QC on the Melee Voluntary Retreat line of the QC Table and if successful pull back 50mm. Its state for these purposes is determined after application of CH from the melee. If it succeeds there is NO follow up.

Units in Formations 7,8, 18, 20 and 23 (the defensive formations) may NOT do this.

[Note: After watching a tube on the dynamic battle model I am sure this is the right way to go.]

* 1. **MELEE AND TERRAIN**

In a number of types of terrain one side, generally the defender has an advantage. This advantage can change as the melee proceeds.

For the purposes of Melee bonuses in Terrain the Attacker is the Unit which moved to contact in the melee, for the duration of the melee (**L2 - Melee**). (Note change to terrain table for slopes)

* + 1. **LINEAR TERRAIN**

Units defending behind linear terrain receive two benefits when contacted by an enemy unit:

Firstly the enemy unit may receive CH as a result of trying to cross the obstacle which cannot be recovered prior to melee. For example units attacking across a hedge receive an automatic Terrain CH.

Secondly, the defender’s melee roll may receive a bonus, thus in the case of the hedge + 2 or the attacker’s a penalty.

The CH effect is applied only once (unless the attacker receives a PB and must therefore move forward to the attack again with another Contact Command). The second effect continues to be applied until the Defender receives a PB or R result and is driven back from the feature.

* + 1. **NON-LINEAR TERRAIN**

Units in this Units in this terrain, **other than built up**, may decide to deploy and fight on /near the edge of the terrain or inside it in any permitted formation. If the former then the attacker takes the relevant Order Effect when he moves to contact (so D+ for Tight troops in Brush). If the latter they takes the effect when they move into the terrain on a Move order, and take it a second time when they melee using a Contact order. Thereafter the battle can swing backward and forward in the brush, with all movement (including PB and R results) taking applicable Order Effect.

* + 1. **HEAVY TERRAIN**

This terrain is Severe, Woods and Marsh. It is extremely difficult for normal units to operate in and should be used with care in battle scenarios so the following special rules apply:

1. **Standard medium or heavy units (except STL / Hog / Shen**) need to be give a Formation Command to enter this terrain. They are treated as being in Anklets for melee. They have a multiplier of 1. They are loose for missile cover purposes. Naturally they are not really Anklets if they are real troops. Under no circumstances must Keneng refer to Hogs as being in Anklets unless they want to see a Hog cookpot from the inside - large, smelly bulldozers is much safer . . .
2. **To exit the terrain** they must be issued a Formation command then a move command in the same Cycle. They can then exit in any desired formation forming up 50mm from the edge of the terrain.
3. **Abuse** - If this means that a unit accelerates through the terrain it must have a turn where it does not receive a Move command. Play with common sense.
4. **Light units** may enter Severe and Woods in Formations 14 or 3 without any further Formation Command.
5. **Hogs in Marsh** are governed by O.3.2 **MARSHES**.
6. **Shen in Severe and Woods are governed by O.4.3.**
7. **STL units in Severe and Woods** are governed by **O9 SPECIAL TERRAIN LEGIONS (STL).**
8. **Trial** - if there is already a unit in the severe terrain you want to enter then you must issue a Contact (after any required Formation Command) to enter followed by melee. You cannot have two opposing units in the same Heavy Terrain unless in melee. If a unit gets a PB or R result it is placed 50mm outside the terrain in the same formtion (typically Anklets unless STL etc).

In this unhappy case:

They have no Close Zone

A Heavy or Medium Unit in standard formation can melee them without a Contact command (though can use one should they want).

For the melee they will have a Formation multiplier of 1 and the attacker 7.

Kerdudali should note that if they ever end up with a Hog unit in this position they will be broiled lightly and consumed alive. And never allowed to command a unit of Hogs in battle again. Ever.

* + 1. **BUILT UP TERRAIN**

In **built up** terrain units are automatically deployed on the perimeter of the terrain. The attacker moving to contact automatically enters FoP per L.4.3 and will attack suffering the relevant penalties on the Terrain Chart.

Determination of melee outcome in built up varies from the standard in two ways:

1. All melee results in built are simultaneous, even if Major Initiative has been obtained.
2. The Melee in Built Up Terrrain Table (MiBUTT) is used in addition to the normal Melee Table reflecting the unusual nature of fighting in built up areas and the difficulty of clearing them / breaking enemy units.

After determining melee outcomes refer to the MiBUTT. Compare Outcome inflicted on the Attacker (Attacker column) with that inflicted on the Defender (Defender Column) and determine Final Effect. The normal outcome is ignored, so units fighting in Built Up cannot break, merely withdraw.

A Withdraw outcome means that the side(s) in question withdraw from the built up terrain and reform in accordance with **I.3.4.i).**

**Example**: Attacker suffers a PB result and Defender suffers a B result. The Effect of this is that the Defender leaves the built up Terrain and

After the application of Effect the units involved take any CH mandated in the usual way.

* 1. **ADVANCE / PURSUIT AFTER MELEE**

If players want they can apply interesting effects if Shen / Hogs / Fanatics break an enemy unit in terms of them advancing or pursuing the broken remnants. Do a QC of some sort to see how out of control they get.

1. **TERRAIN**



Terrain is an essential part of a battle. Accordingly players should prepare a battlefield layout as part of the preparation for each battle. Players may use any mutually acceptable way to represent terrain. The different types of terrain are set out below. The effects of these are summarised in the Terrain Effects Table.

* 1. **CLASSIFICATION OF TERRAIN**

Terrain is listed on the Terrain Effects Table, divided into different types.

* + 1. **Area Terrain**

This is terrain which covers an area of ground so that the leading edge of a unit will take time to pass through it. It should be represented using a cut out piece of battlement to show the area covered, decorated as appropriate with trees, buildings etc.

**Clear**: Smooth open ground, no obstacles

**Rough**: Ground which is open but broken up ie by rocks, bushes ploughed fields etc. In some weather conditions (ie heavy rain) even normal Clear might be treated as Rough. **Sand** is treated as rough on the Terrain table.

**Brush**: Light undergrowth

**Severe**: Very rough ground, swamp, very steep slope, forest, jungle

**Woods**: Heavy trees.

**Marsh**: Boggy ground, tending to swamp

**Easy Slope**: Gentle rise } units at the top of either are on Hill for LoS purposes

**Steep Slope**: Steeper rise}

**Hills**: The following applies to interpreting the effects of hills:

1. All units on a hill are on higher terrain and can see over everything except another hill (and be seen).
2. Unless there are special scenario instructions units which are “Down” are not affected by slopes in melee. They are off the hill. Some scenarios will designate areas as valleys with all attacks from the hills getting uphill advange.
3. Some hills will be designated as ridges in which case attacks along the line of the ridge give neither side uphill advantage unless a side only moved onto the ridge in the current turn in which case it is considered to be downhill.
4. If two units on a hill (ie Uphill) melee then the one which moved onto the hill first is considered to be uphill for melee bonus.
   * 1. **Linear Terrain**

This is terrain which is the equivalent of a line, so that the leading edge of a unit passes immediately over it. Semi-linear terrain is similar, except that it has some depth, so that it is possible for the leading edge of a unit to remain within it after moving.

**Wall**: Solid stone wall

**Hedge**: Includes palisades & ditches

**Stream**: Small enough for troops to wade across; would include **fords**

**River**: Need to swim; impassable unless special rules applicable

**Bridge**: Over river or stream. Units in Serpent / Anklets they ignore the Affecting and disordering effects of Bridges on the Terrain Table. Artillery may always use bridges and treat as clear.

**Gully**: A steep depression, useful for hiding troops

**Field Fortifications I**: Abattis, ditches.

**Field Fortification II**: More extensive, Food of the Ssu fields, caltrop fields etc. Define whether FFI or II at start of battle, also characteristics (ie Cover score)

* + 1. **Built up Terrain**

This is area terrain created by buildings.

**Building:** Single very large significant building complex such as a temple, giving semi-fortress defence.

**Village**: Group of smaller buildings

Units in this terrain must be in Formation 23 (I.3.4) .

Light Troops in this terrain have their attack strength **quartered** in melee to reflect this unsuitability for close hand to hand combat.

* + 1. **Road**

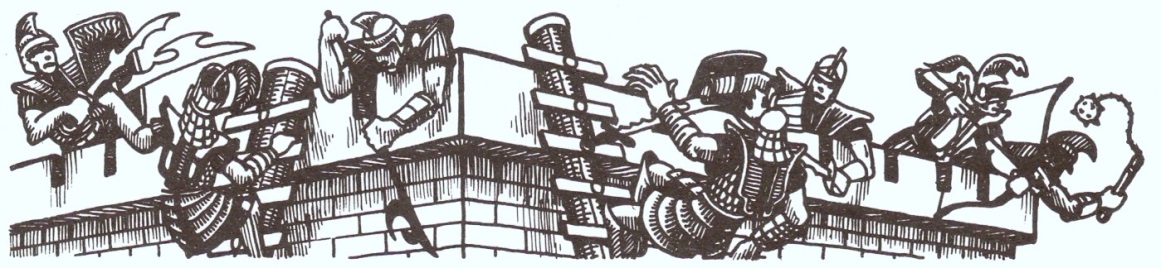
**Standard roads:** Paved or unpaved tracks across the countryside These have no effect other than to increase movement rates units in Formation 4 moving along them.

**Sakbe roads:** Raised three lane highways with fortified towers. Movement along a Sakbe is as per Standard roads. Movement onto or across a Sakbe is not permitted without the use of siege equipment (ladders) except via the towers, in which case it takes one move to ascend or descend the Sakbe.

If the Sakbe (including towers) is occupied by enemy units (which need to be in FoP) then it cannot be entered except via Siege Attack (covered in the Siege supplement) or special battle rules.

Units must be in Formation 4 (Serpent) to receive the movement benefit of roads.

* + 1. **Major Fortifications**



These are town walls, Sakbe roads, towers, castles etc. These are outside the scope of normal battle rules and actions involving these should use the Sakbe Road and Siege rules supplements.

* 1. **TERRAIN EFFECTS CHART**

**Move**

This displays whether terrain is normal, affecting, affecting +, affecting built up or affecting (up). This affects movement speed as specified in the Movement Table. If two types of area terrain affect a unit in a single move then only reduce its movement by the worst one. However units are affected by both linear terrain and area terrain so crossed a hedge and going uphill if Heavy means movement reduces to 125mm and then loses 25% so net 95mm.

