

GENERALS - all zero Command Range if fighting in Combat

Professional Generals		Instinctive Generals
Controlling a Command	Floating Army Commander	
10 BW Command Range	15 BW Command Range	8 BW command range
Army Commander can <i>Gift</i> 1 card to each on-table non-allied professional general within this 10BW Command Range .	Army Commander can <i>Gift</i> any cards to any professional non-allied generals within this 15BW 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 additional cost of +1 coloured card.	Can apply own cards directly to any other non-allied troops at additional cost of +1 coloured card.	
<i>Allied General</i> can be Unreliable (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 +1 over 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/CV/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 Prof. C-in-C *Gifts* cards to on-table Prof. 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 (BWs)

Troop Type	Good Going	Rough	Difficult
Close Infantry	3	3	2
Loose Infantry	3	3	3
Skirmish Infantry	4	4	3
Close Cv/Cm or any Cv/Cm with ArmHrs	4	2	1
Other Loose Cavalry or Camels	5	3	2
Skirmish Cavalry or Camels	6	4	3
Elephants	4	3	2
Light Chariots	5	3	Not allowed
Battle Chariots	4	2	Not allowed
Battlewagons and Mobile Camps	2	1	Not allowed
Artillery	2	1	Not allowed
Enemy SuGs in good going contacted by a TuG in Movement Phase are Pushed Back by first moves			
ALL Prompted Actions are limited to these maximum distances			
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 Chariots with missile weapons only.
Choose and declare to either Run Away or Skirmish .
Base movement reduced 2BW if Skirmishing .

VARIABLE MOVEMENT DISTANCE

Roll 1D6	-1 compulsory for poor
	optional +1 for Superior or Exceptional
	-1 compulsory if Cantabrian or African
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.

ONLY moves possible after is M9, M2 or M10 ≤2BW with no wheels.

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

TuGs in SuG form halt at a table edge SuGs exit, but suffer a KaB test.

SHOOTING RANGES IN BW		SHOOTING DEPTH		
	Infantry and Battlewagons	Mounted and Chariots	TuG	SuG/Sk
Javelin/Firearms	2	2	2 ranks full effect, 1 rank reduced effect	3 ranks full effect, 2 ranks reduced effect
Sling/Darts	3	na		
Bow	4	3		
Crossbow	4	3		
Powerbow	5	3		
Light Artillery	8			
Heavy Artillery	12		1	
Exceptions: BWg and El shoot at full effect in 1 rank				

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Arc of Fire

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

With target $\leq 1\text{BW}$ files must shoot at targets **Directly Ahead** if they exist.

Artillery shooting at $>4\text{BW}$ 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 Files** can.

Slowing Effect of Fire

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

If a TuG receives total hit $\geq 1/2$ frontage in BW it loses 1BW of movement distance.

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

Generals in 2BW recover $1/2/3$ BW with green/yellow/red to "prompt through fire".

Artillery and Firearm S results result in an additional 1BW slow each.

Firing over friends

All bases can fire over any bases in their own UG without penalty.

Bolt Shooters and Catapults can fire overhead at targets $>2\text{BW}$ from any friends.

Others can fire over friends only if at least 1BW further uphill from them.

Guns and Cannons

Guns and Cannons claim a **KaB** test on those charging them.



