

GENERALS - all zero Command Range if fighting in Combat

PROFESSIONAL	INSTINCTIVE	TRIBAL
Army C 16 BW Command Range Others 12 BW Command Range	10 BW Command Range	8 BW command range
Army Commander can Gift <u>any cards</u> to <u>any</u> professional non-allied generals within this 16BW Command Range .	Army Commander can Gift <u>1 card</u> to <u>each</u> on-table non-allied professional general within this 10BW Command Range .	Can only apply Command Cards to troops within their own command.
Can apply own cards directly to any other non-allied troops at <u>additional</u> cost of +1 coloured card.	Can apply own cards directly to any other non-allied troops at <u>additional</u> cost of +1 coloured card.	
Allied General can be Hesitant (all WHITE/BLACK in first turn) and face Desertion of troops (all BLACK while Unreliable).		

TURN SEQUENCE

1 Card Phase

- 1.1 **Discard cards** as desired, keep max of +1over allowance. **Active player** takes pack and shuffles in all discarded cards.
- 1.2 **Deal cards** to replenish all generals up to 2/3/4/5 level for MG/CG/TG/LG - including for dead generals.
 Note: Deal any **Flank March** cards face up until arrival, and in first round **Allied** cards face up to check if **Unreliable**.
- 1.3 Professional/Instinctive **Army Commanders** **Gifts cards** to on-table Professional/Instinctive Sub-Generals.

2 Charge Phase - active player first, then alternate

- 2.1 **Move SuGs** to allow others to charge (any White card move); **Independently Move Generals** (with UG anytime in Phase).
- 2.2 Declare all **Charges (Forced, Free or Prompted)** or play cards to stop **Forced Charges**.
- 2.3 Mark any remaining **Forced Charges** that haven't been stopped. **BY NOW ALL CHARGES ARE MARKED**.
- 2.4 Prompt and move **Countercharges** or **Intercepts**.
- 2.5 Decide and execute any **Run Away** and **Skirmish** moves, roll all shooting dice, and record any **Slowing Effect of Fire**.
- 2.6 **Complete Charge Moves** Slowing Effects of Fire/Prompting through Fire; **remove SuGs hit by TuGs on contact** (usually)
- 2.7 Either side may **Align**, fight **Charge Combats** [remember **Shatter** and **Shove**].
- 2.8 **Charge Combat Outcomes** including routs, burst throughs, pursuits, and all KaB tests.

3 Shooting Phase - simultaneous

- 3.1 Both sides **Shoot** with any files that did not **Charge** or **Shoot** in Charge Phase.
- 3.2 **Shooting Outcomes** Rout any units that break from shooting and resolve any **KaB** Tests.

4 Movement Phase - active player first, then alternate

- 4.1 **Aligns** - active first if desired, thereafter option for inactive
- 4.2 **Replace Professional Generals killed** in previous TURN - command level permanently reduced by one level.
- 4.3 **Move UGs** or **Generals** (independently or with UG) allowing for **Slowing Effects of Fire** and **Prompting through Fire**.

5 Fighting Phase - active player first, then alternate

- 5.1 Either side **Aligns** if desired.
- 5.2 Fight **Melee Combat** [remember **Supporting Files** and **Shove**]. Immediate **KaB Test** for killing any general.
- 5.3 **Melee Combat Outcomes** including **Routs**, **KaBs** (potentially multiple), burst throughs, lost generals, **Pursuits**.
- 5.4 Prompt **Break-Off** moves with any associated **KaB** tests.
- 5.5 Prompt **Moves while in Melee MF1 and MF2** expansions, plugging of holes, turning flank or rear ranks.

6 End of Turn Phase

- 6.1 **Recover Wounds** general within 4BW, RED in combat/YELLOW out) and take any slow marker dice off the table.
- 6.2 Replace any **Instinctive Generals** killed in previous TURN - command level permanently reduced by one level.
- 6.3 KaB tests for any **Sacked Camp** and further KaBs from any routs so caused.

