

A Marching Regiment may Wheel several times during its March, provided that its overall move is not greater than its lowest March Characteristic.

MARCH RESTRICTIONS

A Regiment may not March to within 1" of an Enemy Regiment or Garrison Terrain.

However, a Regiment may freely March through any friendly Regiments that are not in contact with any Enemy Regiments, provided that at the end of its March or chain of continuous March Actions the Regiment is not in an illegal position.

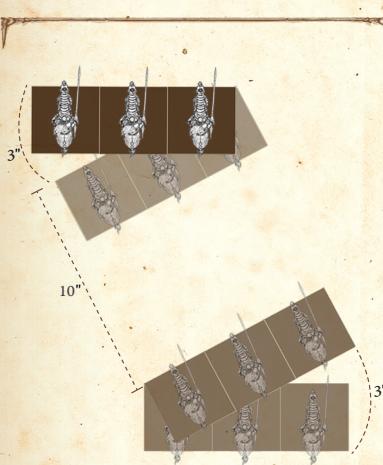


Fig. 3.3

This is an example of a March containing several Wheels. The total distance moved is equal to the sum of the two Wheels and the March forward (that is a 3" Wheel, followed by a 10" March forward and a final 3" Wheel).

MARCH THROUGH

A Regiment that uses a March Action may march through friendly Regiments without penalty. However, it can only do so if it has sufficient March distance to pass through all such obstructions. If a single March Action is not enough to clear all such obstructions, a Regiment may use its second March Action to ensure it ends in a legal position.

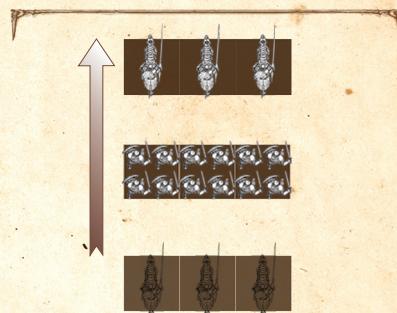


Fig. 3.4a

Above we see a successful March through a friendly Regiment.

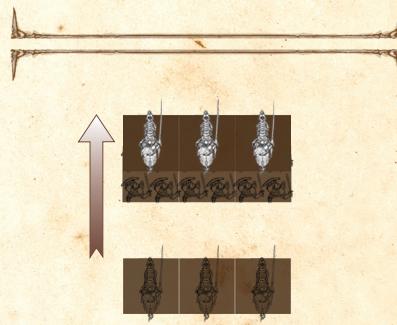


Fig. 3.4b

Above we see an illegal situation in which one Regiment ends its activation while overlapping another.

A Regiment cannot March through Enemy Regiments, friendly Regiments that are in contact with any Enemy Regiments or a Garrison Terrain occupied by an Enemy Regiment.

REINFORCEMENT ZONE & REINFORCEMENT LINE

Each Player's Reinforcement Zone is their table edge. The Reinforcement Line is determined at the beginning of each Round before the start of the Reinforcement Phase. To determine the Reinforcement Line, draw a line that is parallel to the Players' Reinforcement Zones, intersecting the rearmost corner of the foremost Friendly Regiment. If no Enemy Regiment is crossing this Reinforcement Line then it is set there.

Should an Enemy Regiment crosses that Reinforcement Line then it is pushed backward to the rearmost corner of the next foremost Friendly Regiment until no Enemy Regiment is crossing that Reinforcement Line.

For ease of reference a Player may place a marker on each side of the Battlefield where the Reinforcement Line meets the edges to keep track of it.

A Reinforcement Line may not move further forward from where it was set at the beginning of the Round; it may only be pushed backward to the rearmost corner of the next foremost Friendly Regiment. A Reinforcement Line may be pushed backward either because the foremost Friendly Regiment has been destroyed or an Enemy Regiment has its foremost corner crossing a Player's Reinforcement Line.

A Player keeps moving their Reinforcement Line backward until no Enemy Regiment is crossing their Reinforcement Line or it is pushed all the way back to a Player's Reinforcement Zone. Should throughout the Round, a Friendly Regiment find itself past its current Reinforcement Line, the Player checks to see if a new Reinforcement Line can be drawn following the steps above. This new Reinforcement Line cannot be further forward from where it was set at the beginning of the Round. If however, the Friendly Regiment moves further forward from where the Reinforcement Line was set at the beginning of the Round and would otherwise be able to draw a Reinforcement Line, then the Reinforcement Line returns to where it was

set at the beginning of the Round.

The Reinforcement Line is determined anew for every Player at the start of the next Round.

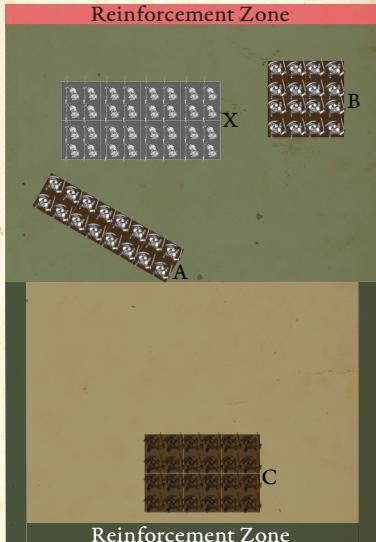


Fig. 3.5

Regiment C could enter from the Reinforcement Zone or from either side edge behind the rearmost point of Regiment A. It cannot enter from the side edges behind Regiment B, as Enemy Regiment X prohibits a Reinforcement Line to be drawn behind Regiment B as it would be crossing it.

REINFORCEMENTS MARCHING ONTO THE BATTLEFIELD.

A Regiment may always March from Reinforcements onto the Battlefield from your Reinforcement Zone. Place the front edge of the Regiment's front Rank so it is touching the battlefield edge, and then complete the March as normal, measuring from the edge of the Battlefield rather than the front of the Regiment as you normally would.

If one March Action is not enough to bring all of the Regiment's Stands onto the battlefield, then it must perform a second March Action to ensure all of its Stands are on the Battlefield. When a Regiment is entering the Battlefield, it must assume a formation and a point of entering that would allow it to do so.

Alternatively, you may bring your Reinforcements onto the Battlefield from side edges, provided that the point of entry is between your Reinforcement Zone and your Reinforcement Line.

FAILED REINFORCEMENT

If it is not possible for the Regiment to enter the Battlefield according to the rules given above, the Regiment returns to Reinforcements.

In the next Round that Regiment is considered to have automatically passed its Reinforcement Roll and may attempt to March onto the Battlefield as normal.

This automatic pass does not count towards the Regiment a Player chooses to automatically come into the Battlefield from Reinforcements each Round. If a Regiment can enter the Battlefield, then it must do so.

CHARGE

A Charge Action is the only way a Regiment can move into contact with an enemy Regiment (and therefore able to Clash with that enemy Regiment). A Regiment cannot perform a Charge Action during the Round in which it has arrived from Reinforcements.

DECLARING A CHARGE

When declaring a Charge, you may only choose one Enemy Regiment to be the Target of your Charge and

it must be within your front arc and within Line of Sight. You cannot choose more than one Regiment as the Target of a Charge.

Roll a die – this is the Charge Roll. Add the Charge Roll to the Regiment's lowest March Characteristic. This is the Charge Distance.

