



normally, if a unit uses a march move it must stop at 6" away from any enemy forces and may not move closer as part of this march move.

As an example this would mean that a unit with an 8" march move that is 9" away from the enemy could not march to within 1". It could, however, use its normal tactical move distance and simply advance 4" and so ending its turn 5" away. Put simply - units outside of engagement range don't have to use march moves.

OBLIQUE
The unit may "off" either side of straight ahead for no movement penalty. Measure the distance as usual. Note that this doesn't let the unit sidestep. Troops may incline at up to 45 degrees. Basically for each 1" of forward movement it may move 1" sideways.

ABOVE: The core units of the army above move forward to engage the enemy. As you can see the crossbow unit has reformed to a line to allow all bases to fire at the enemy. reassemble the spears have stayed as a 3 x 2 block of stands to make movement easier around the table. **BELOW:** The General calls his troops as the enemy approaches.

Leadership plays a strong role in these rules. Lead your men from the front... not the rear!

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FLANK AND REAR ATTACK
When a formed unit hits another formed unit in the flank or rear as part of a charge it will immediately cause the target to become shaken. As skirmishers are not formed troops this rule does not apply to them either as the targets or the attackers.

MELEE EXAMPLE
In the example to the right (Stage 1) the cavalry unit 'B' is about to charge. It cannot charge the enemy 'C' as it would 'bump' into the infantry unit 'A'. If it tried to do so, it charges directly forwards to contact the spear unit 'A'.

Charging units do not have to conform to the enemy as the actual number of bases physically touching is not important to the combat - it is assumed that the units fight, not individual figures. See Stage 2.

So, the actual position of the charging unit is as above. This is where the combat will occur and it is from this point that breakthrough, routs and morale tests will be resolved.

Both of the units have taken casualties. The Spearman are down to 4 stands from 6 AND the cavalry unit 'B' is at 3 stands from a starting strength of 4.

Both sides attack simultaneously and in this case the Norman cavalry will fight with 3 stands and have 6 attacks while the Spearman will fight with 4 stands and have 8 attacks.

The Norman modifiers are target in medium armour -2, difference in weapon skill (good against average) +1, cavalry charging with Lance +1 for no modifier to their attack rolls - they will need 5s on D10 to hit. They roll 2, 2, 5, 7, 8, 10 for 8 hits. These are marked next to the spear unit but no stands are removed yet.

The Saxon spearmen modifiers are target in heavy armour -3 and that is it. So, they will roll 8 D10's needing 9 or 10 to score a hit. They end up with one hit. Again this is marked against the Norman unit.

Now, once all attacks have been carried out the stands are removed but keep track of the number of hits you did - they are part of the combat resolution. If, at this point, a unit is reduced to a single stand, it is at 25% or less of its starting strength then it is immediately removed. In this example a Saxon stand is removed and a hit marked against the Normans but no stand is removed from their unit.

Unit (stands)	Morale	CS	BS	Wind	Hatk	Mark	TAL	Move	Armour
Saxon Thengs (6) A	Seasoned	Average	N/A	3	2		9	4"	Medium
NOTES	Shieldwall								

Unit (stands)	Morale	CS	BS	Wind	Hatk	Mark	TAL	Move	Armour
Norman Knights (4) B	Veteran	Good	N/A	4	2	-	9	7"	Heavy
NOTES	Shock, Mounted, Lance								

ABOVE: Nothing like intimidating your enemy. Here this war band of warriors have been based on 50mm x 50mm bases and six figures used to give a more irregular look and feel. **BELOW:** The killing potential of the crossbow allows this army commander to bring them out in front of his troops, keeping his opponent at bay. The spearmen to the right will be better off in the rugged terrain to the front right because they don't suffer any negatives for moving through such terrain, unlike other troops.

SAMPLE UNIT STATS

Unit (stands)	Morale	CS	BS	Wind	Hatk	Mark	TAL	Move	Armour
Saxon Huscarls (8)	Veteran	Good	N/A	4	2		9	4"	Medium
NOTES	Shieldwall, Spearfast, 2 Handed Weapons								

Unit (stands)	Morale	CS	BS	Wind	Hatk	Mark	TAL	Move	Armour
Norman Knights (6)	Seasoned	Good	N/A	4	2		9	7"	Medium
NOTES	Shock, Mounted, Lance								

Unit (stands)	Morale	CS	BS	Wind	Hatk	Mark	TAL	Move	Armour
Crusader Archers (8)	Trained	Poor	A6	5	2	5	0	4"	None
NOTES	Bow								

Unit (stands)	Morale	CS	BS	Wind	Hatk	Mark	TAL	Move	Armour
Levy Slingers (8)	Levy	Poor	Poor	2	1	1	2	0"	None
NOTES	Skirmishers, Singers								

DESIGNER'S NOTES
The rules are specifically designed to emphasise the quality and abilities of troops through their training, leadership and morale level rather than dwell on the details of armour or weapons. You'll find veteran and elite troops are excellent, levy and drags terrible - no matter what weapons or armour they may have.

Command Stands

The commander of your army can be represented by a vignette base as seen on this page or something as simple as your favourite single figure. We tend to use round bases as the ideal size for our commanders, with larger vignettes being the overall army General and smaller round bases or single figures being used as, for want of a better word, Brigade commanders.

11. Special Unit Abilities

Some troops will have historical abilities and quirks that cannot be reflected in the main rules and so they are detailed here instead.

Spearfast - 1 combat resolution when defending. The unit is particularly well suited to solid defence, robust, tough fighters who don't give an inch such as Saxon Huscarls and Spartan Hoplites.

Shock - 1 combat resolution when charging or counter charging. The initial charge of these troops is their best weapon, the berserk rage of fanatics or the crushing weight of heavy knights.

Drilled - may interpretate other drilled formed units without penalty. Drilled take half as long to pass through terrain and get an about face move for free. Also drilled troops may allow friendly routing units to pass through them without any chance to become shaken. Republican Roman Hastati, Principes or Triarii would count as drilled.

Faiged Flight - May opt to flee from charges even if not skirmishers. Normally formed troops may not opt to flee from a charge, with the legged flight ability they can do so. The unit will flee its normal footsoid distance but if it is contacted by the chargers it counts as being hit in the rear. It may not count any charge bonuses for the combat, may not flee defensively and may not breakthrough if it wins.

Fanatic - Troops never become shaken from any morale tests. These troops have sworn to die to the last man or have worked themselves into such a battle rage that they have no fear of death. They may still be shaken by terrain, will be shaken if they are contacted in the flank or rear by formed troops, if they have just rallied from routing etc. It is only morale tests that ignore shaken results. Fanatic troops are also impetuous and follow all of the rules for that as well. In addition a fanatic unit's random die roll in combat can never be lower than its enemies. If the actual die roll is lower than adjust it so that it matches the roll that the enemy made.

Impetuous - As part of the compulsory move phase just after routers have been moved each impetuous unit must make a TAL test with all the usual modifiers.

If the unit fails a TAL test it must immediately charge the nearest enemy unit if within range and charge arc or advance to get as close as possible to the nearest enemy in its front facing. Note that it will not charge direction and move towards enemy units that are on its flank and rear - this only applies if it has enemy to its front. Having failed its test and moved towards the enemy means that the unit has acted this turn and may not be activated later on - it may still counter charge, see also as normal.

If the unit passes its TAL test then it does not need to do anything and can be activated as normal throughout the turn. Impetuous troops must always take their full breakthrough move - they may never try to roll a TAL test not to take it.