**Cover**

This defines the effect of the terrain on a unit defending in (or behind for linear terrain) against missile fire (see Missile Attack Calculation). N = None, L = Light, H = Heavy. Serious fortification will also permit T (Total) cover but this is only applicable under the Siege Rules.

**Order & Recovery**

This shows the effect of terrain on terrain on the cohesion of units within / crossing the terrain. Entries before the slash apply to units in the density before the slash in the Density column, entries after the slash to units in density after the slash.

**N :** No effect

**M :** Take Terrain QC

**D** : Automatic Terrain CH every time a unit moves in this terrain,

**D** + : Automatic BE2 CH every time a unit moves across this terrain,

**D** ++ : Automatic Missile CH every time a unit moves across this terrain,

**Yes** : Units can recover any CH,

**No** : Units cannot recover Terrain CH (but can recover other CH)

If a unit is moving parallel along a linear feature which divides the unit it takes one Terrain effect (only) and the terrain is treated as normal.

**Density**

This specifies the density of troops which are permitted in each type of terrain. If more than one density if specified (ie O / L) then either is permitted. The density is a function of the formation the troops are in (see Formation Table). Where O is specified then units in Chequer formation are permitted in accordance with D2.

**Melee**

This shows terrain bonuses in melee. If the entry is Def + x then the side which did not move to contact receives this melee modifier for the duration of the melee. If Att + / - x then the side that moved to contact receives this modifier to its melee roll.

Refer also to **K5** for interaction of terrain with Melee.

**Hide**

If Y it means units may hide in the terrain, otherwise they may not. Hogs means Ahoggya may hide in the terrain. Units may be hidden in this terrain prior to battle if permitted by the battle instructions. They may hide in any terrain, even if not normally permissible due to Formation / Terrain restrictions. Players should keep a note of units hidden in this way; they can be revealed either voluntarily, or automatically by an enemy unit putting them in its FMZ, or by successful scouting (N).

Units may also hide in terrain during the battle. To do so they move into the terrain and are then removed, along with their tag, which is marked Hidden. They must then spent one Turn doing nothing and the end of which they can exit the terrain in accordance with N. **SCOUTING AND OBSERVATION AND HIDDEN UNITS**.

A unit which is hidden is placed in Formation 7 & 8 in the terrain. It cannot move at all and cannot be melee attacked [if someone really wants to set up a siege of the Hogs in the Bog knock yourselves out]. (Exception two units which set up Hidden in the same piece of Terrain.) It leaves the terrain with a Formation Command and a Move command taking a Terrain (generally Heavy) CH for doing so.. (N. **SCOUTING AND OBSERVATION AND HIDDEN UNITS**)

**LOS**

If Y it means the terrain blocks line of sight, if N then it does not.

* 1. **PLACEMENT OF UNITS IN TERAIN**

**The type of terrain a unit is in is determined by its leading edge**. Thus if the leading edge is in affecting terrain or crosses a linear obstacle that apples to the entire unit; once it is out of the affecting terrain or has crossed the obstacle the rest of the unit is unaffected. If possible generally try to place units entirely in or out of Terrain to assist correct representation, adjusting movement distances as appropriate in agreement with your opponent (as usual attempting to avoid duel by tape measure). If this does not work treat the unit as being in the terrain of the centre of the leading edge, marking this on the unit tag if helpful. This also applies to units defending behind Linear Terrain.

A unit that moves out of terrain may place itself on the edge of that terrain so that retrograde movement of any distance will put it back inside the terrain. However while out of the terrain it can be, for example, flank attacked without interference by the terrain. (Example being the Pride of Xax and Dancer at the Battle of the Lake of Stones.)

**Units on hills are either up the hill or down for movement and Line of Sight purposes irrespective of their exact placement on the hill**. They are up the hill if the front edge of the unit is on the hill and has moved at the Affecting Terrain speed (typically half) in the Cycle the front edge reached the hill, otherwise they are down the hill. Mark this on the unit’s tag.

**Lines spread so they are partly on hill and partly on lower ground** use the position of the centre of the line to determine their elevation.

**For melee** a unit already up a hill is always upslope of an enemy unit which subsequently moves on the hill until it takes a PB or R result in melee unless designated as a ridge in Scenario instructions.

If desired particularly significant hills can be designated multiple turn hills in Scenario instructions, in which case units must spend that number of turns climbing before they are treated as being up the hill. Multiple levels of hill may also be specified.

* 1. **BUILT UP TERRAIN AND FIELD FORTIFICATIONS**

These types of terrain have a number of specific rules to reflect their importance and unusual characteristics.

* + 1. **UNITS PERMITTED TO ENTER**

Only units without long weapons (semi long permitted) are permitted to enter **Built Up** terrain. When they do so they automatically enter F.23 FoP (**I.3.4**).

**Any unit** may take up position behind **FF1 or 2** using any formation. The unit maintains its normal frontage and density.

All units may also go into F.23 FoP when behind FF2. In this case then are permitted to spread out to cover up to 300mm of FF2 frontage. They may do this automatically when they close up to the FF2 without command, or subsequently when in position behind it with a Formation Change Command (when the dithering fool of a Tsolyani commander concludes he has got it wrong again. As usual).

* + 1. **ZONES**

Zones do not extend across FF2 or Built Up to the Units behind them so they are only affected by enemy units in melee contact.

Zones do extend from Units behind FF2 / Built Up to enemy units on the other side.

* + 1. **COMBAT IN BUILT UP TERRAIN**

A unit on its own in built up terrain will occupy the entire piece of terrain (spread unit around to indicate this) in FoP. If an enemy unit attempts to enter the built up area it must have a Contact Command; if successful it will enter Formation 23 FoP and will melee the occupier. See **K5** for combat details.

* + 1. **COMBAT IN FIELD FORTIFICATIONS**

A unit in standard (non FoP) formation behind FF1 / FF2 receives the terrain bonus shown on the terrain chart. In the case of FF2 this varies with density, thus+5 for unit in Tight behind FF2, -5 for its attacker, + 3 / -3 for units in Open or Loose).

If contacted through the FF2 if in FoP they are treated as being in if in FoP for melee purposes, otherwise as being in F14, Waves of Chanayagga.

In both cases attackers may adopt any standard formation (not FoP) they desire.

If a unit in FoP behind FF2 is driven back by a PB or R result then it automatically adopts F14 (Waves) with no requirement for a QC check. **In addition a B result is treated as R, so units in FoP behind FF2 can only Break as a result of CH [**note to self this means Fanatics behind FF2 cannot break**]**

If the unit in FoP wishes to leave then it requires a Formation Command to adopt a non-FoP formation, then a move command to move out.

Players will note there are advantages and disadvantages to being in FoP behind FF2 and should weigh these carefully.

* + 1. **SALARVYANI SAPPERS AND FIELD FORTIFICATIONS**

Among their many other disgusting characteristics the Greasy Beards incorporate movers of dirt (sappers) into their combat legions. This makes it easier for them to huddle like the spiritless poltroons they are behind fortifications instead of fighting like true Mu’ugalavyani in the open.

Accordingly, all Salarvyani legions are considered to have sappers. If a Dig In command is issued to any unit in the Nchesh the sappers can upgrade any existing FF1 to FF2, **then** upgrade any existing FF0 to FF1 **then** build FF0 in front of any sub unit which does not have them already. They may only do this for sub units of the same Nchesh. The sappers cannot be fired at or meleed but if any of the sub units breaks then all sapper capability for the Nchesh is lost [too complicated otherwise].

* 1. **OTHER TERRAIN**

Other specialist terrain can be used as part of a scenario (such as cliffs, mountain etc) and should have its effects specificed as part of the scenario. Food of the Ssu is encountered from time to time, sometimes within a defensive system. FF0 as specified in the Dig In command is “portable terrain”.

* + 1. **Food of the Ssu**

This is the indigenous vegetation of Tekumel, still found in patches, and often used to enhance the effectiveness of field defences and fortifications. Units in Food of the Ssu suffer a Battlefield Event check every turn .

* + 1. **FF0**

This is affecting terrain. If crossed for melee it inflicts one Terrain CH.

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1. **COMMAND AND CONTROL**



* 1. **SORCEROUS SUBTLETIES OF SUBADIM**

Each army starts with the ability to control its own troops, disrupt the control of the enemy Kerdudali, or, if desperate and not called Roope, attempt to control the Powers of the Planes. These actions are carried out by the use of the **Sorcerous Subtleties of Subadim.(SSS and PSSS, see Extension)**.

SSS is controlled and issued Command Posts (CPs). CPs can only issue commands to their attached units.

Armies have a **Starting level of SSS** at the start of battle (**SSSS**) which is distributed between CPs per battle instructions.

* + 1. **SSSS Availablity**

SSSS available at the start of battle will generally be guided by each side getting per unit of:

**Slayers 4**

**Smiters 2**

**Fighters 1**

**Fodder 0.5**

However, this should be changed + / - 30% to reflect Kerdu and Staff Capability, overall strategic situation, and to make a more asymmetric and entertaining battle.

The SSSS will be distributed between CPs at the start of the battle according to Battle Instructions, leaving each CP with a Current Base SSS (**CBSSS**). This is also the Current Available SSS( **CASSS**) for each CP as battle commences.

* + 1. **Use of SSS**

SSS is used to control the activities of the army by:

Boosting the Initiative roll each turn (**C1**)

Issuing Commands **(D1**)

* + 1. **Reduction of SSS**

This can be temporary or permanent.

* + - 1. **Temporary Reduction**

As SSS is used a CP per M.1.2 the Current Available SSS **(CASSS)** is reduced for that CP.

In addition enemyHlaka action (**O.5.3(**vi)) and movement (**M.3.3**) or displacement (**M.3.4).**of Command posts can also affect CASSS.

* + - 1. **Semi-permanent Reduction**

When a sub CP is detached by the Central CP the available CBSSS for the Central CP is reduced (M.3.2) but potentially can be recovered if they recombine.

