

# 2019 CHARACTERISTICS SHEET

2019 changes in BLUE.

## 1. MELEE EXPERT

**Melee Expert** covers troops who were especially good at hand-to-hand combat for their quality grade. So an AVERAGE Melee Expert is good at melee for average troops; a SUPERIOR non-Melee Expert will be as good due to their innate quality in a fight.

1. Infantry & Battlewagon Melee Expert gives a claim in Melee Combat against any enemy except Elephants and Expendables (i.e. except against anything they would be unfamiliar fighting).
2. Cavalry, Camelry, Chariot Melee Expert gives a bonus in Melee Combat except against opponents that would keep them at a safe distance: a) **Shieldwall** or Long Spears (Inc. Mtd)/Pikes 2+ deep when the line of fighting is entirely in **Good Going**; or against Elephants.

## 2. COMBAT SHY

**Combat Shy** covers troops that feared hand-to-hand combat and were ill equipped to fight, such as many peasant levy bowmen and many **Skirmishers**.

1. Combat Shy gives a claim to opponents in both **Charge** and **Melee Combat** in all circumstances, whether being attacked from front, flank or rear.

## 3. DEVASTATING CHARGER

**Devastating Charger** covers troops who had a fearsome charge and tended to be somewhat impetuous when close to enemy. The classic barbarian warband being the main type. It is also used to represent the fiercest cavalry charges such as the heaviest medieval knights.

1. Infantry Devastating Chargers gives a claim vs. certain opponents in **Charge Combat** as long as they are 2+ ranks deep, in any terrain (see latest QRS).
2. Cavalry, Camelry, Chariot and Elephant Devastating Chargers gives a claim vs. certain opponents in **Charge Combat** as long as they are 2+ ranks deep at impact, in any terrain (but will lose most other good factors - see latest QRS).
3. Can cause a **Shatter** even if only in 1 rank, subject to terrain (see SHATTER below).
4. They have **Forced Charges** against enemy TuGs within 3BW unless they have missile weapons or they would be 3 or more factors down in **Charge Combat**. Those with missile weapons can **Free Charge**.
5. Cannot have their **Pursuits** shortened by playing an F1 Prompted Action.

## 4. SHATTER

Shatter covers troops who were good at punching holes through sheer force of a charge. It includes all Devastating Chargers and others whose weaponry aimed to create a similar effect.

1. **Shatter** cannot be claimed against Elephants, Barricades or Obstacles (including BattleWagons/Fortified Camps) in any circumstances.
2. Otherwise Shatter may be claimed in any terrain by a) **Elephants**, b) **Devastating Chargers**.
3. If the line of fighting is entirely in **Good Going** then the following may also claim Shatter: c) **Charging Lancers**, d) **Battle Chariots**, and e) **Mounted Polearms**,

4. Shatters occur on **Skull**, or **S** results on the fighting dice, except that a) 2+ deep Shieldwall in Good Going negates them unless Elephants. b) a Shatter result by the opposing side cancels it.
5. Shatter gives a +2 to neighbouring files in **Charge Combat** only.

## 5. SHOVE

Shove covers troops who were good at pushing back an enemy with weight and pressure - so this reflects the classic Phalanx fighting method. Many Pikes and Long Spear troops have Shove, as do many Elephants through sheer bulk.

1. Shove cannot be claimed against Elephants, Obstacles or Barricades (including battlewagons/fortified camps).
2. **Close Order** foot who are 2+ deep can cause a Shove against Loose or Skirmish order foot even if they do not have the characteristic.
3. Shoves occur on **Skull**, **S** results on the fighting dice, except that a) 2+ deep shieldwall in Good Going negates all those except by Elephants, and b) a Shove result by the opposing side cancels it.
4. **Shoves** gives a +1 to neighbouring files in both **Charge Combat** and **Melee Combat**.

## 6. SHIELDWALL

Shieldwall represents troops who were particularly resilient at holding strong defensive lines, characterised by many spearmen in the Dark Ages.

1. Cannot be claimed with a Charge, Countercharge or Intercept - it is essentially a solid static wall.
2. Shieldwall cancels all opposing **Shatter** and **Shove** claims from Skull and S results on the dice, except for those claimed by **Elephants** (where nothing is likely to help).
3. Can only be claimed when in Close Formation.

## 7. EXPENDABLE

Expendable covers all types of "charge and forget" troops aimed to cause chaos in enemy ranks: the various scythed chariots of Pontic, Galatian and Persian armies, as well as the herds of stampeding animals, and the volatility of working through a Mongol hostage.

1. Files fight normally, but any S result in **Charge Combat** converts to a Skull result.
2. Expendables may not break-off and are removed if still in combat with enemy at beginning of **End of Turn Phase**. In the case of being removed they do not cause KaBs, but if destroyed/broken they do.