If the Charge Distance is greater than or equal to the distance, in inches, between the Charging Regiment and the Target Regiment, the Charge is successful. If the total is less than the distance between the Charging Regiment and the Target Regiment, the Charge is failed (see "Failing a Charge" further below).

An Enemy Regiment is not a legal Charge Target if it is outside the maximum possible Charge Distance, taking into account all Special Rules and Abilities that would allow you to Charge further away, e.g. *the Hundred Kingdoms Tourney Champion*.

THE CHARGE MOVE

If the Charge is successful, you may now move the Charging Regiment into contact with the Enemy Regiment, as if it was performing a March Action, but may only move directly forward. This is called the Charge Move.

Your Regiment is only permitted a single free Wheel, up to 90°, following Wheeling rules, performed at the beginning of the Charge Move.

The purpose of this Wheel is to ensure that the subsequent Charge Move and final pivot (which will be explained later) Engages as many of the Charging Regiment's front-Rank Stands with as many of the

Target Regiment's Stands as possible. Moreover, each of the Charging Regiment's front-Rank Stands should Engage as many of the Target Regiment's Stands as possible. The free Wheel does not count toward the Charge Distance moved.

Once the Regiment is aligned, its Charge Move may have it move through other Friendly Regiments not currently in contact with an Enemy Regiment, provided that it does not end up in an illegal position once the Charge is finalized.

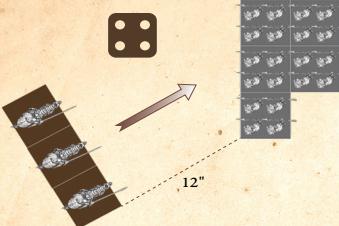


Fig. 3.6

The distance between the two Regiments is 12", and the Regiment's March Characteristic is 8. A Charge Roll of "4" gives a total Charge Distance of (4+8) 12". Just enough to make the Charge a success.

If the Charging Regiment cannot complete its Charge Move against the Target Regiment because its path is blocked by another Enemy Regiment, Garrison Terrain or Impassable Terrain, the Charge Action automatically fails (see “Failing a Charge” further below). A Charging Regiment may come within 1” of other Enemy Regiments and Garrison Terrain during a Charge Move. However, it may not come in contact with an Enemy Regiment or piece of Garrison Terrain it did not declare a Charge against as part of its Charge Action.

FINALIZING THE CHARGE

As soon as the Charging Regiment contacts the Target Regiment, it stops moving. Then it Engages the Target Regiment’s Stands by **rotating** up to 90° at the point the Regiments come in contact, in a movement similar to “closing a door”, until both the Charging Regiment’s front and the Target Regiment are in contact on the Charged facing.

If the Charging Regiment cannot pivot flush to the Target Regiment (because of Terrain or another Regiment being in the way), then the Target Regiment pivots in order to bring its Charged facing into contact with the Charging Regiment’s front arc. In the case where the Target Regiment is already Engaged with another Regiment, it does not pivot and the Charge Action automatically fails (see “Failing a Charge” further below).

Should your opponent have placed their Regiments in such a way as to make it impossible to come into contact with the Target Regiment without coming into contact with another Regiment as well, push the offending unengaged Enemy Regiment a maximum of 1” directly away from the Charging Regiment and complete the pivot.

A Regiment that is being pushed in this way performs a 1” move directly away from the Charging Regiment even if that move will require the Regiment to move diagonally, moving a full 1”. This 1” push does not allow the Regiment to end up in an illegal position. If that 1” push is still not enough for the Regiments to complete the Charge then the Charge Action automatically fails (see “Failing a Charge” further below).

CHARGING THROUGH

A Regiment is allowed to move through Friendly Regiments that are not in contact with an Enemy Regiment when performing a Charge Action. This can be the result of a Charge Action, but also as part of a sequence of Actions such as Marching and then Charging even if that first March has the Regiment overlapping with a Friendly Regiment.

If the combined movement total of the Actions is not enough to completely clear the Friendly Regiment (or if there is not enough space for the Charging Regiment to completely clear the Friendly Regiment), then the Charge Action automatically fails (see “Failing a Charge” further below).

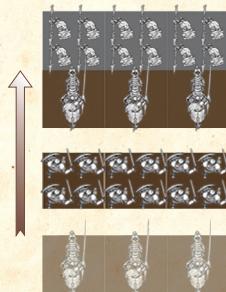


Fig. 3.7

This is a successful Charge through a friendly Regiment.

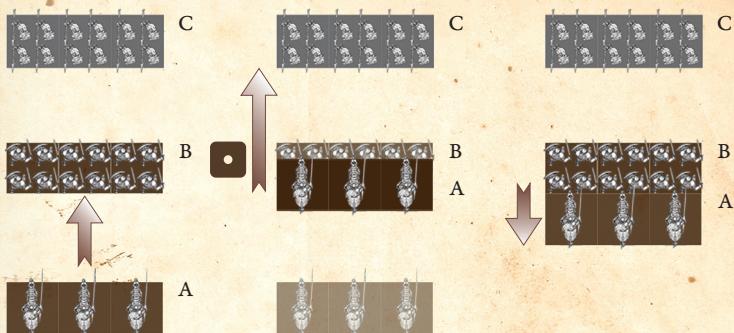


Fig. 3.8

Regiment A finishes its first move overlapping Regiment B. Notice how this is not an illegal move yet. As a second Action, Regiment A attempts to Charge Regiment C where it cannot move enough to reach its intended Target nor can it move completely past Regiment B. Regiment A cannot finish both its Actions overlapping another Regiment, therefore it must move the minimum distance backward to no longer overlap.

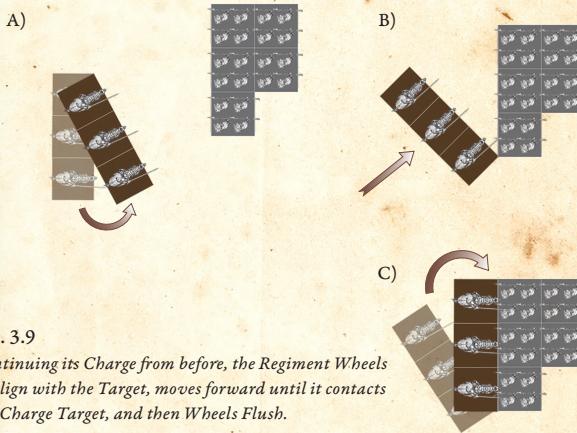


Fig. 3.9

Continuing its Charge from before, the Regiment Wheels to align with the Target, moves forward until it contacts the Charge Target, and then Wheels Flush.

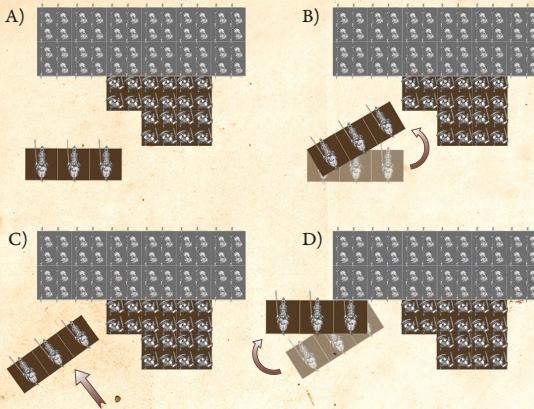


Fig. 3.10

In this example, the Regiment Wheels just enough to avoid colliding with the allied Infantry Regiment, completes the Charge Move, and then Wheels flush to the Charge Target.

