

# **Lines of Battle – Updated Movement Rules**

## **8. Movement Phase**

During the Movement Phase, a player chooses how their units reposition on the battlefield. Each unit may either move individually or participate in a Formation Movement.

### ***8.1 Individual Movement***

- 1 Each unit may move up to its listed movement allowance.
- 2 Movement is orthogonal only (no diagonals).
- 3 Units may not move through or into occupied squares.
- 4 Units may choose not to move.
- 5 Units may re-face once per turn for free, before or after movement.

### ***8.2 Formation Movement***

Instead of individual movement, a player may declare a Formation Movement. This represents an organized push by a cohesive group of units.

- 1 Choose a group of two or more friendly units that are orthogonally adjacent, forming one contiguous formation.
- 2 All units in the formation must move exactly 1 square in the same direction.
- 3 Movement direction must be orthogonal (forward, backward, left, or right).
- 4 All units must face the direction of movement and retain that facing until the end of the turn.
- 5 No unit in the formation may attack during this turn.
- 6 No unit in the formation may perform a Formation Swap this turn.
- 7 Formation Movement cannot move units into or through occupied squares.
- 8 Each unit may only participate in one formation per turn.
- 9 A player may declare only one Formation Movement per turn.

*Design Note: Formation Movement allows players to pressure ranged units, maintain battle lines, and sacrifice tempo for positional advantage.*