MOVEMENT DISTANCES: All in Base Widths (BW's)

Affected		Badly Affected	
Troop Type	Good Going	Rough	Difficult
Close Infantry	3	3	2
Loose Infantry	3	3	3
Warriors & Dragoons	4	4	3
Skirmish Infantry	4	4	3
Close Cavalry/Horse	4	2	1
Loose Cavalry/Horse or Camels	5	3	2
Skirmish Cavalry/Horse or Camels	6	4	3
Elephants	4	3	2
Battlewagons and Mobile Camps	2	1	NA
Artillery (By Wheels)	1	NA	NA
Light Artillery (Manhandled)	2	1	NA

-1 MU per wall/hedge crossed, troops lining hedge/wall do not count as in good going

/ SuGs in good going contacted by a TuG in Movement Phase are **Pushed Back** by first

Generals move as Skirmish Cavalry or may always move with an UG they are with

RUN AWAY OR SKIRMISH WHEN CHARGED

Skirmishers or **Cavalry/Camelry/Light Cavalry**.

Choose and declare to either **Run Away** or **Skirmish**.

Base movement reduced 2BW if **Skirmishing/Caracole**

VARIABLE MOVEMENT DISTANCE

Roll 1D6	-1 compulsory for Poor
	optional +1 for Superior or Exceptional
0	Reduce 3BW
1	Reduce 2 BW
2	Reduce 1 BW
3	Normal Move
4	Normal Move
5	Normal Move
6	Add 1 BW
7	Add 2 BW

Move is away from charge, to front, or to rear.

NLY moves possible after is M9, M2 or M10 ≤2BW with no wheel

SuGs that even partially go off any table edge are lost.

TuGs halt at table edge but suffer a KaB test.

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SHOOTING RANGES IN BW					SHOOTING DEPTH
TYPE	INFANTRY & BATTLE WAGONS		MOUNTED		
Range in BW	Effective	Maximum	Effective	Maximum	
Javelin/Firearms	1	2	1	2	2 ranks full effect, 1 rank reduced effect
Sling/Darts	2	3	na	na	
Bow/Crossbow	2	5	2	3	
Pistol	na		1		
Carbine	na		2		
Arquebus	2		na		
Musket	2	5	na		1 rank full effect
Light Artillery	-	8	na		
Medium Artillery	-	16	na		
Heavy Artillery	-	24	na		
Exceptions: in addition BWg and EI shoot at full effect in 1 rank					
No overhead firing or firing through UGs					

Arc of Fire

Firers may only shoot forwards - i.e. **Ahead** of the line extending the base's front

With target ≤1BW files must shoot at targets **Directly Ahead** if they exist.

Artillery shooting at >4BW may choose targets within 2BW of **Directly Ahead**.

Others choose any target within a 1BW of **Directly Ahead**.

Bases contributing to frontal combat in their file cannot be shot at; **Supporting**

Slowing Effect of Fire

Total number of Total Hits = Skulls+Sword&Arrow+Ss and compare to target frontage

If a TuG receives total hit ≥1/2 frontage in BW it loses 1BW of movement distance

Total hits ≥ width of front rank loses 2BW; ≥2x width loses 3BW.

Generals in 4BW recover 1/2/3 BW with GREEN/YELLOW/RED to "prompt through" file

All **Shot** hits count **double** for slowing vs. **Warriors, Cavalry** and **Camelry**



DICE COLOUR FOR SHOOTING		
SHOOTING STARTS WITH A WHITE DICE		
Goes up to W+ (wounds on S results), Green, Yellow, Red		
DICE	Upgrade if	Downgrade if
Firepower	High Firepower (HFP) at Effective range	Low Firepower (LFP) except against poor troops
Range	Arquebus/Musket/Carbine/Pistol at Effective Range	-
Your Formation	-	Shooting 1 rank deep , SuG shooting at TuG
Enemy Formation	Artillery vs EI, BW or 3+ ranks troops	Shooting at Skirmishers
	Artillery vs flank, rear or square	Shooting at Artillery
Target Armour		Bow, Jav or Sling vs Armour or Fully-Armoured
Cover	-	Target can claim Cover except vs Artillery
Situation	Artillery being charged	Shooter Running Away
		Shooter Nervous
		Artillery shooting at Mounted
Sub Black has slowing effects only		