* + - 1. **Permanent Reduction**

SSS is reduced permanently leading to a reduction of CBSSS by:

1. **Breaking of Friendly Units .**

When a unit breaks the CP to which it is attached loses SSS depending on the Quality of the broken unit:

**Slayers: 5 SSS**

**Smiters: 3 SSS**

**Fighters: 1 SSS**

**Fodder: 0 SSS**

This affects the CBSSS of the CP to which the destroyed unit is currently attached (to avoid Yan Koryani , curse the revolting molesters of animal life, gameyness all units must be attached to a CP. Greasy Beard like reattachment of units about to break should also be treated with contempt).

**This reduction applies at the start of the next Turn, not immediately.**

1. **Recoil of Units - experimental**

If Slayer or Smiter units Recoils in melee and do not inflict a Break, Recoil or Push Back result on the enemy unit then CBSSS for its CP is reduced by 1. This does not apply to units which take a Recoil Result but cannot actually recoil due to formation, presence of other units etc.

1. **Displacement of Command Posts (M.3.4).**

If displaced as a result of enemy contact CPs lose part of their CBSSS permanently.

* + 1. **Recovery of SSS**

SSS is recovered at the start of each turn in the SSS phase. CASSS recovers to the CBSSS level for each CP subject to losses due to Hlaka raids, movement and displacement of CPs, all of which can have effects carrying into the next turn.

* 1. **FAILURE TO RECEIVE COMMANDS**

Commands are normally received and **executed** automatically. However, if units **are Distant from the CP, or if Hlaka on Unmentionables are interfering, or if certain PoPs (Glutinous Fluids, Recondite)** are used, then the command may not get through. In these cases roll **2D6.** T**he Command fails to be be executed the unit if a modified score of 2 or less is rolled**. Players should note that it can therefore be **issued** again but does count against the three / turn limit.

[Note: Your author is well aware that there is a 1/36 chance of rolling 2 without modifiers but is absolutely not having a roll for every command, but only when one of the above effects is applicable.]

* + 1. **MODIFIERS TO DICE ROLL**

A unit is **Distant** from the HQ if it is is more than **700mm** away in the direction of the enemy front or more than **700mm** away parallel to the enemy front. To avoid a regrettable tape measure moment these are defined to be at right angles to the base of the battle table and parallel to it respectively unless battle instructions mandate otherwise. As with missile fire measure from the centre of the CP to the centre of the front of the unit being commanded. In the case of Group Commands measure to that part of any unit covered by the Command.

**For each of the following that apply subtract 2 from the roll**:

1. Unit more than 700mm from command post towards enemy front
2. Unit more than 700mm from command post parallel to front
3. Unit more than 1000mm from command post towards enemy front
4. Unit more than 1000mm from command post parallel to front

All these modifiers are **cumulative**. Thus a unit 1100mm away to flank with no other factors applicable has a -4 modifier and the order fails on if 6 or less if rolled on the 2D6. If the Command fails the consequences are as set out in D.1.1.

[These may need tweaking upwards given measurements are now to and from unit centre.]

In addition if a hostile Hlaka is using using Unmentionables on the receiving unit then **subtract an additonal 5**. The specific effects of PoPs are set out in the PoPs Supplement.

* + 1. **EFFECTS OF FRIENDLY HLAKA**

**These command restrictions are allieviated by the presence of friendly Hlaka on Eye of Subadim** (O5). If a Hlaka triad on Eye is within 500mm of the relevant unit then the unit is only Distant if more than 1000mm away and the **subtractions of - 2** applies at the following distances:

1. Unit more than 1000mm from command post towards enemy front
2. Unit more than 1000mm from command post parallel to front
3. Unit more than 1300mm from command post towards enemy front
4. Unit more than 1300mm from command post parallel to front
   1. **COMMAND POSTS**



Each army starts with one or more Command Posts (CPs) depending on battle instructions. Generally there will be one Central CP allocated. These should be on a suitably grand and elevated platform, with the Kerdu surrounded by wizards, priests and lesser officers). All measurements are made to the central Kerdu.

Each CP will have an individual allocation of SSS. They can only issue Commands to units attached to them.

Any CP can issue commands to any Artillery unit (D.2.2). It may also contribute any number of SSS it wishes to influence the initiative roll; SSS for this purpose from any friendly CP is cumulative.

CPs do not block lines of fire and friendly units may move through them with no effects.

* + 1. **Attachment of Units**

All units are attached to a CP. Track this on the Unit Cards of Command Record Sheets. This will initially be determined at the start of the battle and as reinforcements arrive. Units can be re-attached to a different CP during the SSS Phase.

**A CP may only issue Commands to its attached units.**

* + 1. **Detachment / Reincorporation of sub Command Posts**

If required by the exigencies of battle sub command posts can be detached / reincorporated. This is executed during the SSS Phase.

When created a sub CP may be placed up to 1000mm away from the Central CP or reincorporated from the same distance as long as neither is in an enemy CZ (no teleporting out of trouble!). Allocate up to 25% of the CBSSS of the Central CP to the sub CP when detached and add whatever is left back when reincorporated.

**Optional**

It is recommended that the CBSSS for the Central CP is reduced 10% each time a Sub CP is detached. Thus if a Central CP has 100 CBSSS this is reduced to 90 when a Sub CP is detached. Of that 90 up to 22 can be allocated to the sub CP which would leave the Central CP with 68.

* + 1. **Voluntary Movement of Command Posts**

CPs can move at 300mm if more than 300mm from enemy units otherwise 200mm. (wizards, priests, heavy robes, much ceremonial, but many slave bearers). They may move once per turn at any stage during their half of a Cycle. This movement counts as one of the Commands permitted in that cycle. To move them costs half the CBSSS for that Command Post; if this is not available since it has already been used the CP cannot move.

* + 1. **Displacement of Command Posts**

If contacted by enemy Heavy, Medium or non-human units (so not Light) the command post displaces 300mm, has no SSS this turn or next and loses 25% of the SSS allocated to it permanently (ie 25% reduction of CBSSS). However, it may move the next turn (amazing the strength fear gives to the priests).

This contact can be made either by the unit just moving into contact with the CP with a Move command, or by a Contact Command.

Contact is measured to the centre of the CP in accordance with the general rule.

If with a protecting unit which is pushed back (PB or R) then the Command Post must spend half its CBSSS. If these are not available then the CP has no CASSS for the current and the next turn.

Players should note these command rules very carefully. If enemy units (such as Pe Choi) get loose in your command structure the battle is likely to end swiftly and badly. Think French command 1940 which became completely dislocated by Rommel’s Ahoggya.

* + 1. **Protection of Command Posts**

Command posts are always surrounded by FF1.

In addition players can place a legion in Formation 7 or 8 around the command post. This will always surround the HQ (irrespective of apparent sizes. It benefits from the FF1.

If permitted by Battle instructions the FF1 may be improved to FF2 (for example by Salarvyani sappers). In this case the protecting unit should be placed in F23, FoP.

* 1. **EFFECTS OF SSS LOSS ON THE ARMY**

The effect of reduction in CBSSS should be set out in the scenario instructions. Points to consider are:

1. When does the army break - is it when CBSSS gets to zero or some higher number. Note that if startng CBSSS is high then you can end up with fighting to the last unit on the table if the break point is zero which is generally not desirable.
2. Do parts break individually ie if a given CP gets to zero (or a higher number) do units attached to it get removed or can they be reallocated to another CP?
3. Is there going to be a death spiral? So that, for example, if CBSSS gets to a certain level it then goes down 10% each turn on top of any reduction due to units breaking.
4. **SCOUTING AND OBSERVATION AND HIDDEN UNITS**



* 1. **HIDING UNITS**

Units may be hidden in errain prior to battle if permitted by the battle instructions. They may hide in any terrain, even if not normally permissible due to Formation / Terrain restrictions. Players should keep a note of units hidden in this way; they can be revealed either voluntarily, or automatically by an enemy unit putting them in its FMZ, or by successful scouting.

Units may also hide in terrain during the battle. To do so they move into the terrain and are then removed, along with their tag, which is marked Hidden. They must then spent one Turn doing nothing and the end of which they can exit the terrain as set out below.

A unit which is hidden is placed in Formation 7 & 8 in the terrain. It cannot move at all and cannot be melee attacked [if someone really wants to set up a siege of the Hogs in the Bog knock yourselves out]. (Exception two units which set up Hidden in the same piece of Terrain.) It leaves the terrain with a Formation Command and a Move command taking a Terrain (generally Heavy) CH for doing so

* 1. **HIDDEN UNITS AND SCOUTING**

Armies are able to use Hlaka and Skirmishers (Type (i) and YK (iii) only; the Muugalavyani pressed peasants and the Oiled Salarvyani moustaches may not be used for this) in a number of ways to improve the intelligence available to their Kerdu. This includes both on table and off table activity.

**On table uses**:

**Hidden Units and Scouting**

Hidden units may be revealed via scouting. This can be done by a skirmisher unit (Type i) or a Yan Kor Ladies (Type iii, not Salarvyani) moving into the piece of terrain in question and announcing it is scouting, or by a Hlaka within 300mm on Eye declaring in the Hlaka phase that it is scouting.

The player searching then rolls 2D6 for a QC (treat a Type i as Smiter, Ladies, Porntaches and Hlaka as Fodder for the bender) but does not see the result, only the player being searched for. He announces as follows:

GaG - find hidden unit or report none if none there.

EPT - find hidden unit or report none if none there. If Hlaka they take an A1.

DaD - fail to find hidden unit. Can give false report that nothing there.

GoB - fail to find hidden unit. Can give false report that nothing there and:

Hlaka take an A1 even if there is no unit there.

The enemy player may also put out a spare hidden unit, which can be shot at and be the target of PoPs. It may be removed at any time to place it in its correct location and must be if it is meleed. At this point any CH it has taken are removed, it was all fake rubber Ahoggya.

Type (iii) YK ladies disappear even if there is no unit there.

If a Type (i) the hidden unit can either have an automatic Contact with skirmisher (The hidden units has a Formation Multiplier of 5 and the skirmishers of 1 for such a melee) or give a false nul report.

In all cases a Hlaka unit which scouts takes an Abort.

A piece of terrain can only be searched once. Mark on the tag that it has been searched.

When a hidden unit is found by scouting it is placed on the map in the terrain in the same formation.