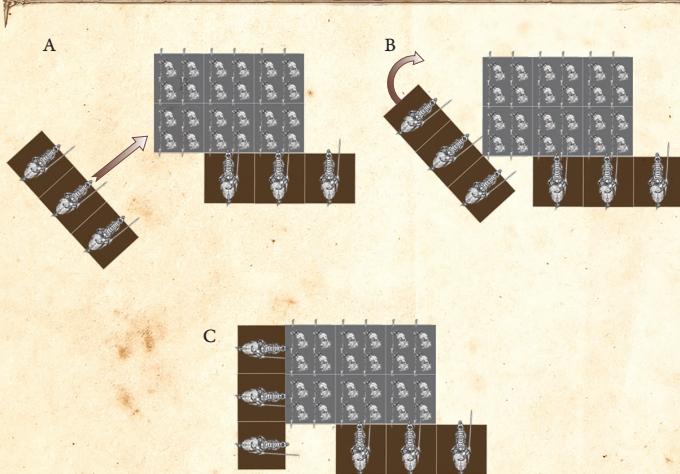


Fig. 3.11

*In this example, the Regiment Charges and connects on the Enemy Regiment's Corner. As the Regiment is Charging Drones to the Side it will **rotate** on that point to Engage the Side.*

WHICH FACING?

A Regiment Charges a Target Regiment in the facing the majority of the Charging Regiment's **Front Rank Stands** are in when the Charge Action is declared. In the case where a Charging Regiment does not have the majority of its Front Rank Stands in a specific facing but has an equal amount of Stands in more than one facing then the Charging Regiments may choose which facing to Charge to. A Stand may find itself in more than one facing. Should that happen then the Stand counts as being in both facings.

A Single Stand Regiment Charges a Target Regiment in the facing the majority of its Stand is in when the Charge Action is declared. Make sure to remember that a Chariot Regiment's Stand is considered to be a single Stand! Similarly a Character Stand attached to a Monster Regiment is also considered to be a single Stand.

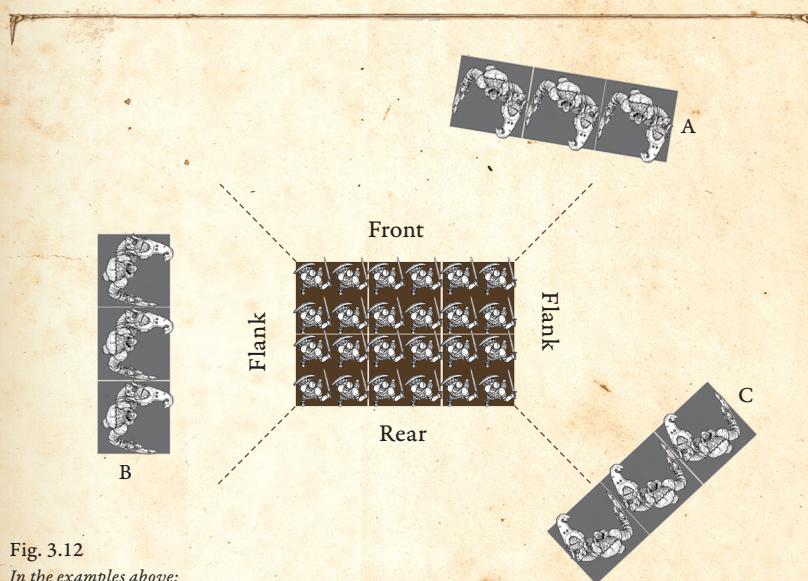


Fig. 3.12

In the examples above:

Regiment A Charges the front as it has 1 Stand in the Flank and 2 on the Front.

Regiment B Charges the left flank as all of its Stands are in the Flank.

Regiment C Charges the right flank as it has 1 Stand in the Rear and 2 on the Right.

CHARGING AND INSPIRE

Upon completion of a successful Charge Action, the Regiment immediately gains the "Inspired" Special Rule (see page 99). Note that the "Inspired" Special Rule does not affect Impact Attacks and is in effect wasted if the Regiment has no Actions left this Round, as it lasts until the end of the Regiment's Activation.

FAILING A CHARGE

If the Regiment's Charge Distance is less than the distance between the Charging Regiment and the Target Regiment, the Charge is failed. The Charging Regiment moves directly forward a distance equal to the result on the die of the Charge Roll, halting 1" away from any Enemy Regiment and any piece of Garrison Terrain.

If the Charging Regiment cannot complete its Charge Move against the Target Regiment because its path is blocked by another Enemy Regiment, Garrison Terrain or Impassable Terrain, it stops its Charge Move, halting 1" away from any Enemy Regiment and any piece of Garrison Terrain.

If during the "Charging Through" part of a Charge the combined movement total of the Actions is not enough to completely clear the friendly Regiment (or if there is not enough space for the Charging Regiment to completely clear the Friendly Regiment) the Charge is failed. The Charging Regiment immediately moves the minimum amount needed to no longer overlap with the Friendly Regiment and both Regiments become Broken.

If during the "Finalizing the Charge" part of the Charge, the Regiment has made contact with the Target Regiment but neither one can pivot flush, the Charging Regiment performs a 1" move directly away from the Target Regiment, from the position the Charging Regiment was in when it initially made contact, moving backwards a full 1", halting 1" away from any Enemy Regiment and any piece of Garrison Terrain.

If halting 1" away from any Enemy Regiment and any piece of Garrison Terrain is not possible it halts as far away as possible and the Player ensures that its next Activation will bring it in a legal position.

Should an unengaged Enemy Regiment(s) be pushed 1" during the process of Finalizing the Charge then that pushed Regiment (s) return to where they were before that push.

If a Regiment fails a Charge Action, it loses all other Actions remaining this Round and its Activation ends.

IMPACT ATTACKS

Some troops – such as knights – rely on the sheer, overwhelming force of their impact to inflict damage on the foe.

Once a successful Charge is completed, Impact Attacks are immediately resolved as part of the Charge Action. Impact Attacks are only inflicted by Stands that have the **Impact (X)** Special Rule.

Stands in the Regiment inflict Impact Attacks equal to the X value in their **Impact (X)** Special Rule. Impact Attacks are resolved similarly to Clash Attacks in terms of Rolling to Hit, Defense Rolls and Morale Tests (see page 46). However, they do not benefit from any Special Rules that specifically affect Attacks made during a Clash Action. Unengaged Stands contribute Impact Attacks as normal equal to their **Impact (X)** value.

TAKE AIM

When a Regiment performs the Take Aim Action, the Regiment gains the **Aimed Shot Special Rule** until the end of its Activation.

RALLY

Only a Regiment with the Broken Status can perform a Rally Action. If a Regiment performs a Rally Action, it is no longer Broken. Remove the Broken Marker.