DICE COLOUR FOR SHOOTING		
SHOOTING STARTS WITH A <u>WHITE</u> DICE		
DICE CHANGES	Upgrade if	Downgrade if
QUALITY	<i>Skilled Shooter</i> vs. Poor or Average; <i>Experienced Shooter</i> vs Poor	<i>Unskilled Shooter</i> vs. anything but Poor
YOUR FORMATION		<i>Reduced File</i> : file shooting is short by 1 rank in depth
ENEMY FORMATION	<i>Artillery</i> shooting <i>Battlewagons, Battle Chariots</i> or <i>Elephants</i>	<i>Artillery</i> shooting <i>Skirmishers</i> ; Shooting at front base of a <i>Supporting File</i>
RUN AWAY		Making <i>Run Away</i> move
TARGET ARMOUR	Shooting at <i>Unprotected TuG</i> or at <i>Unprotected SuG $\leq 1\text{BW}$</i>	Shooting at <i>Cv/Cm with ArmHrs</i> or <i>FArm Foot/El</i> , unless Art/Firearm or <i>PBw/XBw $\leq 1\text{BW}$</i>
WEAPON/COVER	<i>PBow</i> vs. Cv, Cm, or Chariots	Target can claim <i>Cover</i> unless Artillery; <i>Darts</i> at $>2\text{BW}$.
XBw standing to receive at those charging them, or Skilled vs. Superior = S on dice causes a Wound		
Below BLACK = roll BLACK dice with slowing effects only		
Kill a Base test (KaB test)		
Roll a coloured Death Dice as follows:		
TESTING UG	RED for <i>Poor</i> , YELLOW for <i>Average</i> , GREEN for <i>Superior</i> , WHITE for <i>Exceptional</i> . Skull=Kill , Sword&Arrow=Wound, S = 1BW slow.	
TESTING GENERAL	RED for <i>2-card General</i> , YELLOW for <i>3</i> , GREEN for <i>4</i> , WHITE for <i>5</i> (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 Legendary	Immediate
2	Breaking/destroying a TuG - test all UGs within 3BW	2.8, 3.2, 5.3, 6.3
3	Enemy UG being <i>Burst Through</i> (two tests if >3 files bursting through)	Immediate
4	Enemy TuG stopping at table edge after <i>Run Away</i> or <i>Skirmish</i> response	Immediate
5	Enemy SuG pushed back more than normal move	Immediate
6	Enemy doing YELLOW/RED <i>Break Off</i> (two tests if >3 files breaking off)	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 frontline	Immediate
2	Broke a TuG by combat that has an enemy general with them	Immediate
Exceptions/Adjustments to your KaB dice roll:		
a	Testing <i>Elephants</i> or <i>Battlewagons</i> start at White independent of quality	
b	Any testing for loss of an Army Commander or Breaking/Destroyed Elephants	Upgrade Dice

CHARGE COMBAT: General Claims

Each Level Better Quality	+1	Opponent Affected by terrain	+2
Cv,Cm,Ch or El vs. foot not standing to receive	+1	Uphill	+1
Cv,Cm,Ch in Good Going vs. Loose/Sk foot	+1/+2	Barricades vs. Foot / Cv, Cm, Ch*	+2 / +4
vs. non-charging Cv/Cm/Ch who shot	+1	vs. Combat Shy	+1
File charging a flank/rear *	+4	TuGs vs. Skirmishers	+2
General fighting in file	+1/+2 LG	Camels vs. Cavalry or Chariots*	+1
Neighbouring file has " Shattered "*	+2	Neighbouring file has " Shoved "*	+1

* only claimable when fighting to front

CHARGE COMBAT - PREFERRED OPPONENTS CLAIMS

Troop Type		Min depth	Claim
Foot and BWg			All below claims can only made when fighting to a files front
Long Spear *	LSp	2	+2 vs. Cv/Cm/Ch, +1 vs. others
Pike *	Pk	2	As LSp factors ... then +1 if in 4 ranks
Short Spear	SSp	1	+1 vs. any
Devastating Charger (S)	DC	2	+2 vs. any foot; 0 vs. EL/BCh/CL in Good Going; +1 vs. others
2-Handed Cut or Crush	2HC	1	+1 vs. any foot
Polearm	PA	1	+1 vs. any
Impact Weapon	IW	1	+2 vs. any
Mounted and Chariots			All below claims can only made when fighting to a files front
Charging Lancer* (S)	CL	1	0 vs. EL, BWg or standing** Foot LSp, PA or PK, +2 vs. others
Long Spear	LSp	1	+1 vs. any except standing** Foot LSp or PK
Mounted Polearm* (S)	MP	1	+1 vs. any mounted except CL or LSp
Short Spear*	SSp	1	+1 vs. any except standing** Foot LSp, Foot PA or PK
Devastating Charger (S)	DC	2	+1 vs. any except standing** Foot LSp or PK or vs. EL or BWg
Elephants (S)	EL	1	+3/+2 vs. Non-Drilled Close Foot/other foot; +4 vs. Cv, Cm, EL; +5 vs. Ch, BWg
Battle Chariot* (S)	BCh	1	0 vs. EL, CL or standing** Foot LSp, Foot PA or PK; +2 vs. others