**Enemy Formed Unit Entering Terrain with Hidden Unit**

In the case the Hidden Unit may either immediately:

1. Exit the terrain on any side in the current formation (7 or 8)

or

1. Roll a Contact QC without requiring a Command and if successful attack the flank of the enemy unit with a x 3 multiplier and continue to do so until the melee ends. It is unhidden.
2. If the unit entering is Pe Choi the Hidden unit may attack the Pe Choi as above but at the end of each round of melee combat the Pe Choi may take a Voluntary retreat QC and withdraw outside the Terrain.

**Hidden Units Exiting Cover**

Hidden Units may exit a piece of cover at any point on its perimeter. However, they first have to receive a Formation Command, then a Move Command which must be in the same turn., and if they wish to melee a Contact command. They can exit in any formation permitted for terrain entered. The move is treated as occuring from just outside the edge of the cover terrain.

The Formation Change is treated as occurring outside any CZ so never requires a QC.

**Guarding Cover Terrain**

If a player is suspicious of a piece of terrain he can place a unit on guard duty next to it by issuing the unit a Formation command. Mark its tag with “guard” and place it 50mm from the terrain facing the terrain. It may be in any permitted formation (including 7 & 8) for this duty but if it Moves, Fires or makes melee contact it ceases to be on guard.

If a unit exits Cover terrain with a unit on guard duty the guard unit is moved to a position 100mm (to give a bit of deployment space) from the terrain directly in front of the exiting unit which must be placed 50mm from the cover unit facing it so they are in each other’s FMZs. Either than then make Contact with a Contact Command.

**Two Hidden Units in the same Terrain**

Only one unit from the same side can be hidden in a piece of terrain. If by some chance of fate units from both sides are hidden there at the start of the game, the moment one is declared unhidden the other is also unhidden, and the two are placed in the Terrain facing each other 50mm apart in their current Formation (7 or 8). Mainly because of the entertainment factor the units can declare contact against each other. Or they can Formation Change (in an FMZ) and then move away. But generally scenario instructions should prevent this.

**Special cases**:

1. A unit may declare itself unhidden any time including during an opposition move (so can stop strat moving).
2. If it is guarded it must deploy in the terrain in the FMZ of the Guard Unit. It may then receive a Formation Command at any stage which **does NOT require a QC** and be deployed on the outside of the terrain in the FMZ. Either unit may then Contact.
3. Otherwise it stays inside the terrain and cannot be attacked (your Reegelmeeschter can’t be bothered with rules for this, if you really want to knock yourselvs out).
4. If not guarded it can deploy on any edge of the terrain but inside the terain.
5. It cannot move but if it receives a Formation Change command (no QC required irrespective of the presence of enemy units) it is placed outside the piece of terrain on any edge in any permissible formation. This can be in the FMZ of an enemy uuit.
6. **Unless it is an STL legion or a Hog in a Bog** i**t may not receive a Move command that turn**. [Thus losing its ability to jump out of hiding unless it is terrain specialist.]
7. Otherwise it stays inside the terrain and cannot be attacked (your Reegelmeeschter can’t be bothered with rules for this, if you really want to knock yourselvs out).

**Surprise**

The ability to successfully use a Surprise formation is reduced by the presence of Hlaka ( H.6.3)

**Reaction Formation Change**

This requires a Hlaka on All Seeing Eye as specified in D.3.6.

**Off table uses**

These will be specified in individual battle instructions but typically will involve the commitment of Hlaka and skirmishers to obtaining information about off table movements / reinforcements, either your own or the enemies. This may include elements of scout vs scout activity.

1. **SPECIAL UNITS**
   1. **ARTILLERY**



* + 1. **ARTILLERY SPECIAL FEATURES**

1. Artillery has two main types, Ballistas (Lt or Hvy), and Stone Throwers (Trebuchets and Lt / Hvy Mangonels)
2. Artillery Commands (**D.2.2)**, Missile Combat (**J6),** Movement **( 0),** including Overrun (**I.9.1)** and Fire Zones (E.2.6**)** have specific rules.
3. Players will need to track which pieces have moved / fired. The recommended method using crew figures is set out in Appendix 2.
4. Keneng can put a legion in Formation 7 or 8 around up to 6 pieces of artillery which are in base contact if he wishes to create and protect an artillery partk.
   * 1. **ARTILLERY AND MIXED FORMATIONS**

The command structure of the dog eating Yan Koryani and grease dribbling Salarvyani legions is different (and of course inferior) to that of our mighty legions of Ssa’atis. Should Keneng wish to pollute themselves further these rules more accurately reflect the battlefield use of artillery by those lesser nations.

1. **There is no central artillery command**. All artillery is attached to and commanded by a specific legion in battle. Accordingly, all artillery pieces should be allocated to legions prior to the start of the battle and marked accordingly. Up to 10 can be allocated to a legion.
2. **They can be commanded in the following ways**:
3. If a Fire Command is given to the bow component of the Legion then any artillery pieces within 300mm of the bow component of the Legion can receive the same Command at no extra SSS cost.
4. If Keneng wish to use the Artillery Commander capability to mass fire on a target they must pay the SSS for an Artillery command and cannot use (a) above.
5. If a Move Command is given to any component of the Legion then any artillery pieces within 300mm of any part of the Legion can receive the same Command at no extra SSS cost.
6. Restrictions on receipt of Commands by the artillery are the same as in (**D.2.2)** ie a given piece can only fire once / turn etc. The same applies mutatis mutandis to Move restrictions in **( 0).**
7. **I**
8. **Their ability to concentrate fire differs in two ways**:
9. Artillery from different legions cannot fire at the same target in the same turn.
10. Should, as a result of the brilliant diplomacy of great Ssa’atis, our mighty forces be permitting the Dog Gobblers or the Beardies the honour of sharing some tiny part of the glory being won by our Legions on the battlefield, fire from our artillery cannot target the same unit in the same turn as any of their pieces.

[The same applies to Tsolyani artillery combining with Yan Koryani / Salarvyani - Translator’s note]

1. The number of artillery from the same legion which may fire at the same target in the same turn will depend on the skill of the legion Ochur / Sreddeq and will be allocated in scenario instructions. This will vary between 1 and 6.
   1. **NON-HUMAN FORMATIONS**

Non-human units have some limitations on the formations they can use (technically Hogs could be ordered into the Garment of Idessa but only by the boldest and least edible of Kerdudali) reflecting their racial preferences. They are set out on the Non Human Formations Table.

* 1. **AHOGGYA**



* + 1. **MOVEMENT, MELEE AND ZONES**

Ahoggya function differently in a number of ways to other units due to their multiple facing.

1. They move at full speed to flank and rear and do not take QCs when doing so.
2. When flank / rear attacked they do no suffer the flank modifier, can recoil as if the attack was frontal (diagonally if flank and front) and can melee attack two opponents on different faces with full attack value.
3. They project a 150mm CZ and MZ any direction their formation can reface to (so in Mighty Block have an all round 150mm CZ / MZ). However, they only have an FMZ in one direction at any given time but they can change this whenever they receive any command.
4. They reface for free in any direction permitted by their formation. This never requires a QC.
5. In circumstances where movement is slowed by formation or QC required they ignore this due to 360 degree facing. For example in Form 7, Fortress they move at full speed with no QC. However, they all restrictions in Form 18 apply due to the presence of another non Hog unit.
   * 1. **MARSHES**

Hogs may treat Marsh as clear for movement and formation purposes. If a Hog melees a non hog unit in Marsh it has a Formation vs Formation multiplier of x 4, its melee attack roll gets + 3 and melee attack rolls on it get – 3. The enemy unit gets a multiplier of 1. For missile defence it is considered as in Heavy cover.

Any Hog QC in a marsh gets +3. Hogs may hide in marshes.

* + 1. **HOG FRIGHT**

Hogs induce extreme fear in their opponents. If a unit breaks or recoils in Melee against Hogs then other enemy units within 400mm of those Hogs must take a Hog fright QC

* + 1. **STATUS**

Hogs will are highly reluctant to follow light infantry or units of lower status.. There is a 50% chance / turn of marching through them if they are Fighters or Fodder. (The Hogs may of course be placed in a surprise combo formation).

* + 1. **COOKING**

If they break a unit of Shen or a legion with an Avanthe / Dilinala attachment there is a 30% chance that they will stop for 2 turns to cook and eat the defeated with a variety of Hoggish ceremonies. Players with particularly bad taste and severe cases of flatulence may attempt to recreate these to disturb their opponents.

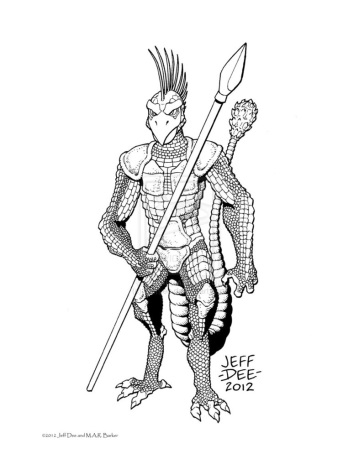
* + 1. **SHEN HATRED**

If in melee with Shen the last box on their Unit Card becomes purple (ie they cannot break from CH even if received from a non-Shen unit).

* + 1. **PoPs**

Hogs are highly resistant to tinkering from effete Priests and weakling Wizards. Hogs are therefore not affected by Powers of the Planes either from their own side’s wizards or the enemy’s**. Accordingly no Enemy Impairment PoP will function within 100mm of a Hog unit nor will any Friendly Enhancement PoP but Enemy Enhancement PoP and Friendly Impairment PoPs will. (**Though if too much friendly magic is flying around near them they may decide to cook their own wizards.)This may make them ideal guards for Command Posts . . . though if they consider they are being kept out of battle they may march to the front, or even start cooking their own Command Post. Kerdu are therefore advised not to start getting gamey with their Hogs.

* 1. **SHEN**

* + 1. **SHEN FRIGHT**

If a unit breaks or recoils in melee combat against Shen then each other enemy unit within 300mm must take a Shen Fright QC.

* + 1. **DISMEMBERING**

If they break a unit of Hogs there is a 20% chance that they will stop for 2 turns to dismember the fallen Hogs in a comprehensive yet gruesome way. Players of particularly bad taste may attempt to disturb their opponents’ sanity with descriptions of this activity.