## 8. FANATIC

Fanatic represents the most dedicated of fighters who would rather die than run. Usually fanatical in protecting a leader, in which case they can only use the characteristic if the general is with them, but in other cases through religious zeal or extreme military code.

1. Unless otherwise noted in their specific army list *Fanatics* only retain this characteristic when they have a general in their line of command with them.
2. *Fanatics* do not break at 50%+ as other UGs - all the bases must be killed, at which point the UG is deemed lost/broken.
3. Once lost they then count as a broken UG and cause **KaBs as if they had broken**, but they do not make any rout move so cannot cause KaBs for bursting through friends.
4. Note that if a general is required for them to be Fanatic, and the general moves away from them or is killed in combat, they immediately lose Fanatic status and will therefore break if they are already above 50% losses.

## 9. CANTABRIAN

Cantabrian represents the best of the circulating firing formations for skirmish troops giving potent fire at a single point (most skirmishing having some lesser form of it). It can only be used by SuGs.

1. It is free to convert in or out of Cantabrian as part of any move in the **Movement Phase**, but movement distance is reduced by 1BW if starting or finishing any **Prompted Action** in Cantabrian.
2. Troops in Cantabrian upgrade their shooting to **Skilled** as long as the shooting SuG is not doing a **Run Away** response.
3. Cantabrian still has a front and flanks and is represented on the tabletop by turning one base of the front rank to face the rear.
4. Troops in Cantabrian cannot Charge, Countercharge or Intercept, and if charged they must Run Away or Skirmish (note they have a -1 on the variable move dice when doing this).
5. If contacted they immediately revert to normal formation.

## 10. AFRICAN

African represents the best of organised circulating fire for TuGs - as used by some Byzantine cavalry to great effect.

1. It is free to convert in or out of as part of any move in the **Movement Phase**, but speed is reduced by 1BW if starting or finishing any **Prompted Action** in African.
2. Troops in African still have fronts and rear and are represented by turning one front rank base to face the rear.
3. African upgrades shooting to **Skilled** as long as the shooting TUG is not doing a **Run Away** response.
4. Troops in African cannot charge, countercharge or intercept, but can choose to stand, skirmish or run way if charged. If they do Run Away or Skirmish they have an additional -1 on their dice.

## 11. INTEGRAL SHOOTERS

Integral Shooter represents troops either having archers behind their main ranks or those having a decent proportion of archers, javelinmen or crossbowmen mixed within them. In both cases the quantity of shooters is not sufficient in number to make them an Missile-Armed UG.

1. They do not count as Missile-Armed for forced charges unless they also have a missile weapon & skill.
2. Integral Shooters gives +2/+1 when receiving a charge from ahead of their front line against **Unprotected/Protected chargers** respectively.
3. There is no benefit vs. **Fully Armoured opponents**.
4. Representation on the tabletop should be by having one skirmishing foot archer at the rear of the UG, or by having some bow figures mixed on bases - note that the additional base is for representation purposes only and the bases play no other part in the game.

## 12. SHOOT & CHARGE

Shoot & Charge covers troops who were adept at firing a volley and following it with a charge to take immediate advantage of the effect of their shooting. The charge was still

their primary fighting method, but with a softening up effect immediately before hand. Byzantines and Aztecs both operated this way.

1. Troops must start within shooting range to use *Shoot & Charge*.
2. The UG shoots immediately when they declare a **charge**, shooting from their current position. So before any bases are moved or any reactions are made.
3. **Shoot & Charge** cannot be used with a **Countercharge** or **Intercept**, which we deem to be a hurried response not allowing the time for their normal prepared charge to be carried out.
4. **Shoot&Charge** is an automatic characteristic (free) for troops who have **Charge Only** shooting.

### 13. FEIGNED FLIGHT

Feigned Flight represents troops who were adept at taunting enemy into a charge to pull them into a trap or out of terrain. This was common with some steppe armies and some armies who usually fought in difficult terrain, but was also notably used by the Bretons at Hastings.

1. **Feigned Flight** can only be taken by armies in the official list of armies allowed feigned flight at the back of this document (to be added).
2. An army with **Feigned Flight** can give the characteristic to any single SuG or mounted flexible TuG in its army.
3. An UG with **Feigned Flight** is always treated as a TuG when considering whether enemy will have **Forced Charges** against it. So SuGs and TuGs in skirmish will cause enemy TuGs to charge at 3BW/1BW as per the normal forced charge rules for the troops in question..
4. In all cases an enemy **Forced Charge** can be held as usual with a C4 Prompted Action during charge declaration.