Kill a Base test (KaB test)

Roll a coloured Death Dice as follows:

TESTING UG	RED for Poor , YELLOW for Average , GREEN for Superior , WHITE for Exceptional .	
	Testing Elephants or Battlewagons start at White independent of quality	
	KaB test up a colour if troop are Nervous , and/or testing for loss of Army Commander	
	KAB test down two colours if infantry TUG has rear support (not break off kabs)	
TESTING GENERA	RED for 2-card General , YELLOW for 3 , GREEN for 4 , WHITE for 5 (General's current level)	
	Skull = Killed; Sword&Arrow=Wound, drop a grade; S=Stun, lose all cards.	
Reasons to test an UG:		Timing
1	Killing a General - test UGs in Line of Command within 2BW, 6BW if Le	Immediate
2	Breaking/destroying a TuG - test all UGs within 3BW	2.8, 3.2, 5.3, 6.3
3	Enemy UG being Burst Through (two tests if >3 files bursting through)	Immediate
4	Enemy TuG stopping at table edge after Run Away or Skirmish respor	Immediate
5	Enemy SuG pushed back more than normal move	Immediate
6	Enemy doing Break Off with KaB noted (two tests if >3 files breaking c	Immediate
7	Enemy general leaving a combat - "Snivelling Little Coward" -	Immediate
8	Sacked camp	6.3
Reasons to test a general		Timing
1	Caused a base loss on a file with an enemy general fighting in the fron	Immediate
2	Broke a TuG by combat that has an enemy general with them	Immediate

CHARGE COMBAT: General Claims

Each Level Better Quality	+1	Opponent Affected by terrain	+2
		Opponent Badly Affected by terrain	+3
If Keil, Tercio or P&S fighting LPR	+1	Uphill	+1
Mounted or El vs. foot who are charging*	+1	Behind Hedges vs. Mounted	+1
Mounted in Good Going vs. Loose/Sk foot	+2	Barricades or Walls vs. Foot / Mounted	+2
vs. non-charging Mounted who shot	+1	Camels vs. Cavalry	+1
High Pike Ratio (HPR) fighting in Good Going (Shove)	+1	vs. Nervous	+1
vs. Combat Shy	+1	TuGs vs. Skirmishers	+2
General fighting in file	+1	File charging a flank/rear*	+4
Neighbouring file has " Shattered "*	+2	Neighbouring file has " Shoved "*	+1

* only claimable when fighting to front

CHARGE COMBAT - PREFERRED OPPONENTS CLAIMS

Troop Type	Claim
Foot and Battle Wagons	All below claims can only made when fighting to a files front
Pike & Shot PS	+2 vs. Mounted/Elephants,
Elan Elan	+1 vs all Foot & Shove
Long Spear * LSp	+2 vs. Mounted/Elephants,
Keils & Tercios* K & T	Vs Foot +1 in 3 Ranks Vs Mounted +2 in 1Ranks, +3 in 3 Ranks
Aggressive (Shove) A	Additional; +1 vs. any except Ele, P&S, LSp, Keils, Tercios & bayonets
Ferocious (Shatter) F	Additional; +1 vs. any except Ele, P&S, LSp, Keils, Tercios & bayonets
2-Handed Cut or Crush 2H	+1 vs. any
Mounted	All below claims can only made when fighting to a files front
Charging Lancer* (Shatter) CL	0 vs. EL, BWg or standing** Foot LSp, P & S, Keils, Tercios or Bayonets +2 vs. others
Charging Pistol CPi	0 vs EL, +1 vs standing** Foot LSp, P&S, Keils, Tercios or Bayonets +2 vs. other
Light Lance LL	0 vs. EL or standing** Foot LSp, P&S,Keils, Tercios or Bayonets +1 vs. others
Aggressive/Ferocious (Shatter) Ag / F	+1 vs. any except standing** Foot LSp or Keils, P&S, Tercios or Bayonets
Elephants (Shatter) EL	+3 vs Foot; +5 vs Mounted

** only claimable when unaffected by terrain

CASUALTY REMOVAL SEQUENCE FOR FIGHTING

- 1 Removal cannot allow disengagement from an enemy UG if at all avoidable by taking another base.
- 2 Remove bases from rear of file where bases are identical to the front.
- 3 Remove front rank base and close rear ranks up to maintain contacting any enemy to flank/rear.