* + 1. **TERRAIN**

Shen may enter Severe and Woods Terrain in their normal formations, including Tight, brushing obstacles aside like reptilian bulldozers. They treat this terrain as Affecting for movement and take terrain CH. They get a Formation Multiplier of 4 against units in Anklets in this terrain.

* + 1. **HOG HATRED**

If in melee with Hogs the last box on their Unit Card becomes purple (ie they cannot break from CH even if received from a non-Shen unit).

* 1. **HLAKA (AKA THOSE LITTLE FURRY BASTARDS)**



Irritating as these ill disciplined furballs are it is unfortunately necessary for any well organised army to have Hlaka capability flying above the battlefield, so even we of Mighty Ssa’atis have to tolerate the wretched creatures and refrain from ripping their wings off, no matter how justified.

Happily none of our Keneng never treat them in any way beyond strict military decorum but it appears that the Dog Gobblers (of course) and even certain Tsolyani Keneng maintain inappropriate relationships (Hlaka in a battle with Baron Ald, Kettukal or Eselne can get bonuses in combat / Unmentionable Dropping depending on scenario instructions.). The Greasy Beards of Tsatsayyagga are as usual poorly organised in this part of warfare (They should get a a reduced allocation of Hlaka, who may be less effective, depending on scenario instructions.).

* + 1. **Hlaka Placement**

Hlaka operate in groups of three (Triads) and should be grouped accordingly. Triads with a Mission are placed at the desired location on the board. Other Hlaka are placed in the off board holding area in one of the four boxes (Ready and Abort 1/2/3).

* + 1. **Hlaka Missions**

The four Missions Hlaka Triads can receive are:

**Bolt of Metallja (Bolt)** - **Intercepting** Unmentionables and Eye missions and contesting Aerial Superiority.

**Irrefrangible Shield of Chirene of Nlyss (Shield)** - **Escorting** Unmentionables and Shield Missions to protect them from Bolts

**Unmentionable Substances (Unmentionables)** - **Harassing** Command Posts and Legion staff

**Eye of Subadim (Eye) -**  **Reconnaissance**

* + 1. **Hlaka Sequence of Play**

The following six steps are performed during the Hlaka Phase with the **Non-Initiative player performing each step first,** unless the Iniative Player decides otherwise. (Note the effect of this on Play with Stones and Like Your Stones carefully.)

* + - 1. **New Stones (The Dizzy Peaks of Thenu Thendraya)**

At a cost of one SSS (0.5 for single triad) new Missions may be issued to all Hlaka on the board or in the Ready box. [If Keneng Rod really wants can have a one turn delay in issuing changed Missions to Hlaka on the board. But not otherwise.]

* + - 1. **Smoothing the Fur**

During this phase Hlaka in the Abort Boxes are moved up (ie Abort 1 to Ready, Abort 2 to Abort 1 etc).

* + - 1. **Play with Stones**

All Hlaka on the board with Eye and Unmentionables missions **may**, and Hlaka with these missions in the Ready Box **must** be moved to their new positions . There is no cost to do so. They may move any distance. Shields are then moved to the missions they wish to escort. Only one Shield may be allocated to escort a given Eye / Unmentionables Triad.

Bolts are then placed on the board.

* + - 1. **Like your Stones**

Hlaka on Bolt of Metallja move any distance to attack enemy Hlaka:

Bolts **Intercepting** move to attack Eyes, Unmentionables and Shields first.

Bolts contesting **Aerial Superiority** then move to attack enemy Bolts which are not intercepting.

**All combats are one triad to one triad (ie no gangbangs).** Accordingly Bolts committed to Intercept may not be attacked by Aerial Superiority.

A Bolt being attacked by an enemy Bolt cannot move away **but must remain and catfight.**

* + - 1. **Baring of the Buttocks**

“Combat”, which is essentially creative insults and feline flatulence, between Triads on Bolt who moved to aerial superiority or intercept in (iv) is executed by rolling on the Baring of Buttocks section of Little Furry Bastards table, with much insulting, chittering, levity and questioning the parentage of the other Kerdu; players should feel free to improvise irritatingly.

* + - 1. **Unmentionable Substances**

Unmentionables Triads left on station over enemy command posts or legions hurl excrement, bare their buttocks at the enemy command staff and play enthusiastically with specially treated coloured stones their own wizards have provided them with to disrupt the enemy command activities.

Only one Triad can drop Unmentionables on a given target in a turn, even if more are on station.

* + 1. **Bolts, Shields and “Combat”**

If a Triad on Eye / Unmentionables (Payload) is escorted by a Shield the enemy player has three options:

1. Send in two Triads, one of which “fights” the escorting Shield and one the payload Triad. Two separate combats are executed with all Triads involved attacking.
2. Send in one Triad which “fights”the Shield. Combat is conducted between those two Triads only.
3. Send in one Intercepting Triad which bypasses the Shield and attacks the Payload. In this case the Shield and the Interceptor fight first. If the Interceptor survives the Shield’s attack then it and the Payload fight.
4. To keep Keneng Rod happy when fighting him (**and no one else**) if an interceptor triad aborts the screen without being aborted itself it may then attack the Payload unit.

Combat is conducted by rolling on the LFB table, using the appropriate modifiers and results applied.

All results are applied simultaneously. An “A” means the Triad returns to the Base Ready Box, “A1” to Abort 1 box etc.

Triads which do not receive a Abort combat result generally stay on the board with the same mission. All catfights however terminate, so units involved can move in the next turn.

Triads which have completed an Unmentionables return to Abort Box 1 to pick up more stones, poo etc.

* + 1. **Eye of Subadim**

Hlaka on Eye have five possible effects:

1. **Scout** - It can scout terrain within 100mm for hidden units (N)
2. **Reaction** - It permits issue of Reaction Commands (D.1.3) for units within 300mm.
3. **Command Range** - It increases the range of Command Issuance [and PoP Casting (M.2.2)
4. **Line of Sight** - It permits Stone Throwing artillery to fire at targets without a LoS (J3) (optional)
5. **Melee -** It adds 3 to the melee attack roll and subtracts 3 from the melee roll of attacking enemy for one legion within 200 mm.

A Triad on Eye may apply all these effects in the course of a single turn. (The author is hopeful that Keneng Rod’s brain will explode as he tries to optimise the placement of his Triads.)

**A Hlaka triad which Scouts (i) or adds to Melee (v) automatically takes an Abort result at the end of the turn.**

* + 1. **Unmentionable Substances**

Hlaka on this mission above an enemy CP roll on the Little Furry Bastards, Unmentionable Substances Table. The result on the left shows the percentage of CASSS removed by the target Keneng.

Alternatively a Triad can drop Unmentionables on the command staff of an individual legion (Ahoggya excluded and missile units excluded) and each command received by the legion rolls as per M2 with a **modifier of - 5**. If distance etc modifiers apply ensure those are taken into account in the roll. This dropping may not be combined with Recondite Obscurities PoP and only one Triad can do this in a turn to a single target legion.

* 1. **PACHA LEI**



All PL legions are Special Terrain legions. They will not fight Pe Choi; if approached by a Pe Choi legion they will move at half speed to the rear.

* 1. **PE CHOI**



Due to their unusual breathing arrangements PC will not cross streams, fords or rivers and may not enter marshes. However when fighting for a bridge they increase their Quality by one grade (ie from Smiters to Slayers ertc).

Some of their legions may be Special Terrain legions, and others have particular scouting skills. They will approach Pacha Lei enemy (which forces a retreat) but will not attack them, in situations where retreat is impossible for example.

* 1. **UNDEAD**



To Priests of the Dark Lords (and to certain gamers) the use in battle of the shambling, rotting and putrescent is positively irresistible. To cater to these jaded tastes rules and statistics for the use of the undead are included, though it is to be hoped that all normal gamers will resist the urge to pollute their games with these Breaches of the Concordat.

Legions to which this potentially applies are Seal, Scales (though we like to think that no player will actually stoop to using something so vile), AVD, Phalanx, Kraa, Vrishtara, Dark of the Moon (YK) and Higher Persons of Tsa’avtulgu (Salarv).

* + - 1. **MRUR / SHEDRA**

Undead are considered to be Mrur / Shedra having the following stats and restrictions.

Move = Medium Infantry

Defence = 13 / 9

Attack = 9 (Long sword)

Quality = Smiter

Weight = Medium

They can either be given their own Command paying SSS or if their parent legion receives a Command they can perform the same action without paying additional SSS. This does count against their 3 / turn limit and should be marked with a U to show it was a special undead zero SSS cost action. It does NOT count against the Cycle limit.

They must remain within 200mm of parent legion. If they are further away at the start of the IAP they must be given a Command to move closer at maximum speed. If their parent legion has been Broken they act as if they have no Priest in base contact (see below).

Optional - They must have a Priest in base contact otherwise they go out of control.

Set a figure out to show this, he is the Controlling Priest. This Priest is turned into a torch if the Blazing Light of Jneksha is cast on the Mrur.

In this case they start moving at full speed in a random direction (roll D4, get free reface) and attack the first unit they contact other than their parent legion. The first move happens immediately the Priest is eliminated, subsequently as the very first action of each Turn until control is re-established. The direction of movement is rolled for each turn. They ignore Zones and do not require a contact roll. If their move distance brings them into base contact melee will occur.

Meanwhile another Priest can be sent out from the parent legion to re-establish control moving at 300mm each turn (Sarku High Priests can be very “encouraging” to their juniors) . . . but not until the Blazing Light is removed.

* + - 1. **EFFECTS**

If a non-Sarku (or equivalent)human unit comes into melee contact with Mrur during the course of the Turn it takes an Undead Battlefield Event QC at the start of the Melee Phase with a bender of **– 4**. Each turn thereafter that the human unit remains in melee contact it takes a QC at -2 at the start of the Melee Phase.

If it has not come into contact during the turn but is within within 200mm of Undead (without another formed unit in the way) they take the QC at the end of the Turn with no modifier**.**  This applies irrespective of the owner of the Undead.

If the unit gets a GaG it is exempt from taking this QC thereafter.

If the Undead are controlled by the Scales of Brown the test is taken if within 300mm, and is at -2 (-6 if melee contact is made, -4 for continuing melee contact. In addition a unit which got a GaG testing against lesser Undead still has to take a QC when it encounters Scales’ undead.