### 14. PAVISE

Pavise covers troops who carry a large free-standing personal barricade for missile protection and as a minor obstacle to chargers. This were notably used by Persians, Japanese and some Medieval Crossbowmen.

1. TuGs count as in cover when shot at by files who have all of their front edge ahead of the line of their front (benefit vs. anything except artillery therefore).
2. **Pavise** gives a +1 bonus in **Charge Combat** against any Infantry except those who can claim **Shatter**.
3. UGs with Pavise must take them for at least 50% of their bases unless otherwise stated in their lists. There is no need to track which bases are carrying Pavise (for casualties or ranks) - if a TuG has 3 purchased it has 3 to lay out all times.
4. Players may represent Pavises on the tabletop but this is not compulsory.

### 15. SHIELD COVER

Shield Cover represents troops with large shields who were able to lock them together for protection against missiles. The Roman Testudo is the ultimate version, but many troops with large shields could do something similar, and Romans were adept at doing so without forming formal Testudo (which were generally for sieges).

1. Files may choose to use **Shield Cover** when shot at in any **Shooting Phase** - they choose to do so before shooting dice are rolled. The shooting player must enquire before rolling dice.
2. **Bases** that have used Shield Cover may not shoot (unless specified as an exception in the **Army Lists**); bases behind such a base shoot normally.

3. UGs with any bases using **Shield Cover** suffer a **1BW** slowing effect that will affect them in **Movement** thereafter (place a purple dice as usual to record this).
4. **Shield Cover** increases the target dice armour level by one from **Unprotected** to **Protected**, or **Protected** to **Fully Armoured**.
5. **Shield Cover** cannot be used in the **Charge Phase**, so such troops will have to take one round of normal shooting as they charge opponents, nor by any base engaged in **Combat** either frontally or as a **Supporting File**.
6. **Shield Cover** can be used when shot at from flank or rear.

## 16. ORB

Orb represents the ability to form a square or orb with no flanks to attack, often a last stand or to hold a flank against cavalry.

1. To form an Orb all files must be at least 2 ranks deep.
2. Changing into Orb requires a YELLOW card in the **Movement Phase** while remaining stationary and  $\geq 2BW$  from enemy TuGs.
3. Reverse the facing of the rear rank to show the troops are in Orb.
4. An Orb fights 1-deep in all directions, but it has no flank or rear (so all fights are frontal) and it can have no Supporting Files against it.
5. Troops fighting an Orb cannot claim Supporting Files from friends.
6. Troops may come out of Orb by making a normal move and can reform on the facing of either rank prior to moving.
7. While in Orb Troops can move 1BW in any direction in any terrain at the cost of a GREEN card.

## 17. CALTROPS

Caltrops covers troops carrying light spiked obstacles intended to disrupt mounted attackers. These were easy to place as they were simply thrown on the ground in front of the line.

1. Caltrops can be laid out at the end of deployment without playing cards, representing them being laid before battle commences, or by playing cards during the battle.
2. To lay **Caltrops** requires a YELLOW card in the **End of Turn Phase** and troops must  $\geq 2BW$  from enemy TuGs.
3. This is the only action the UG can take in that Movement Phase.
4. A Block Move can be used to lay Caltrops in front of several UGs at the same time.
5. A TuG with Caltrops can claim **Barricades** +s against Cavalry, Camelry, Chariots and Elephants in **Charge Combat** only. Troops fighting defenders behind Stakes do not count any factors that are cancelled if Affected by terrain (but are only Affected or Badly Affected by terrain if in such terrain). Caltrops gives no cover against shooting (including from Shoot & Charge).
6. Troops behind Caltrops can move through them freely, at which point they are removed, and they can relay them later if desired.
7. Caltrops should be represented by thin bases placed in front of each file of UG which are moved to the back once enemy make contact. If enemy break off or breaks, or for any reason a file has a free frontage again, these are put back to the front.
8. UGs with Caltrops must take them for at least 50% of their bases unless otherwise stated in their lists. There is no need to track which bases are carrying Caltrops (for casualties or ranks) - if a TuG has 3 purchased it has 3 to lay at all times.

## 18. STAKES

Stakes covers troops carrying stakes that needed to be placed in the ground to form a solid defence against mounted attacks, as used by longbowmen in the medieval period. There are examples of these being emplaced during battle and even moved forward.