* not if **Affected** or **Badly Affected**; ** Standing to Receive = not charged, countercharged or intercepted; (S) = possible shatter

KILL Remove opposing base, **Shatter** or **Shove** unless canceled by opposing Shatter or Shove result, **Shieldwall** cancels. Note: cannot Shatter Elephants, Barricades, Obstacles.

WOUND Place **Wound Marker** - 2nd wound converts to removing a base where the 2nd wound occurs.

SPECIAL **Shatter** or **Shove** unless canceled by opposing Shatter or Shove. **Shieldwall** cancels in Good Going. No Shatter or Shove vs. **Elephants, Barricades** (exc EL), **Obstacles**.

Shatter and Shove

Mark these as they happen; files next to them must be fought before choosing another.

Supporting Files - only in Melee Combat

Fight as if opponent was to their front but at one lower dice quality (below BLACK = no effect)

MELEE COMBAT: General Claims

Each Level Better Quality	+1	Opponent Affected by terrain	+2
vs. Unprotected	+1	Uphill	+1
Fully-Armoured unless vs. 2HC&C/El	+1	Barricades vs. Foot / Cv, Cm, Ch*	+1/+2
Cv,Cm,Ch in Good Going vs. Sk foot	+1	Fighting Combat Shy	+1
Fighting a flank/rear *	+2	TuGs vs. Skirmishers	+2
General fighting in file	+1/+2 LG	Neighbouring file has " Shoved "*	+1

* only claimable when fighting to front

MELEE COMBAT - PREFERRED OPPONENTS CLAIMS

Troop Type		Min depth	Claim
Foot and BWg			All below claims can only made when fighting to a files front
Long Spear*	LSp	2	+2 vs.. Cv/Cm/Ch if in 2+ ranks deep; +1 vs. others if 2+ deep
Pike *	Pk	2	As LSp factors then +1 if in 3+ ranks
Polearm	PA	1	+1 vs.. Cv,Cm,Ch,El; +1 vs.. others if 2+ ranks deep
2-Handed Cut or Crush	2HC	1	+2 vs. Cv,Cm,Ch; +1 vs. others
Melee Expert	ME	1	+1 vs. any except EL, Expendables
Mounted and Chariots			All below claims can only made when fighting to a files front
Long Spear	LSp	1	+1 vs. any
Mounted Polearm	MP	1	+1 vs. any
Melee Expert	ME	1	+1 vs. any except LSp or PK or Shieldwall 2+deep in Good Going; or vs. EL
Elephants	EL	1	+2/+1 vs. non-Drilled Close/other foot, +3 vs. Cv, Cm, El +4 vs. Ch, BWg

* not if **Affected** or **Badly Affected**.



Dice to roll in Combat

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

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07/12/18

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 Base in target nearest to shooting file that kills. Move rear ranks forward to keep front aligned.