Specified units (ie Red Dev) do not have to take these tests.

**Skirmishers may never harass an undead unit and poison missiles have no effect on them.**

* + - 1. **BATTLEFIELD EVENTS**

Mrur never take Battlefield Event QCs.

* + - 1. **SSS LOSS**

If a Mrur unit breaks there is no reduction in SSS.

* 1. **SPECIAL TERRAIN LEGIONS (STL)**

These include the all Pacha Lei legions, the Mad Ones of Hlikku and certain Muugalavyani legions. Their Special Terrain Status is marked on their Unit Cards. They have the following additional capabilities in difficult terrain:

* + - 1. **MOVEMENT, DENSITY, FORMATION, ORDER AND RECOVERY**

For these purposes STL treat Rough, Sand, Brush, Severe, Woods, Slope, Wall, Hedge, Stream / Ford Terrain as Clear but **NOT Marsh**. They still get terrain bonus for melee and missile purposes.

* + - 1. **MELEE AND QCs**

STL in Rough, Sand, Brush, Severe and Woods get a +3 modifier to any QC checks and Melee attack rolls in this terrain and a – 3 modifier to enemy melee attack rolls. They have a x 5 Formation vs Formation multiplier if they end up meleeing with a non STL enemy unit in “Anklets”.

Against a hidden unit in 7 or 8 they get the standard F vs F modifier.

STLs in Hills get a + 3 Modifier to any QC check when on hills and the Hill attack bonus to the enemy is negated.

* 1. **OTHER SPECIAL LEGIONS**
     1. **NLYSS**

These are medium human troops. Due to their highly developed techniques of using long two handed swords against Long Weapon units their Formation vs Formation multiplier is increased by 1 and the Long Weapon unit’s multiplier is decreased by 2 when in combat against them.

* + 1. **RED DEVASTATION**

These are medium troops. Due to their highly developed techniques of using long two handed swords against Long Weapon units their Formation vs Formation multiplier is increased by 1 and the Long Weapon Unit’s multiplier is decreased by 2 when in combat against them.

* + 1. **MAD (EXALTED) ONES OF HLIKKU**

**T**he Legion of Mad Ones worship the One Other, hence their Fanatic status. In consequence units which melee with them must also take a BE Undead / Mad Ones test with a -6 modifier each turn at the start of the Melee Phase. In any melee phase where they are not shaken they get + 6 in melee (reflecting their frenzy of rage at being confronted with this abomination).



* + 1. **LEGIONS WHICH DO NOT TAKE BATTLEFIELD EVENT EFFECTS**

The following legions never take BE Cohesion Hits or checks:

**Red Devastation, Maroon Battalion, Scales of Brown, Mrur (any), Mad Ones of Hlikku, Fishers of Flame, Triumphant of Terror,**

* + 1. **FANATICS**

Various units have their final box coloured purple . These are Fanatics. If a fanatic unit receives Melee CHs which would otherwise break it (F3) note the extra CH taken. Until those extra CH have been recovered the unit cannot move or attack if meleed. In addition a unit in contact with a Fanatics who have these extra CH can move backwards with a move command taking a QC as if they were in a CZ.

Fanatics in this state who take a PB or R result in melee only roll for this if the enemy players requires it. No voluntary retreat is permitted.

Example: Red Dev has taken 9 CH. It then takes two more in Melee. Do not check the final (purple) CH box but note on the Card +2 CH. Until those are recovered Red Dev cannot move and gets no attack in melee and units in contact with it can step back with a QC.

**APPENDIX 1 - FORMATIONS**

1. **Stone Mountain**

A phalanx in a rectangle (broader than deep). This is favoured for thrusting weapons and is employed by all nations. The Tsolyani favour making this 10 or 20 ranks deep; the Red Hats use 15 ranks and other nations vary with troop availability and commander preference.

1. **Mighty Block**

This is an even deeper phalanx organised in a sqare formation. All nations use this deployment. **It can spin to rear as normal, and to flank but this takes its full move allowance. [However, note the significance of this for reacting to melee flank attacks.]**

1. **Blade of the Sword**

This is a line formation, frequently used for skirmishers and missile troops. Light troops and medium missile troops may use this formation.

Troops in this formation can spin to flank at ¼ movement cost. They may then move as if they were in Serpent but cannot fire. They can return to standard Blade (ie able to fire) by spinning back to flank for ¼. They can also spin to rear for ¼ while maintain standard Blade formation. In all cases no formation change order or QC roll is required, though the usual Hostile Zone effects on spinning apply. When moving in Serpent the same applies mutatis mutandis.

1. **Serpent**

This is a narrow column, typically used for rapid movement, particularly road movement. It also permits more rapid movement through difficult terrain. It “wheels” by marching round a point. See Blade of the Sword 3 and Waves of Chanayaga 14 for special rules regarding spin to flank.

1. **Divider of Foes**

A wedge, favoured by the Livyani, but used by all nations on its own or as a component of other formations. It has no flanks, only rear. It may spin to flank when refacing but not rear.

A unit in this formation may take a Spin QC when a unit declares a Contact command against it. If successful it can then spin to flank.

In addition light troops may adopt the formation to achieve a formation better suited to manoeuver but will be treated for melee purposes as being in Formation 14.

Missile troops in Divider of Foes are also capable of adopting Herce combined formation allowing them to fire during enemy movement in some circumstances. J.4.1.

If attacked in flank the attacker does not get the Position bonus but the Divider does not get a melee attack on them.

1. **Crystal Square**

A diamond shaped fighting rhombus. The men in the rear are often trained to fight facing away from the front. It is popular with the Livyani but used by all nations. It can spin to flank or rear.

A unit in this formation may take a Spin QC when a unit declares a Contact command against it. If successful it can then spin to flank or rear. If it also has a RFo command then it automatically succceds.

If attacked in flank or rear the attacker does not get the Position bonus but the Crystal Square does not get a melee attack on them.

1. **Fortress of Milengano of Vra**

This is a solid or hollow square. It has no flanks or rear. It is sometimes used to escort critical individuals (kerdus / priests) away from a pursuing foe. Only the **YK** are really skilled at manoeuvring in this pattern, though other nations using it for static defence.

**Movement** - quarter speed (half for YK) and requires a Fortress Bracelet Moving QC (except YK).

**Zones** - The only Zone projected is an all round FMZ.

**Melee -** In melee it does not move on a Push Back or Recoil result but takes an additional Melee QC on a Recoil Result (not PB).

It may be melee attacked by two enemy units (but NOT more). It can either attack one of them at full strength, or both of them using 50% of its melee strength.

It can also have a unit of missile troops in the centre in which case it cannot move. The missile troops can fire. Melee attacks are made against the outer unit. If this breaks the inner unit breaks as well automatically. Missile attacks can be made against either unit.

1. **Bracelet of Kurusenla**

This is a hollow circle, named after an ancient queen of the time of the Dragon Lords and used primarily by troops who are surrounded and would rather die in place than be taken for sacrifice. It is employed by all armies but is a favourite Pe Choi defensive posture. It has no flanks or rear.

**Movement** - quarter speed (half for YK) and requires a Fortress Bracelet Moving QC (except YK).

**Zones** - The only Zone projected is an all round FMZ.

**Melee -** In melee it does not move on a **Push Back or Recoil** result but takes an additional Melee QC on a **Recoil** Result (not PB).

It may be melee attacked by two enemy units (but NOT more). It can either attack one of them at full strength, or both of them using 50% of its melee strength.

It can also have a unit of missile troops in the centre in which case it cannot move. The missile troops can fire. Melee attacks are made against the outer unit. If this breaks the inner unit breaks as well automatically. Missile attacks can be made against either unit.

1. **Embrace of Nayari**

This is a solid rectangle with two forward projecting arms which are used to outflank or penetrate an enemy unit. The Tsolyani have developed this to a fine art and can shorter or elongate the arms as needed, see H.10.3. The Muugalavyani, Salarvyani and YK also use the pattern from time to time with some success.

1. **Garment of Idessa**

This is a chequerboard pattern used by all nations. The size of the squares may be varied by the commander as he sees fit. This requires prior training but many good units are taught to change from Stone Mountain to this formation and back again with dexterity. The Ssu, on those rare occasions when they have fought pitched battles have adopted chequer patterns. Note that the Shen can hardly be persuaded to drill in this formation, much less fight in it; the Ahoggya also prefer solid phalanxes and hate what they call “human folkdancing”. (There are recorded two unfortunate examples of excessively Chlen-headed Tsolyani Kerdudali who tried to insist on Dancer Without Eyes adopting this formation in combat only to find they were getting a special close up view of the battle as an improvised Kaing.) However, the Pe Choi, Pacha Lei and (for what it is worth) the Tinaliya favour complex patterns and use this with alacrity.

1. **Teeth of Kra**

This consists of small wedges followed by squares in staggered rows. It is used by all armies, although the Muugalavyani do not favour it and the comments above regarding Ahoggya and Shen apply even more forcibly to this formation.

**12. The Towers of Purdanim**

This is series of columns. A solid line or phalanx is often opened out into this pattern and is treated as Chequers so that missile troops can run forward, fire and retreat (see Interpenetration and Switch tables).

Muugalavyani generals also favour this pattern and other nations use it though less frequently. These columns then function as long wedges initially; after contact has been made the troops from the rear of each column are trained to wheel to the left or right upon a signal and engage the enemy between the teeth of the palisade.

The Tsolyani have also trained Shen to race forward through the gaps and reform into a phalanx just in front of the surprised enemy. This is then treated as a Surprise Formation. This may used as a surprise formation by Tsolyani only, using Shen for the Warhammer unit. Use the line for F16 if the surprise is successful. After the surprise the Shen reform into Stone Mountain while the screen stays in Towers.

Prior to contact deploy the Screen unit

**13. The Palisades of Murudani**

This is similar to 12. Each column has a wedge shaped end and each sub unit is ordered to advance and strike the enemy line semi independently, with troops from the rear filling the gaps as with Formation 12. This is a common YK formation but not much used elsewhere.

**14. The Waves of Chanayaga**

This is series of lines with spaces between them. This is a common formation everywhere for light troops, missile troops, and other troop types wanting to be in open order. Orders can be given to this formation to close up into Stone Mountain or regroup into Garment of Idessa.