CASUALTY REMOVAL SEQUENCE FOR SHOOTING

- 1 Targeted base nearest to shooting file that makes the kill. Move rear ranks forward to keep front.

MELEE COMBAT: General Claims

Each Level Better Quality	+1	Opponent Affected by terrain	+2
		Opponent Badly Affected by terrain	+3
If Keil, Tercio or P&S fighting LPR (Low Pike Ratio)	+1	Uphill or vs Barricades or walls	+1
Better armour except vs. 2HC, El, or foot shot, P&S or	+1	vs. Nervous	+1
Mounted in Good Going vs. Loose/Sk foot	+1	TuGs vs. Skirmishers	+2
High Pike Ratio (HPR) fighting in Good Going (Shove)	+1	Ferocious Troops	+1
vs. Combat Shy	+1	Fighting a flank/rear*	+2
General fighting in file	+1	Neighbouring file has " Shoved "*	+1

* only claimable when fighting to front

MELEE COMBAT - PREFERRED OPPONENTS CLAIMS

Troop Type	Claim
Foot and Battle Wagons	All below claims can only made when fighting to a files front
Pike & Shot PS	+2 vs Mounted / Elephants
Elan Elan	Shove vs all foot
Long Spear * LSp	+2 vs Mounted/ Elephants
Keils & Tercios* K & T	+1 in 3 Ranks vs Foot,Vs mounted +2 in 1 rank. +3 in 3+ ranks
2-Handed Cut or Crush 2H	+1 vs any except P&S, Long Spear, Keils, Tercios in 2+ ranks & Bayonets
Expert Swordsmen ME	+1 vs all except P&S, Long Spear, Keils, Tercios in 2+ ranks & Bayonets
Mounted	All below claims can only made when fighting to a files front
Expert Swordsmen ME	+1 vs any except P&S, Keils or Tercios in 2+ ranks & bayonets
Melee Pistol MPi	+1 vs any
Elephants (Shove) EL	+2 vs Foot +4 vs Mounted

* only claimable when unaffected by terrain

Dice to roll in Combat

Down	White
Equal or 1 up	Green
2 up	Yellow
3 up	Red
4 up	Red
5 up	Red
6 up	Red
7 up	Red

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	KILL	Remove opposing base, Shatter or Shove unless canceled by opposing Shatter or Shove result. Note: cannot Shatter Elephants, Barricades, Obstacles.
	WOUND	Place Wound Marker - 2nd wound converts to removing a base where the 2nd occurred
S	SPECIAL	Shatter or Shove in Combat unless canceled by opposing Shatter or Shove result. Note: cannot Shatter or Shove Elephants,Barricades,Obstacles.