REFORM

A Reform Action allows a Regiment to change its formation (its combination of Ranks and Files). A Reform Action, just like a March, can be performed more than once during a Regiment's Activation. To do this, a Reform is broken down into two steps that are performed in order:

- 1) Stands in the Reforming Regiment may move to or from other Ranks adopting a new, legal formation (see page 13 for more on legal formations) but no Stand may move more than its March Characteristic. New Ranks can only be added to the rear of the Regiment in this way. For all intents and purposes the Stands count as "moving" and so cannot end up overlapping with another Regiment or come within 1" of an Enemy Regiment.
- 2) The Regiment may rotate using the Regiment's center, up to 180°. Unlike a Combat Reform, the center of the Regiment must not move as a result of the Reform Action.

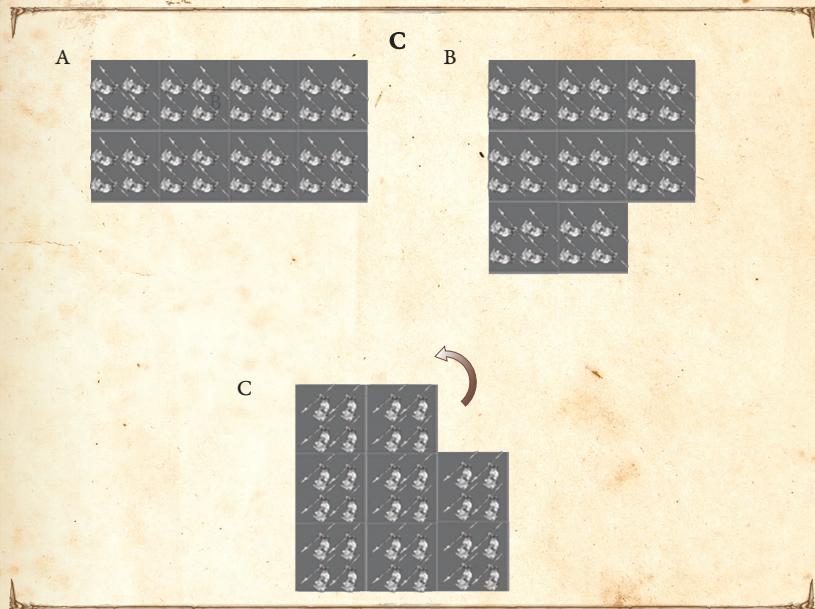


Fig. 3.13

Above, the Regiment performs a Reform Action. First it adopts a new legal formation where each Stand moves no more than its March Characteristic. Once this is over and a new center has been established for the Regiment, the Regiment rotates on its center up to 180°. During that second step (C) it is irrelevant how much each Stand has moved.

VOLLEY

A Volley Action can only be used if an unengaged Regiment has at least one Stand with the Barrage (X) Special Rule – otherwise, it does not have a ranged weapon with which to make a Volley.

CHOOSING A TARGET AND LINE OF SIGHT

In order to check if a Volley Action can be declared, first determine whether at least one Stand of the Target Regiment is within Line of Sight and Barrage Range of the Volleying Regiment. If the Target Regiment is outside Line of Sight and/or Barrage Range then you may not declare a Volley Action against that Target unless a Special Rule states otherwise. A Regiment performing a Volley Action cannot divide any of its Stand's shots amongst multiple Targets. All Stands in the Regiment must Target the same Enemy Regiment.

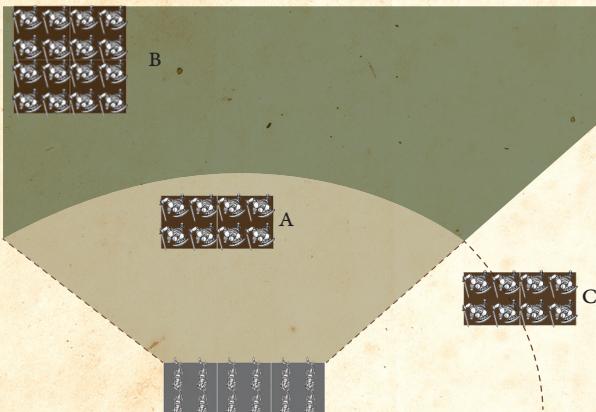


Fig. 3.14

In the example above, the Regiment can Target Regiment A with a Volley as it is both within range and within the front arc. It cannot Target Regiment B, because it is out of range, nor Regiment C, because it is outside the front arc.

CHECK FOR OBSTRUCTION

For each Stand in the Front Rank of the Volleying Regiment, trace a straight line, 1mm wide and as long as the Stand's Barrage Range, between the center of the Volleying Stand's front facing and any point of any Stand in the Target Regiment.

If the line is not long enough to reach any point of any Stand in the Target Regiment then the Stand does not contribute any shots to the Volley.

If the line is interrupted by any Regiments or pieces of Obstructing Terrain of a Size equal to or larger than both the Size of the Volleying Regiment and the Target Regiment, then the shot is Obstructed and the Stand does not contribute any shots to the Volley regardless of whether its target is within Barrage Range.

If the line is not interrupted by Regiments or Obstructing Terrain, that Stand's Volley is a **Clear Shot**. Regiments and pieces of Terrain of a smaller Size than the Volleying Regiment are ignored, as are

Regiments and Terrain of a smaller size than the Target. A Regiment can be targeted if it is in contact with an Enemy Regiment following all rules for Choosing a Target and Checking for Obstruction as normal.

CHECK FOR EFFECTIVE RANGE

You're nearly ready to unleash your Volley! First, however, you need to check if your Stands are shooting within Effective Range. The Range given for the Barrage (X) Special Rule is not the Stand's optimal Range, but its maximum Range. Although Hits are possible at maximum Range, and quite deadly, Volleys are always more effective when unleashed at shorter ranges.

To represent this, if the distance between Stands in the Volleying Regiment and the Target is less than half the range of the Volleying Regiment's Barrage (X) Special Rule, then each of the Volleying Stands that are within that range receive a +1 bonus to their Barrage (X) Special Rule. **This is called the Effective Range.**

It is entirely possible that, when checking for Effective Range, some of the Volleying Regiment's Stands are within Effective Range and some others are not. It is also entirely possible that certain Stands would have to draw Line of Sight to their Target through pieces of Terrain or to different arcs that other Stands in the Regiment will not.

In this case, Stands that are within Effective Range would receive the +1 bonus to their Barrage (X) Special Rule while Stands that are not within Effective range would not, and Effective Range would have to be measured for each Stand as a result.

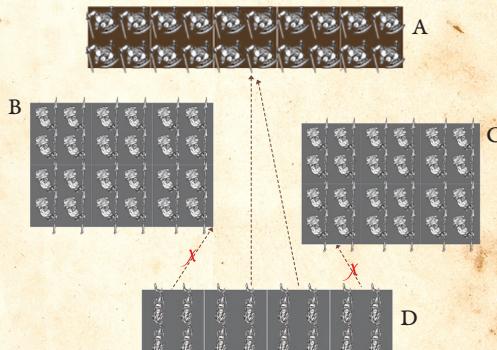


Fig. 3.15

Regiment D Targets Regiment A with its Volley. However, because of the presence of Regiments B and C, only two of the Stands have clear Shots, whilst one Stand is Obstructed and does not contribute shots to the Volley..

STANDS IN MULTIPLE ARCS

Stands in a Regiment perform Volley Attacks against the Target Regiment's arc they are in. It is possible for different Stands in the same Regiment to be within different arcs of the same Target Regiment. In this case each Stand performs its Volley Attacks against the arc they are in. Should a Stand be within more than one arc then it may choose which arc to direct its Volley Attacks against.