Troops in this formation can spin to flank at ¼ movement cost. They may then move as if they were in Serpent but cannot fire. They can return to standard Waves (ie able to fire) by spinning back to flank for ¼. They can also spin to rear for ¼ while maintaining standard Waves formation. They can use either a Move Command or a Formation Command for this. A QC roll may be required on the Hostile Zone table. When moving in Serpent the same applies mutatis mutandis.

**15. The Krua beneath the Sea - Surprise Formation - H6**

This is a series of lines similar to the preceding, but with a solid heavy unit (often Ahoggya or Shen) concealed within the formation. As the human troops reach the enemy those in front of the concealed unit are trained to run back between their lines and reveal the “warhammer” unit - the deadly Krua. This is a common Salarvyani deployment, also used by the YK and the Tsolyani. The Muugalavyani and Livyani tend to disdain it.

The warhammer unit must consist of heavy troops, including Ahoggya, Shen and Pacha Lei, of Slayer quality. The screen troops will normally be missile. The formation should be displayed as Waves to enhance surprise.

**16. The Gift of Nayari - Surprise Formation - H6**

Named after the ancient eveil queen of the Bednalljan dynasty, this formation consists of a medium or even heavy human troops deployed to conceal a powerful Shen or Ahoggya unit within their “phalanx”. As contact nears the human screening troops are trained to run to the sides and then back, while the non-human unit strikes the astonished enemy as hard as it can (which in the case of Hogs is very hard indeed). This is a Salarvyani stratagem little practiced by other armies. The success of this and the preceding formation depend upon the inability of the enemy to discern the concealed warhammer unit. This is often achieved by using Formation 21 in conjunction, or by spells. Concealment is especially difficult if the enemy has Hlaka. Even so, the Greasy Beards succeeded with this deployment in 1219 AS by providing the concealed unit, a small phalanx of Ahoggya, with large shields similar to those used by the concealing unit. Holding these over their carapaces in the Ghar of the Deeps they deceived the Hlaka scouts into believing the entire group was composed of human troops.

The warhammer unit must consist of Shen or Ahoggya and the screen of medium / heavy troops with Long Weapons. The formation should be displayed as Stone Mountain.

**17. Bow of Hrugga - Surprise Formation - H6**

This formation consist of two phalanxes with a narrow gap between them. A special unit of crack troops is poised at the rear of the phalanxes and at the moment contact is made these picked troops run down the lane between their two phalanxes and hit the foe in a powerful wedge. The objective is to split the enemy in two (like a well endowed Mriyan and choirboy) and force a gap which can be exploited by further troops from the rear ranks. This is much favoured by Sa’alur and the Salarvyani (who prefer his manual to all others) often us it. The Bow is known to other nations of course and it was used once, rather improbably, by the Nlyss against a punitive Muugalavyani expedition. The scarlet clad battalions of the Four Palaces were so surprised that they would have lost the battle were it not for their superior magic.

The Warhammer unit must consist of medium troops with Quality of at least 15, or Ahoggya, Shen, Pacha Lei or Pe Choi. The screen must be Medium / Heavy troops using Long Weapons. Pe Choi get a +4 advantage on any melee rolls in the first round of melee if the surprise succeeds due to their speed. The formation should be displayed as Stone Mountain.

1. **Two Moons**

This is a positional defence formation. It consists of a large semi-circle of troops with a smaller and more compact semi circle in the centre. If the two flanks can be anchored against suitable terrain (ie the walls of a mountain pass) this is difficult to overcome. Sa’alur lists this as a defensive army formation, calling it The Pupil of the Eye and suggests that the **outer** semi-circle be composed of lighter troops with missiles and the **inner** one of a dense body of heavy infantry. The deployment is used by all nations, including smaller ones (ie Ghatoni, Pijenani, Nlyss etc). It was also adopted by the ill fated Gurek of the White Sun (YK), which trapped by a greatly superior force of Shunned Ones at the base of Pachalim Cliff in 1983 AS. Although they were eventually slain to the last warrior they managed to kill nearly triple their number of Shunned Ones.

The **inner** troops must be heavy / medium, the **outer** troops medium or light missile troops. They will often try to set up the Claws of Mnakhis to support the outer line. **The missile troops LoS is not blocked by the heavy infantry.**

All frontal melee attacks are made against the inner troops, otherwise against the outer troops. Missile attacks may choose which unit to target.

**Movement** - Zero. Units in this formation cannot move.

**Zones** - The only Zone projected is a FMZ in the direction it is facing but this is **150mm.**

**Melee -** In frontal melee it does not move on a **Push Back or Recoil** result but takes an additional Melee QC on a **Recoil** Result (not PB).

If deployment by some inept Kerdu who has not been properly trained in the military academies of Ssa’atis has been so inept that it **is attacked in flank or rear** it can never reface, the + 4 modifier does ot change and it breaks if it receives a PB or Recoil result.

[If this gets used much may write more specific rules as for 19 & 26]

1. **Meadow of Death - H.5.4**

This is a **mixed formation** consisting of two interpenetrating units trained to work together; a unit of heavy or medium troops and a unit of missile troops. As the two units advance in open order the missile troops fire while their comrades cover them and themselves with their shields. When contact is made the missile troops run back through the ranks and form up again elsewhere, ideally where they can still pour fire into the foe. Associated skirmishers can also be ordered to run round the rear of the enemy and harass its flanks and rear. This is a typical YK formation, since the missile unit and skirmishers are often composed of the younger sons, wives and daughters of the troops in the main body. Other types of nation use this formation sparingly, particularly with Ahoggya and Shen; the Legion of Guruggma once presented their neatly dismembered Kerdudalkoi to the Muugalavyani after he attempted to force them into this formation.

1. **Ghar of the Deeps**

This is not an independent formation but an additional deployment which can be added to certain other formations (1, 2, 5, 6, 7, 8, 12, 13, 15, 16, 17). The unit is ordered to form a shield wall to their front and left, those in the centre holding their shields over their heads, those on the right slinging their shields to the right. The formation then moves (apart from 7 & 8 which in this formation are immobile) at a 30degree diagonal as a Ghar does shielded from missile fire. This is common when attacking higher fortifications, or when badly outmatched in missile fire. All nations are familiar with the formation.

It will triple defence strength against missiles. However, if meleed by an enemy unit it must use the F20 Ghar line on the Formation vs formation table which is highly disadvantageous. Movement is halved in Ghar.

1. **Curtain of Unseeing**

This not a true formation but is a trick devised by Ssanmiren. To create confusion and prevent the discernment of one’s deployment, particularly by Hlaka, troops are trained to stamp their feet and create a cloud of dust (so this does not work well on muddy fields - specify in the scenario if it is not permitted). While this conceals and discomfits ones own troops in many battlefield situations it is often the only means of maintaining tactical secrecy; while spells can be used as well they have many drawbacks. The Curtain is therefore a common defense against the Hlaka; as the Tsolyani adage has it “The best answer to the Hlaka is a mouthful of dust - or an arrow in the belly”. The Curtain is sometimes used at army level, as well as by individual units. Formations 1-19 + 22 can use this.

It gives the unit using the Curtain heavy cover against missile fire, and it, and units within 200mm of the Curtain unit are not spottable by Hlaka. The unit within the Curtain may not fire and moves at half speed [and all ability to react to enemy flank attacks etc is lost]. The Curtain automatically stops on contact with the enemy but for the first round in melee the unit uses the F21 line on the F vs F table.

## 22. The Chiming Anklets of Dlamelish / Shirringgayi / Kirrineb / Yilrana - H8

This is a skirmisher formation in loose order lines permitted only to Light troops.

## 23. The Immovable Might of the Fortifier of Purdanim - L4.

## This is adopted in buildings and fortifications.

**24.** **The Shattering of the Walls of Engsvan hla Ganga**

This is the formation for artillery.

## 25. The Scattering of the Hated Ssu

This is an involuntary formation adopted when units rout and so is irrelevant for Kenengdalikoi .

**26. The Unconquerable Heights of Kilalammu - H.5.5**

This is a **mixed formation** and is a Salarvyani speciality (somewhat akin to Swiss battle squares). It **may** consist of two heavy or medium sub-units from the **same legion** or it **may** be a single heavy or medium unit. It may include missile troops. These are unable to fire but are protected by the melee unit.. Ideally it consists of pikemen and halberdiers but for proper soldiers it is impossible to tell what obscure combinations the Oleaginous Beardies may propagate at the will of their kiddie diddling “Emperor” so we of Ssa’atis will leave the Beardies to their unnatural practices.

[Sadly the limited availability of Salarvyani figures meant that my intentions on this have had to be tweaked. I may introduce negatives if other nations start using this, I think it is a very powerful formation.]

scout



**APPENDIX 2 - PLAYER AIDS AND TABLES**

To play Kenengdalioi properly a number of player aids and tables have been provided . These should be printed out and prepared for battle by the aspiring Kerdus.

**PLAYER AIDS**

**COMMAND RECORD SHEETS**

Prior to each battle commanders should prepare command record sheets listing all participating units, enabling them to track SSS available each turn, SSS used, commands issued to each unit (thus controlling the maximum of 3 / turn, plus the restrictions on each type of command), and commands used for Artillery and Hlaka. An example is shown in the Tables Spreadsheet. All the author’s units are included. Prior to battle units not participating should be hidden on the spreadsheet. A copy should then be printed out for each player These may need in battle adjustment if players split / combine Command Posts or reattach units.

As a command is issued to a unit this should be shown in the relevant column for each turn. A record should be kept of the usage of SSS as commands are issued.

This allows the Kerdu to track Commands sent to each unit to ensure that the correct SSS is deducted, that no more than three commands are sent to each unit, and that restrictions such as only one Move Command / turn are complied with.

Group commands should be noted with a G.

Commands which fail should have a strike through to show they can be tried again even if normally only usable once / turn.

To assist usage checking etc it is recommended highlighters are used. As each command is executed highlight the relevant box.

One colour will show standard command usage of SSS and Commands per cycle. A second colour will show that SSS usage is zero but Commands per cycle are impacted (ie Group and Mixed formation commands or execution of Reserve Commands).