Prompted Actions Table			SuG/ Skirm	TuG			Notes
				DRILLED	FORMED	TRIBAL	
CHARGE PHASE	C1	Move SuG to allow others to charge		NA	NA	NA	Any normal <u>white</u> SuG move
	C2	Prompt Charges					Wheel up to 90° at beginning of charge. An unengaged file of an engaged TuG can charge 1BW.
	C3	Stop Forced Charges	NA				CPI/CLs/Warriors ≤3BW + non-missile-armed ≤1BW. Don't have to charge if ≥3 down in charge con
	C4	Countercharge or Intercept					Countercharge can wheel; intercept not. Normal move -1BW. May not go closer than 1BW to cha
CHARGE OR MOVEMENT PHASE	CM1	Move General	all generals				Max 1 move per Phase - any time in Movement Phase, 2.1 in Charge Phase
	CM2	Generals within 4BW Prompting through fire	GREEN 1BW slowing effect recovered; YELLOW 2BW recovered; RED 3 BW recovered				
MOVEMENT PHASE	M1	Switch Flexibles (a) or Redress Ranks (b)					a) Convert formation type b) Rearrange bases on the same frontage. <u>Neither</u> when UG in combat
	M2	Advance Directly Ahead (short if desired)					No deviation. SuGs can Contr/Exp ≤2BW within move. Up to 2BW allowed after Run Away/Skirmish
	M3	Advance with Wheel					One wheel ≤ 90° per move, wheel at any time in move. SuGs can Contr/Exp up to 2BW within mov
	M4	Advance with Double Wheel					Each wheel ≤ 90° and must have 1BW directly ahead between wheels. Cannot go within 2BW of e
	M5	Full Ahead with Shift				NA	Shift 1BW to either side at end of move, must stay ≥4 BW from enemy TuGs.
	M6	Advance and Contract					Move at least 2BW directly ahead and contract formation by 1 or 2BW.
	M7	Expand while stationary					Expand frontage by 1BW on either or both sides while stationary.
	M8	Contract on the spot (and redress ranks if desired)					Contract by 1 or 2BW while stationary. Can redress ranks at same time. ≥4 BW from enemy TuGs
	M9	Turn 90°or 180° on the spot					Expand as necessary to achieve legal formation. 180° allowed after R un Away/Skirmish
	M10	Turn 180° with Move (not keils or tercios)				NA	Turn at beginning or end. -1BW + may include 1 wheel. Up to 2BW after Run Away/Skirmish
	M11	Turn 90° and Move (not keils or tercios)				NA	-1BW per file of width before turning, may include 1 wheel
	M12	Fall Back ≤3BW with Mtd & SUGS					Directly Backwards. Max is move speed in terrain.
	M13	Fall Back ≤2BW with other troops	NA				Directly Backwards. Max is move speed in terrain. Not Possible with any type of keil or Tercio
	M14	Double Move: 2 Consecutive GREEN (or White) Moves				NA	Must stay ≥ 4BW from enemy TuGs. TuGs cannot push back SuGs on second move.
	M15	Wheel Medium or Heavy Artillery	NA			NA	Artillery may wheel 1BW
MOVEMENT OR FIGHTING PHASE	MF1	Move Unengaged Bases to single different file					Create Supporting Files, fill gaps, create new rear ranks etc. Multiple actions allowed.
	MF2	Turn Bases 90°or 180° to face enemy in contact					Turn any or all <u>bases</u> with enemy in contact with their flank or rear to face enemy.
FIGHTING PHASE	F1	Control Pursuit					Must pay cards or pursue once
	F2	Control Pursuit (CL, Agg, Fer, Warriors)					All must pursue at least once distance then must pay following cards per pursuit (2 nd and 3 rd) they
	F3	Break Off Ho,Cv,Cm,from Slower Foot				KaB	Directly back 2BW to move distance. KaB test where noted. Max is move speed in terrain.
	F4	Break Off other from Slower Opponent				KaB	Directly back 2BW to move distance. KaB test where noted. Max is move speed in terrain.
	F5	Break Off any from Equal Speed Opponent	KaB	KaB	KaB	NA	Directly back 2BW to move distance. KaB test where noted. Max is move speed in terrain.
EoT Phase	E1	Generals within 4BW Recovering Wound	RED if UG in Combat, YELLOW if UG out of combat; general with may use upgrade, one card per wound				
GENERAL'S CARD UPGRADE						BLOCK MOVES	
Generals Upgrade a card by one colour once per phase, so Black-> White-> Green -> Yellow -> Red						Block Size can be 2/3/4/5 TuGs for MG/CG/TG/LG respectively.	
Upgrade can be applied to any move involving the general, or for an UG with general attached.						Card for <u>most complex UG move</u> + a <u>coloured card</u> (GYR) to move contiguous UGs.	
OVERRIDING RULE: Generals can only voluntarily Move once and Upgrade once per phase.						General does NOT need to be with the Block .	
COLOUR BOOST REQUIRED: EXTRA Green, Yellow, Red CARD REQUIRED (cumulative)						General can use his colour upgrade if moving with the Block .	
Out of Command (including general killed and not yet replaced).						General can trigger as many Block Moves as he can afford.	
						Any TuG move (single/ Block) can pull one contiguous SuG with it for free.	