Volley Attacks against each arc are resolved separately but simultaneously. Keep separate track of Hits and Wounds inflicted on each arc as Defense and/or Morale Tests may be subject to different effects and Special Rules.

Example: A Regiment does not benefit from the Shield Special Rule when Hits are inflicted on its Flank or Rear. Similarly Volley Attacks that cause the Target Regiment to take Morale Tests are affected when Hits are inflicted on the Target Regiment's Flank or Rear.

DETERMINE THE NUMBER OF SHOTS

A Stand on the first rank making a Clear Shot fires a number of shots equal to the (X) in this Stand's Barrage (X) Special Rule.

If a Stand's shot is Obstructed, then it contributes no Shots when the Regiment performs a Volley Action. Stands in any Rank other than the first do not contribute any shots to the Volley.

To determine the total number of Shots, calculate the total dice contributed by all Stands in the first rank and add any additional shots that come up as a result of a rule or special ability, e.g. firing within Effective Range.

Example: An Infantry Regiment of 3 Stands with the Barrage (3) Special Rule might have 1 Stand firing within Effective Range and 2 Stands firing outside of Effective Range. Each Stand would add 3 Shots to the Volley and the Stand firing within Effective Range would add 1 more for a total of 10.

ROLLING TO HIT

Roll a number of dice equal to the Shots being fired.

Any die that is less than or equal to your Stand's Volley Characteristic is a Hit.

Any die that is greater than your Stand's Volley Characteristic is a Miss. Should the Volley Characteristic of the Volleying Stand be 6 or above, that Stand gains the Rapid Volley Special Rule.

Example: Your 3 Stand Infantry Regiment (Volley 2 and Barrage (3)) are Volleying at an Enemy Regiment for a total of 9 Shots. You roll 9 dice. Any result of a 1 or 2 is a Hit. Any result of a 3 or more is a Miss. Should the Volley Characteristic of the Volleying Regiment be a 6 or above, every roll of a 1 inflicts 2 Hits instead of 1 due to the Rapid Volley Special Rule.

THE DEFENSE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits scored by the Volleying Regiment.

Any roll that is less than or equal to their Regiment's Defense or Evasion Characteristic, after any modifiers, is a successful Defense Roll. The Regiment's armor or reflexes have saved them on this occasion!

Any roll that is greater than both their Regiment's Defense and Evasion Characteristics, after any modifiers, is a failed Defense Roll and the Regiment suffers a Wound.

Note that you only make one roll, which is compared to both the Defense and Evasion Characteristics. Also note that the Defense Roll is an exception to the rule that any die roll of "1" is an automatic success. If your Regiment has a Defense and Evasion of 0 (or had these Characteristics reduced to 0 by a Special Rule), it cannot pass a Defense Roll.

REMOVE CASUALTIES & MORALE

Keep a tally of the Wounds each Stand in a Regiment has taken and proceed to the Removing Casualties step (see page 54).

Note that Wounds suffered from a Volley Action **do not** cause Morale Tests.

PASS

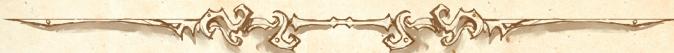
A Regiment or Character Stand may opt to Pass instead of performing an Action. The Regiment or Character Stand passes an Action without being treated as having performed an Action.

A Regiment or Character Stand may opt to Pass any and all of its available Actions if it so wishes. If it chooses to Pass all of its Actions it will count as having Activated but not as having performed any Actions.





CHAPTER FOUR



COMBAT ACTIONS

IN THIS SECTION
YOU WILL FIND DETAILS
ON THE VARIOUS ACTIONS
THAT REGIMENTS
CAN TAKE WHILE
IN COMBAT.



CLASH

Your Regiment can perform a Clash Action if it is in contact with at least one Enemy Regiment. When performing a Clash Action, all Stands in contact with an Enemy Stand – called Engaged Stands – direct their Attacks at the Regiment the Enemy Stand belongs to. This includes any Stands that are corner-to-corner.

All Stands not in contact with an Enemy Stand are called Unengaged Stands. Unengaged Stands only contribute Support Attacks.

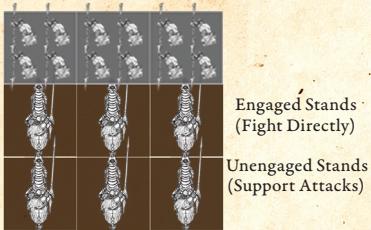


Fig. 4.1

UNENGAGED STANDS AND ATTACKS

Each Unengaged Stand contributes 1 Support Attack, regardless of the Stand's Attack Characteristic. Certain Special Rules, such as the Support (X) Special Rule, can modify this number. Engaged Stands cannot perform Support Attacks.

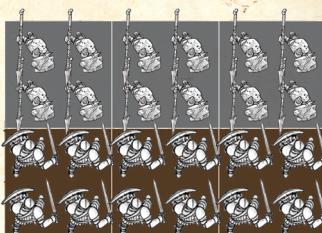


Fig. 4.2

Men-at-Arms Stands have an Attack Characteristic of 4. This gives a total of 4 Attacks per Stand, and 12 Attacks overall, from a 3 Stand Regiment.

CALCULATING THE NUMBER OF ATTACKS

Before Rolling To Hit, you need to determine the total number of Attacks being made.

ENGAGED STANDS AND ATTACKS

Each Engaged Stand makes a number of Attacks equal to its Attacks Characteristic.

Certain Special Rules and Draw Events can increase a Stand's Attacks Characteristic. This will increase the total number of Attacks a Stand generates by X when it performs its Attacks.

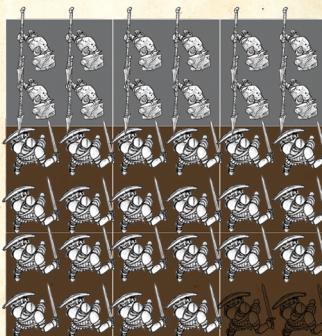


Fig. 4.3

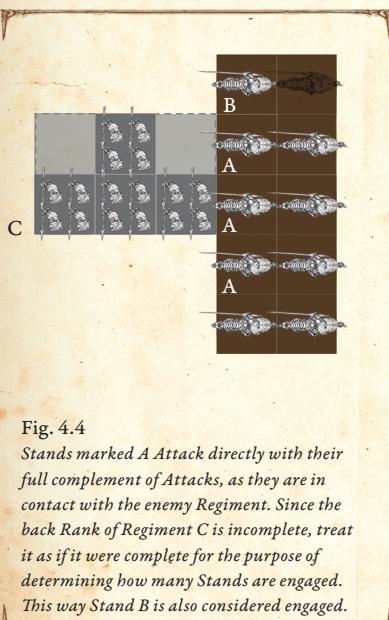
In this last example, each of the front three Stands contributes its full 4 Attacks. Each of the rear Stands contributes 1 support Attack.

INCOMPLETE RANKS

If your Regiment is in contact with an Enemy Regiment's flank or rear (or your Regiment itself is being attacked from the flank or rear), you'll sometimes discover that some of its Stands are not in contact due to incomplete Ranks.