**Example 1**:

Red Dev is issued a Move command then a Recover command it should write M in the first column, and R in the second. This shows it has used a Move and a Recover. This will have cost 3 x SSS. Because it has been issued only two commands it may receive a third, at SSS cost of three. This may not be a Move, since only one Move / turn is permitted, but may be another Recover, since two of those are permitted each turn.

**Example 2:**

Red Dev, Ever Present Glory and Mighty Prince are issued a Group Move Command, none of them having received a Command so far this turn. Red Dev should be marked with GM a highlighted with the standard colour. This shows it has used one of its 3 commands for the turn, and the cost of this was 2 SSS. The others should be marked GM and highlighted with colour 2. This shows that they have also used one of their 3 commands for the turn and their Move, but there was no further cost to the 2 SSS.

**UNIT CARDS**

A set of these should be prepared for each army and covered in plastic. Cohesion Hits, current formation and any other useful information can then be marked on using a NON-PERMANENT marking pen.

The cards of units relevant to the battle should be blu taked to a convenient surface.

**E.1.1 TSOLYANI UNIT CARDS**

**E.1.1 MUUGALAVYANI UNIT CARDS**

**E.1.1 SALARVYANI UNIT CARDS**

**E.1.1 YAN KORYANI UNIT CARDS**

**UNIT TAGS**

These should also be prepared for each army and the appropriate selection for the battle be looked out and placed by each unit.

Transient information can be marked on them such as:

Formation

Benders for melee from Quality Check Table

Unit in / out of MZ / CZ (avoids death by tape measure)

Unit up / down hill

Number of arty that targeted unit this turn

Identity of targeting arty (with optional YK / Salarv arty rules)

Or ID of unit targeted (ditto)

**E.1.2 TSOLYANI NAME TAGS**

**E.1.2 MUUGALAVYANI NAME TAGS**

**E.1.2 SALARVYANI NAME TAGS**

**E.1.2 YAN KORYANI NAME TAGS**

**TABLES**

The tables required to play can be found under the relevant tab of the Excel spreadsheet. They are set out below, together with the most relevant section of the rules. They should be printed out, preferably also reinforced with plastic, and ideally mounted on a board for easy reference by players, as opposed to riffling unhappily through a stack to find the relevant one. They are heavily coloured coded for ease of use.

**D2 COMMANDS**

**E.2.5 ZONE EFFECTS TABLE**

**E3 QUALITY CHECK TABLE INCLUDING BENDERS**

**E.3.1 QUALITY CHECK SUMMARY**

**0 WEAPON LENGTHS**

**H1 FORMATIONS AND RESTRICTIONS**

**H.2.2 NON-HUMAN FORMATIONS**

**F1 COHESION LEGEND**

**I MOVEMENT**

**I6 INTERPENETRATION**

**I8 SWITCH UNITS**

**J MISSILE FIRE**

**J MISSILE FIRE BENDERS**

**J1 MISSILE DATA**

**J1 MISSILE FORMATION MULTIPIER**

**K1 MELEE:**

**K1 MELEE BENDERS**

**K1 FORMATION VS FORMATION**

**L1 TERRAIN**

**O5 HLAKA**

**FORMATION TAGS**

Players can print these out using the names on the Formations Table, or can just mark a unit’s current formation on its Unit Card.

**DIAGRAMS**

**E.2.5 ZONE DIAGRAM**

Close zone, melee zone,.

**BATTLE INSTRUCTIONS**

Battle instructions should be drawn up before each battle and should cover the following:

**Background** - context of battle, overall situation

**Resourc es available** to each side including:

1. Units and artillery
2. SSS
3. Command post arrangements
4. Unit assignments and particular restrictions (ie Sarku legions must be commanded separately)
5. Reinforcements / flanking forces
6. Hlaka

**Deployment** including hidden units

**Scouting**

**Victory conditions**

**Correspondence** (both for colour and for key battle information)

If necessary prepare a redacted version for each side so that information is limited.

**Sample Instructions** - use Kanbe’s Big Moment (again)

**RECORDING ARTILLERY**

Each Artillery piece should be provided with crew who can be used to mark artillery status as follows.

**Ballistae**

No order received this turn - Crew at front of engine

Ballista moved this turn - Crew at left of engine

Ballista fired this turn - Crew at right of engine

Ballista moved **and** fired this turn - Crew at rear of engine

**Stone Throwers**

No order received this turn - Crew at front of engine

Order received this turn - Crew at rear of engine

Unlimbered engines should point towards the enemy and limbered engines away.

**APPENDIX 3 - DESIGNER’S NOTES**

**OPTIONAL RULES**

**These are marked in red.**

Players are advised to avoid using the mixed legion and mixed formation optional rules to start with. These have a number of detailed changes to the general rules which are required to reflect the different legion structures of the Yan Kor and the Salarvyani. However, the forces of those Empires will be somewhat handicapped by the lack of these particular capabilities so it is highly recommended that once players are familiar with the main rules that these are introduced to play.

**INTELLIGENCE, SSS AND COMMAND**

One of the major issues with tabletop games is Eye in the Sky / Hand of God syndrome. This is particularly the case in battles in the pre-radio age. The general sees too much, and rules are prone to give him too great an ability to get units to do what he wants.

However, I have decided make the most of the benefit that Tekumel is a fantasy world with effective battle magic by treating SSS as providing a high level of intelligence and command control. SSS is considered to emanate from major command posts, manned by priests, wizards and the usual military staff officers. These then communicate with equivalents attached to each legion.

**Intelligence** on table is thus limited only by the use of hidden and surprise units, although it is possible to have considerable unexpected effects by the use of movement off table.

**Command** is initially also very effective with generals able to control the articulation and functioning of their armies in fine detail in a true Hand of God manner. This use of Group commands means unit activation is highly efficient. However, the art of Kenengdalikoi is to disrupt the enemy’s command structure and players will find that it becomes more and more difficult to run their army as they would like as the battle progresses - more commands are required, the army structure starts to disintegrate, available commands decline as CPs need to move forward, units are broken and disruption by enemy Powers of the Planes and Hlaka raids takes its toll. Worst of all is if CPs are displaced by enemy action; at this stage the army starts to become a floundering giant without a nervous system.

**FORMATIONS**

The original inspiration for writing Petal rules was the list of formations in Qadardalkoi and I have attempted to keep them a central focus of the rules. While a number of aspects of the use of formations is “realistic” and could be used in an Earthly context, there is a strong fantasy element, and the interactions of the formations on the Formation vs Formation melee table is exaggerated to make the use of the correct formation imperative. Much of the battle will turn on the correct selection of formations and application of the various special rules (which I will admit have a heavy element of chrome) .

It is worth bearing in mind, however, the use of many strange formations in armies on Earth; see for example Sun Bin’s military manual with such things as the Awl (wedge) and the Wild Geese formation (more or less The Embrace of Nayari).

**COHESION**

This was chosen as the single measure of damange being inflicted on a unit for two reasons:

Firstly, **simplicity**. In Kerdudalikoi three measures had to be rolled for and tracked for each unit - casualties, order and morale, which became impossibly time consuming and tedious in larger battles. By only tracking one factor it is possible to play with many more units.

Secondly, **accuracy**.

The key requirement for formed units in the melee period was to hold cohesively together. Units which had natural cohesion, like the Swiss pikemen and halbardiers coming down from their cheese filled mountains, could dominate a battlefield. The aim of generals was to break the cohesion of their opponent’ army and units. Casualties were typically light until units broke under pressure, when they would increase dramatically. Accordingly , at the unit level Hakkumish aim to break their opponents’ cohesion, in the same way that they attempt to break the command structure of their opponents at the army level. Thus will Glorious Mu’ugalavya triumph once more.

**REINFORCING THE FRONT LINE**

Three main considerations were at play for commanders:

1. To avoid troops behind crowding too close to troops in front, hampering them and inclining those behind to be swept away in the event of problems. Greek phalanxes were trained to use tight deep formations (with that of Epaminondas at |Leuctra being an interesting extreme), but they avoided the use of multiple lines.
2. To provide sufficient spacing between (or perhaps within) units to permit interchange.
3. Front line combat probably only involved short bouts of hand to hand fighting, if only because of fatigue. It would seem likely that units clashed and recoiled, bringing fresh men to the fore before clashing again. The ability to substitute the troops at the sharp end in a disciplined manner was key to success (cf the Roamn legion).

These rules are written to permit interchange of units into the front line on a flexible basis, as long as troops involved are suitable disciplined, and are deployed with appropriate lateral and vertical spacing.

**Find Vegetius quote**

**TECHNICAL SCALE APPENDIX**

**Assumptions**:

Ground scale = 1 : 1000 (1mm = 1 metre, so 3 metre table (large) gives battlefront of 3 km (small).

Figure scale = 25mm = 1 : 70 (approx.)

1 figure = 100 men.

Base size / man = 25 x 25mm (varies with troop type of course).

Then one figure = 10 x/10 block of men occupying circa 25 by 25 metres. This is already a deep (though very dispersed) formation; a Greek phalanx was only 16 men deep but was more or less shoulder to shoulder. If formation depth is shown by having ranks of figures then a 3 figure depth equates to 30 ranks and depth of nearly 75 metres. Roman legions drew up in this depth but arranged separations and manipular chequers to retain tactical flexibility. If more than one line of troops is used (as should be the case in when representing shock combat period deployment the problem gets worse. Essentially, the wargaming battle line is like an overweight dwarf, too short and fat. Accordingly it is a major error to treat the exact distribution of troops on the table as being of relevance to manoeuver.

**SOURCES**

A number of Tekumeliani sources were used to inspire and inform this set of rules and are useful or recommended for playing Kenengdalikoi.

The most useful is the set of Legion Books (Tsolyanu / Yan Kor etc.), which give essential statistics for the legions.

For colour the Book of the Deeds of the Ever Glorious sets out the histories of the legions of Tsolyanu; sadly no equivalent exists for the other Empires.

Quadardalikoi was the original inspiration for developing Tekumel miniature rules. Its list of formations and use of the concept is central to Kenendalikoi. Appendix 1 is very largely derived from this.

A screenshot of a computer

Description automatically generated

**SIMPLIFICATIONS IN A GIVEN SCENARIO**

No / minimal non human

No PoPs

No reaction / reserve commands

No Hlaka

No / minimal arty

No mixed legions

No skirmishers

No built up / FF / Sakbes

No command ranges