2019.1

Prompted Actions Table			SuG/ Skirm	TuG			Notes
CHARGE PHASE	DRILLED	FORMED		TRIBAL			
	C1	Move SuG to allow others to charge		NA	NA	NA	Any normal white 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				DC/CLs ≤ 3BW + non-missile-armed ≤ 1BW. Don't have to charge if ≥ 3 down in charge combat.
CHARGE OR MOVEMENT PHASE	C4	Countercharge or Intercept					Countercharge can wheel; intercept not. Normal move -1BW. May not go closer than 1BW to chargers.
	CM1	Move General	all generals			Max 1 move per Phase - any time in Movement Phase, 2.1 in Charge Phase	
MOVEMENT OR FIGHTING PHASE	CM2	Generals within 2BW Prompting through fire	GREEN 1BW slowing effect recovered; YELLOW 2BW recovered; RED 3 BW recovered				
	M1	Switch Flexibles (a) or Redress Ranks (b)			Yellow	Red	a) Convert formation type b) Rearrange bases on the same frontage. Neither 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				Yellow	One wheel ≤ 90° per move, wheel at any time in move. SuGs can Contr/Exp up to 2BW within move.
	M4	Advance with Double Wheel			Yellow	Red	Each wheel ≤ 90°, must have 1BW directly ahead between wheels, and ≥ 2 BW from enemy TuGs.
	M5	Full Ahead with Shift			Red	NA	Shift 1BW to either side at end of move, must stay ≥ 4 BW from enemy TuGs.
	M6	Advance and Contract				Red	Move at least 2BW directly ahead and contract formation by 1 or 2BW.
	M7	Expand while stationary				Yellow	Expand frontage by 1BW on either or both sides while stationary.
	M8	Contract on the spot (and redress ranks if desired)				Red	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			Yellow	Yellow	Expand as necessary to achieve legal formation. 180° allowed after Run Away/Skirmish
	M10	Turn 180° with Move (not pikes)		Yellow	Red	NA	Turn at beginning or end. -1BW + may include 1 wheel. Up to 2BW after Run Away/Skirmish
	M11	Turn 90° and Move (not pikes)		Yellow	Red	NA	-1BW per file of width before turning, may include 1 wheel
	M12	Fall Back ≤ 3BW with Cv/Cm/Lt Ch/Skirm Inf	Green	Yellow	Yellow	Red	Directly Backwards. Max is move speed in terrain.
	M13	Fall Back ≤ 2BW with other troops	NA	Yellow	Red		Directly Backwards. Max is move speed in terrain.
	M14	Double Move: 2 Consecutive GREEN (or White) Moves	Green	Yellow	Yellow	Red	Must stay ≥ 4BW from enemy TuGs. TuGs cannot push back SuGs on second move.
	M15	NEW: Move Artillery	Red	NA	NA	NA	Cannot move as a block - see page 103 for allowed moves.
MOVEMENT OR FIGHTING PHASE	MF1	Move Unengaged Bases to single different file		Green		Yellow	Create Supporting Files, fill gaps, create new rear ranks etc. Multiple actions allowed.
	MF2	Turn Bases 90° or 180° to face enemy in contact			Green		Turn any or all bases with enemy in frontal contact with their flank or rear to face enemy.
FIGHTING PHASE	F1	Control Pursuit		Yellow	Red	NA	Not for Devastating Chargers/Charging Lancers. Cv,Cm,Ch,El reduced to 2BW; others reduced to 1BW.
	F2	Break Off Cv,Cm,Ch from Slower Foot		Green	Yellow	KaB	Directly back 2BW to move distance. KaB test where noted. Max is move speed in terrain.
	F3	Break Off other from Slower Opponent		Green	Yellow	KaB	Directly back 2BW to move distance. KaB test where noted. Max is move speed in terrain.
	F4	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 Wounds	RED if UG in Combat, YELLOW if UG out of combat; general with may use upgrade				
GENERAL'S CARD UPGRADE					BLOCK MOVES		
Generals <i>Upgrade</i> a card by one colour once per phase, so Black-> White-> Green -> Yellow -> Red. Upgrade can be applied to any move involving the general, or for an UG with general attached.					Block Size can be 2/3/4/5 UGs for MG/CG/TG/LG respectively. Card for most complex UG move + a coloured card (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) Out of Command (including general killed and not yet replaced).					General can use his colour upgrade if moving with the Block. General can trigger as many Block Moves as he can afford.		
					Any TuG move (single or moving in a Block) can pull one contiguous SuG with it for free.		