When this happens, treat the Regiment as being a rectangle as long and as wide as its most complete Rank, ignoring the gaps created by such incomplete Ranks. Each of your Stands in "contact" with this abstract rectangle is considered to be in contact for the purpose of calculating the number of Attacks.

This abstract rectangle is taken into account when a Regiment is in contact with another Enemy Regiment is Charging or being Charged by an Enemy Regiment.



MORE THAN ONE TARGET

If your Regiment is in contact with two or more enemy Regiments, chances are that some of the Stands will be Engaged with Stands from two or more different Enemy Regiments.

If your Stand is in contact with Stands from two or more Enemy Regiments, you choose which Regiment each of your Engaged Stands Attack – direct all of the Stand's Attacks at the Target of your choice without splitting its Attacks. Similarly, you can choose which of the Enemy Regiments each of your Unengaged Stands Attack. Support Attacks from a single Stand cannot be split between two Enemy Regiments. In other words, if a Stand is contributing Support Attacks, it may do so against one (and only one) Enemy Regiment in contact with its Regiment.

Resolve each pool of Attacks separately, from Rolling To Hit all the way through to Testing Morale.

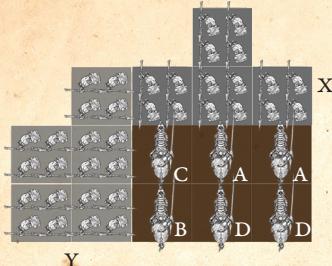


Fig. 4.6

Stands A must Attack Regiment X, as they are in contact. Stand B must Attack Regiment Y, as they are in contact. Stand C may Attack either Regiment X or Y. Similarly, Stands D may direct their Support Attacks against either X or Y. Both could Attack the same Regiment, or different Regiments.

ROLL TO HIT

Roll a number of dice equal to the Attacks being made.

Any die that is less than or equal to your Regiment's Clash Characteristic is a Hit.

Any die that is greater than your Regiment's Clash Characteristic is a Miss, commonly referred to as a failed Hit. Should the Clash Characteristic of a Stand be 6 or above, that Stand gains the Relentless Blows Special Rule.

Example: Your Regiment of Force Grown Drones (Clash 1) are Attacking an Enemy Regiment for a total of 20 Attacks. You roll 20 dice. Any result of a 1 is a Hit. Any results of a 2 or greater are Misses.

FLANK & REAR ATTACKS

If the Active Regiment is Attacking the Enemy in the Flank or Rear, your opponent must Re-Roll any successful Morale Tests (page 12).

You've caught the Enemy unprepared, with their attention turned to the front – it's time to reap the benefits as panic sweeps through their ranks.

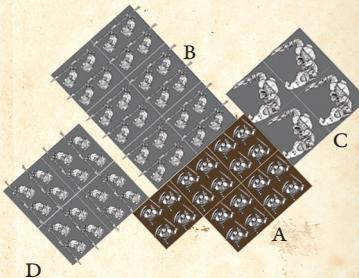


Fig. 4.7

Regiment A would re-roll successful Morale Tests against Attacks originating from Regiment C. Similarly, Regiment B would have to re-roll successful morale saves from Regiment A.

THE DEFENSE ROLL

Now, your opponent rolls a number of dice equal to the number of Hits your Stands have inflicted.

Any roll that is less than or equal to the Regiment's Defense or Evasion Characteristic, after any modifiers, is a successful Defense Roll. The Regiment's armor or reflexes have saved them on this occasion!

Any roll that is greater than both the Regiment's Defense and Evasion Characteristics, after any modifiers, is a failed Defense Roll and the Regiment suffers a Wound as a result.

Note that you only make one roll, which is then compared to both the Defense and Evasion Characteristics. Also note that the Defense Roll is an exception to the rule that

any die roll of "1" is an automatic success. If your Regiment has a Defense and Evasion of 0 (or has its Characteristics reduced to 0 by a Special Rule), it cannot pass a Defense Roll.

Example 1: Your Regiment of Gilded Legion (Defense 3) suffers 6 Hits. You therefore roll 6 dice, needing to roll a 3 or less on each. You roll 1, 1, 2, 4, 4, 5. Three results are equal to or less than 3, preventing 3 of the possible 6 Wounds.

Example 2: Your Regiment of Vanguard Clones Infiltrators (Defense 1, Evasion 2) suffers 6 Hits. As your Evasion is higher than your Defense, you therefore need to roll a 2 or less on each die. You roll a 1, 2, 2, 3, 3, 5, preventing 3 of the possible 6 Wounds.

Example 3: Your Regiment of Centaur Avatars (Defense 3, Evasion 1) suffers 4 Hits with the Smite Special Rule, which reduces their Defense to 0 for those Hits. You therefore need to roll equal to or lower than the Evasion Characteristic of 1 to prevent any Wounds.

REMOVING CASUALTIES AND TESTING MORALE

Keep a tally of the Wounds the Regiment has taken and proceed to the Removing Casualties step (see page 54). After that, your opponent may have to Test Morale (see page 60).



COMBAT RALLY

Only a Regiment with the Broken Status can perform a Combat Rally Action. If a Regiment performs a Combat Rally Action, it is no longer Broken. Remove the Broken Marker.



COMBAT REFORM

A Combat Reform Action allows a Regiment to change its formation (the configuration of its Ranks and Files) while in contact with one or more Enemy Regiments. You cannot use a Combat Reform to reduce the total number of Stands in contact. When performing a Combat Reform Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic a Stand in the Regiment has, the Regiment has made a Clean Reform. If the result is greater than the highest Resolve Characteristic a Stand in your Regiment has, your Regiment has made a Fighting Reform.

CLEAN REFORM

If your Regiment performs a Clean Reform, the Reforming Regiment immediately adopts a new, legal formation. Then it may turn to face any direction (see page 13 for more on legal formations).

The center of the Regiment must not move a distance greater than the lowest March Characteristic of any Stand in the Regiment, and no Stand may move further than its March Characteristic.



Finally, the reforming Regiment may not find itself in a different facing of the Engaged Regiment than the one it was before performing the Reform.

FIGHTING REFORM

If your Regiment makes a Fighting Reform it suffers 1 Wound for each of its Stands in contact with an Enemy Regiment. Once any casualties have been removed, and Morale Tests taken, the Regiment adopts a new legal formation as per a Clean Reform.

Finally, the reforming Regiment may not find itself in a different facing of the Engaged Regiment than the one it was before performing the Reform.

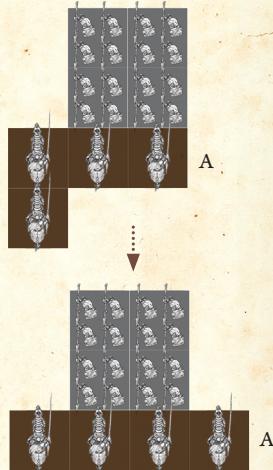


Fig. 4.8
Regiment A makes a Combat Reform to bring all of its Stands into contact with the enemy Regiment.