1. Stakes can be emplaced at the end of deployment, representing their emplacement before battle commences, or by playing cards during the battle.
2. Otherwise to emplace Stakes in front of the UG requires a RED card in the End of Turn Phase and must be  $\geq 4BW$  from enemy TuGs.
3. A Block Move can be used to emplace Stakes for several UGs at the same time.
4. Stakes provide no cover against shooting (including from Shoot & Charge).
5. A TuG with Stakes gets **Barricades** combat claims against Cavalry, Camelry and Chariots in both **Charge Combat** and **Melee Combat**. Troops fighting defenders behind Stakes do not count any factors that are cancelled if Affected by terrain (but are only Affected or Badly Affected by terrain if in such terrain).
6. Troops behind stakes can move through them without penalty and may re-lay them later if you can get enough red cards to do so (a simplification to avoid having to remember).
7. UGs with Stakes must take them for at least 50% of their bases unless otherwise stated in their lists. There is no need to track which bases are carrying Stakes (for casualties or ranks) - if a TuG has 3 purchased it has 3 to emplace at all times.
8. Stakes should be represented by a thin base placed in front of each file of UG which are moved to the back once enemy make contact. If enemy break off or breaks, or for any reason a file has a free frontage again, these are put back to the front.

## 19. BARRICADES

Barricades represent troops behind permanent walling, fencing, or plashing that have been constructed prior to battle. These are easy to defend and provide cover from shooting (cf. obstacles below).

1. TuGs so equipped must be deployed immediately after any camp placement, or first if they have no camp.
2. TuGs deploying them must cover their entire frontage with **Barricades**.
3. They should be represented by thin bases in front of the troops.
4. Troops may leave barricades by moving through them by playing a YELLOW card for a move directly ahead - this representing dismantling gaps and opening gates, or they can turn to move without crossing them as normal.
5. Barricades stay on the table, and if undefended can be crossed by **Infantry only** but are slowed by 1BW while any part of the UG is crossing them..
6. If abandoned, they may be re-defended from their original side only by reaching their defensible long edge and aligning to it as long as no enemy are in contact with a fortification base.
7. Barricades give claims in the combat tables, and troops behind them are treated as in cover when shot at by files whose entire front edge is ahead of them. Troops fighting defenders behind Barricades do not count any factors that are cancelled if Affected by terrain (but are only Affected or Badly Affected by terrain if in such terrain).
8. UGs with optional Barricades must take them for at least 50% of their bases unless otherwise stated in their lists.

## 20. OBSTACLES

Obstacles represents troops behind permanent ditches, ramps or plashing that have been constructed prior to battle. These are easy to defend but will not provide any protection from enemy missile fire (in contrast with barricades above).

1. TuGs so equipped must be deployed immediately after their camp is placed.
2. They should be represented by thin bases in front of troops.
3. TuGs deploying them must cover their entire frontage with **Obstacles**.
9. Obstacles stay on the table, and can be crossed by any **troops** if there are no enemy occupying the other side, but are slowed by 2BW while any part of the UG is crossing them (including defenders wishing to leave them), or they can turn to move without crossing them as normal.
4. If abandoned, they may be re-defended from their original side only by reaching their defensible long edge when there are no enemy within 2BW.
5. Obstacles give Barricade +s in the combat tables but provide no cover from shooting at any time. Troops fighting defenders behind Obstacles do not count any factors that are cancelled if Affected by terrain (but are only Affected or Badly Affected by terrain if in such terrain).UGs with optional Obstacles must take them for at least 50% of their bases unless otherwise stated in their lists.

## 21. DISMOUNTABLE

Dismountable covers both mounted troops that at times dismounted to fight on foot and infantry who campaigned and moved on horseback in order to fight on foot.

1. Mounted TuGs can be dismounted at deployment for free.
2. Infantry TuGs may choose to start the battle dismounted as normal Infantry.
3. **Infantry** with this characteristic move as **Formed Cavalry** when mounted (even if Fully Armoured).
4. If contacted while mounted, dismountable infantry fight as if they are on foot but are treated as **Combat Shy**, representing their discomfort at fighting without having properly dismounting. Dismountable infantry cannot shoot while mounted.
5. Dismounting for both types requires a YELLOW card and is not possible if any part of the UG is in combat.
6. Once dismounted troops cannot remount.

## 22. FLEET OF FOOT

**Fleet of Foot** represents troops who were light and agile and move more quickly than troops encumbered by arms and armour. Many unprotected and lightly armoured troops benefit from it, as well as a few troops renowned for their speed across the ground.

1. TuGs with Fleet of Foot use skirmisher movement distances.
2. There are no benefits other than this extra distance.

## 22. KIEL

TuGs with **Kiel** characteristic are adept at protecting and fighting to flank when in large formations - Swiss and Landsknechts being the primary exponents in this period.

1. If a TuG with Kiel is in a block with another TuG with Kiel, bases fight to flank as if they were turned to face but 1 rank deep (therefore gaining no rank factors but negating any +s to the enemy for flank charge or melee).
2. Rear charges, however, are just as devastating against Kiels as others.