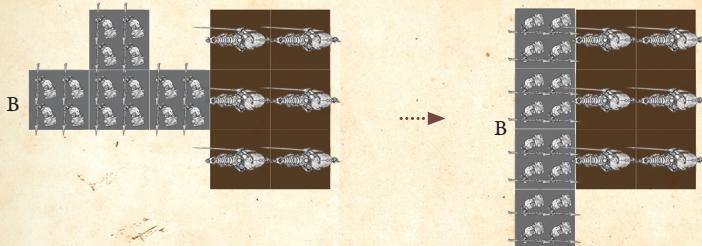


Fig. 4.9

Regiment B makes a Combat Reform not only to bring all of its Stands into contact with the enemy, but also to face them head on, instead of being attacked in the flank.

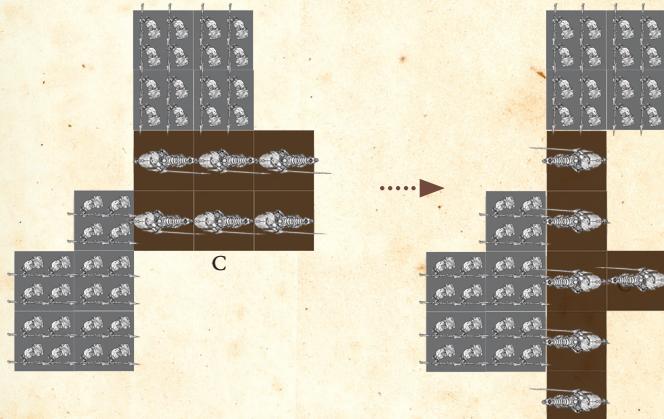


Fig. 4.10

Regiment C reforms to bring more Stands into contact with the Regiment to its rear. It also chooses to face the Regiment to its rear, leaving the other Regiment to its flank.

INSPIRE

When a Regiment performs the Inspire Action, the Regiment gains the Inspired Special Rule until the end of its Activation.

Inspired: This Regiment adds +1 to its Clash Characteristic until the end of the Regiment's Activation. If this modifies the Clash Characteristic to a 5 or greater, it does not receive the +1 Clash but instead may Re-Roll unmodified Hit Rolls of "6". The +1 to the Clash Characteristic from the Inspired Special Rule is always added in after all other Clash modifying rules have been applied.

Example: A Men-At-Arms Regiment (Clash 2) performs an Inspire Action as its first Action during its Activation. The Regiment thus gains the Inspired Special Rule until the end of its Activation. Therefore, when it performs its second Action and Clashes it will now do so with Clash 3. Once the Regiment finishes its Activation, it loses the Inspired Special Rule.

Example: A Dragonslayers Regiment (Clash 4) performs an Inspire Action as its first Action during its Activation and then proceeds to perform a Clash. During the Clash Action their Clash of 4 would not change but instead Re-Roll unmodified rolls of "6". Once the Regiment finishes its Activation, it loses the Inspired Special Rule.

WITHDRAW

A Withdraw Action is taken in order to remove your Regiment from melee. It can only be used by a Light or Medium Regiment, and only if the Regiment is in contact with one or more enemy Regiments. A Regiment performing this Action only counts as having performed a Withdraw Action.

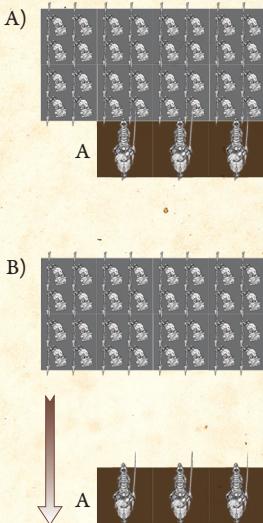


Fig. 4.11
Regiment A makes a Withdraw Action,
Reforming and Marching directly away from
the enemy Regiment.

When taking a Withdraw Action, roll a die. If the result is less than or equal to the highest Resolve Characteristic of any Stand in your Regiment, the Regiment has made a Clean Withdrawal.

If the result is greater than the highest Resolve Characteristic of a Stand in your Regiment, your Regiment has made a Fighting Withdrawal.

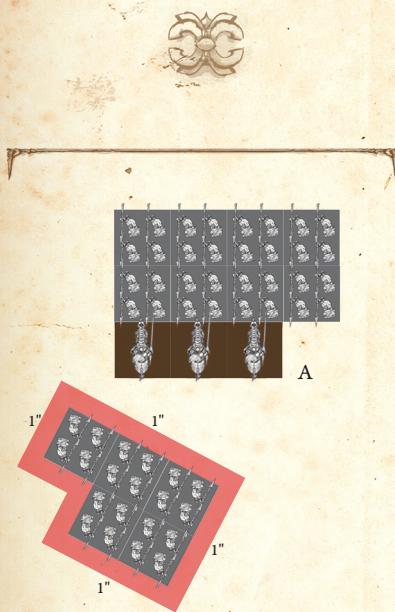


Fig. 4.12
Regiment A is limited in how far it can Withdraw by Marching backward (either due to an enemy Regiment physically blocking its path, or because its March would end within 1" of the enemy Regiment). In this case, it may be better off using its Withdraw Action to March to its right flank.

CLEAN WITHDRAWAL

If your Regiment makes a Clean Withdrawal, it immediately suffers D6 Wounds (as even the best executed Withdrawal is a risky endeavor), reforms facing away from the enemy Regiment(s) and immediately performs an out-of-sequence March Action (as part of this Withdraw Action) following the rules given on page 28. Remember that a Regiment cannot end its March within 1" of an Enemy Regiment or Garrison Terrain. If the March cannot be completed for any reason, return the Regiment to its original position – the Withdraw Action has failed.

Note that a regiment making a Withdraw Action must keep its formation following the reform. This merely allows the Regiment to rotate on its axis and March away.

FIGHTING WITHDRAWAL

If your Regiment makes a Fighting Withdrawal, it immediately suffers D6 Wounds (roll one die) for each of its Stands in contact with an Enemy Stand. That is rolling 1 D6 and applying the indicated number of Wounds for all Stands in contact with an Enemy Stand. Once any Casualties have been remorterved and Morale Tests taken, it reforms facing away from the Enemy Regiment(s) and immediately performs an out-of-sequence March Action (as part of this Withdraw Action) following the rules described above for **Clean Withdrawal**.

PASS

A Regiment or Character Stand may opt to Pass instead of performing an Action. The Regiment or Character Stand passes an Action without being treated as having performed an Action.

A Regiment or Character Stand may opt to Pass any and all of its available Actions if it so wishes. If it chooses to Pass all of its Actions it will count as having Activated but not as having performed any Actions.



CHAPTER FIVE

ALLOCATING WOUNDS & REMOVING CASUALTIES

IN THIS SECTION
YOU WILL FIND DETAILS
OF HOW WOUNDS
ARE INFILCTED,
ALLOCATED AND RESOLVED
USING THE SAME SYSTEM.



ALLOCATING WOUNDS & REMOVING CASUALTIES

Wounds are not assigned directly to a Regiment. Rather, each Wound suffered adds one Wound Marker to the **Wound Pool**. Once the size of the Wound Pool has been determined, begin to allocate the Wounds in the Wound Pool to Stands within the Regiment.

When allocating a Wound from the Wound Pool to the Regiment, start to allocate Wounds one by one to a Stand in the Regiment's rearmost rank, prioritizing Stands that have already suffered Wounds, and ignoring Character Stands, until the amount of Wounds suffered equals the Stand's Wounds



Characteristic. Each Wound allocated to a Stand is represented by placing an appropriate Wound Marker next to it.

Once the Wounds allocated to a Stand equal its Wounds Characteristic, that Stand is destroyed and will be **Removed as a Casualty**. Stands that have suffered enough Wounds to be removed as casualties are removed from the battlefield the moment the last Wound is suffered. A Stand that has suffered Wounds but is still in play is referred to as a **Wounded Stand**.

Always allocate Wounds to Stands in the following order, ignoring Character Stands:

Wounded non-Command Stands must be allocated Wounds first.

A Stand must be destroyed before allocating Wounds to another Stand that has not suffered Wounds.

A Stand from alternating ends of a Regiment's rearmost rank, leaving the centermost Stand of a rank to suffer Wounds last.

A Stand that would cause the Regiment to reduce the number of Engaged Stands with an Enemy Regiment

Command Stands are always removed last. Wounds are nearly always allocated to a Regiment's rearmost rank. Should Stands be allocated Wounds suffered by an Enemy Regiment Engaged in melee, Wounds allocated should not cause the destruction of Stands that would affect the number of Stands in contact with any Enemy Regiment(s).

Effectively, this will mean you will remove Stands as Casualties from your rearmost rank, removing any that have suffered Wounds previously in the battle, while alternating removing from the left and right ends of the Regiment's ranks. Finally, you should remove Stands that are not in contact with an Enemy Regiment unless there is no other option available.

Continue allocating Wounds one by one until there are no more Wound Markers in the Wound Pool, or there are no Stands left to allocate the Wounds to. Each time a Stand suffers Wounds, the Wound Pool and its subsequent allocation of Wounds starts anew.

It is important to keep in mind that the next step in the process after Removing Casualties, i.e. Testing Morale, requires the players to keep an accurate tally of the number of Wounds a Regiment has suffered from a single Wound Pool. Once a Regiment has been Allocated Wounds and proceeded to Remove Casualties, it then takes a number of Morale Tests equal to the Wounds it has suffered.

Therefore, it is important to take note of the amount of Wounds suffered from any single Wound Pool.

Example: A Stand of Men-at-Arms (Wounds 4) takes damage from an Enemy Regiment in contact. After all Defense Rolls are made, there are 2 Wound Markers in the Wound Pool. A Stand in the Regiment's rearmost rank is assigned the Wound Markers, one at a time, until there are 2 Wound Markers allocated on that Stand.

Example: A Stand of Men-at-Arms (Wounds 4) takes damage from an Engaged Enemy Regiment. After all Defense Rolls are made, there are 6 Wound Markers in the Wound Pool. The first available Stand of Men-at-Arms is allocated Wounds, one at a time, until 4 Wounds have been allocated. Once 4 Wound Markers have been allocated, that Stand's Wounds Characteristic has been met and the Stand is immediately destroyed and Removed as a Casualty. The remaining 2 Wounds in the Wound Pool are then allocated to the next available Stand in the Regiment rendering it a Wounded Stand.

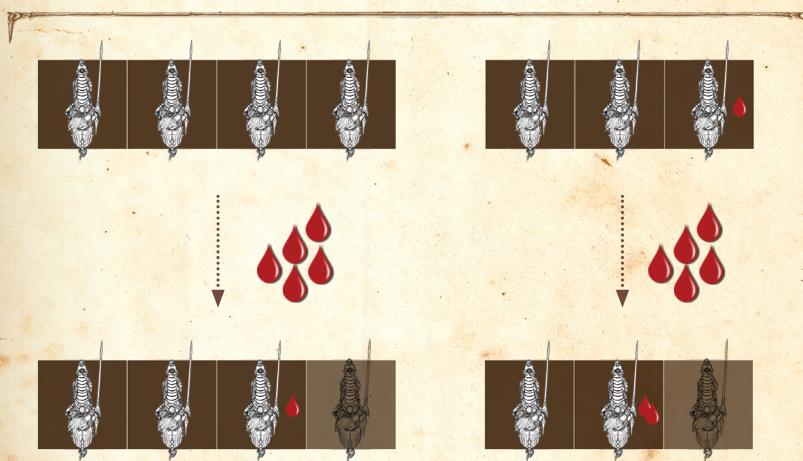


Fig. 5.1

The Cavalry Regiment (Wounds Characteristic of 4) suffers 5 Wounds. The first Stand is destroyed, and the leftover Wound is allocated to the next eligible Stand. As the Round progresses the Cavalry Regiment suffers another 5 Wounds. The previously Wounded Stand is destroyed, suffering 3 Wounds and the leftover 2 Wounds are allocated to the next eligible Stand..

HEALING

On occasion, a rule will call upon you to Heal a number of Wounds in one of your Regiments. When this happens, the rule will tell you the number of Wounds it Heals, which we refer to as Heal Points. If a rule calls upon you to Heal a Regiment, proceed in the following sequence, removing one Wound Marker per Heal Point until there are no more Wounds to Heal, or you have run out of Heal Points.

You cannot Heal a Regiment beyond the number of Stands it began the game with. In the case of multiple Healing abilities, resolve each one completely before moving to the next.

1) HEAL CHARACTERS

Remove any Wound Markers from the Character Stand if there are any present (see page 72 for more on Character Stands).

2) HEAL WOUNDED STANDS

Once all Wounds have been removed from any Character Stands, proceed to removing Wound Markers from the Regiment starting from the Regiment's Command Stand, if one is present. For each remaining Heal Point, remove one Wound Marker from a Wounded Stand in the Regiment until there are no more Stands in the Regiment that have suffered any Wounds.

3) RESTORE STANDS

Once there are no Wounded Stands remaining, you may restore a Stand to play that was removed as a Casualty earlier in the Battle (note that you cannot restore a Character Stand that has been removed as a Casualty). If the Regiment's Command Stand, or Stands containing Command Models, have been removed as casualties earlier in the game, then those must be restored first. If the number of remaining Heal Points is at least half the

unmodified Wounds Characteristic value of that Stand (rounding up), then you may spend that many Heal Points to return it to play with a number of Wounds remaining equal to the amount of Heal Points that were used to Restore it.

The Stand is returned to play in such a way that the Regiment maintains a legal formation. If there is no room to place the Stand, the Stand is not placed and all remaining Heal Points are lost. Return the Stand to the battlefield and place an appropriate number of Wound Markers beside the Stand so that the newly restored Stand has half its remaining Wounds (rounding up). Should the newly restored Stand be the Regiment's Command Stand or a Stand containing a Command Model, then any associated abilities or Special Rules are restored as well.

Next, return to the "Heal Wounded Stands" step and use the remaining available Heal Points if any.

Continue to repeat these steps until you no longer have any Wound Markers to remove or any more destroyed Stands to return to the battlefield.

As a complete example, the Household Knight Regiment in Figures 5.2 through 5.5 have 6 Wounds to Heal in total. The Character Stand has 2 Wound Markers, suffered as a result of a Duel, while the Regiment itself has a Stand with 1 Wound Marker. Finally the Regiment sustained a casualty earlier in the game losing one of its Stands.

TESTING MORALE

Once the Wound Pool is empty, it is time to see if the onslaught of blood and death has shaken the resolve of the troops – proceed to Testing Morale in Chapter 6!