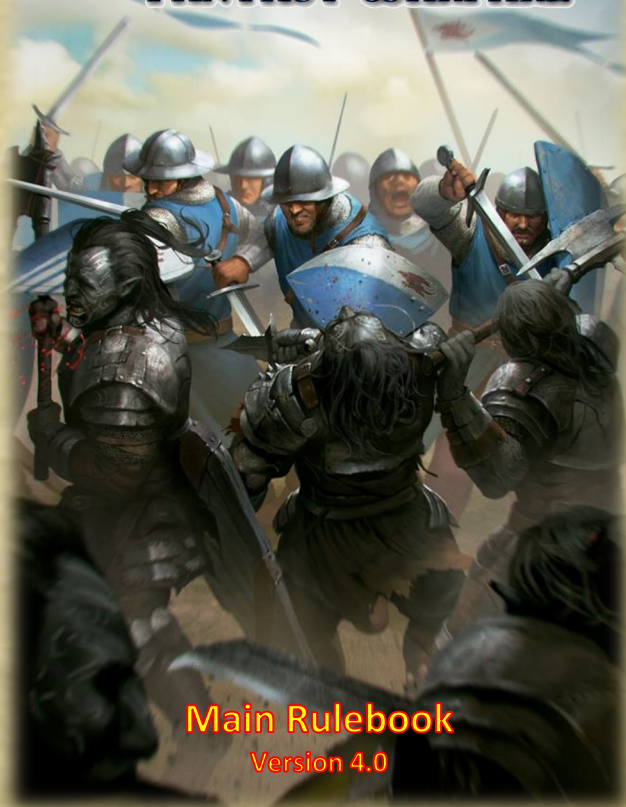


Battleground

FANTASY WARFARE™



Main Rulebook
Version 4.0

Battleground

FANTASY WARFARE™

Sir Steaphen's great sword sliced down, but the wood Elf had already spun away with a parting stab that deflected off of Steaphen's helm.

Steaphen didn't give chase, instead rallying his men to face the Treant. The thing waded through the fleeing militia, crushing men beneath root-like feet with a roar like an ancient elm cracking apart in a fierce storm.

A horn blared in the distance, followed by drumbeats. Steaphen recognized the cadence of the Dwarven marching song. The Silver Shields.

Steaphen smiled to himself. "It looks like Valya's honor matters more than a grudge."



This Rulebook is intended to be a reference manual. We suggest you read the Quick Start Rules and play the scenarios found there to gain a basic understanding of Battleground.

Battleground FANTASY WARFARE™ **Men of Hawkshold**

Main Rulebook (V4.0) and Quick Start Rules

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Game Overview

In Battleground you are a general commanding an army. The unit cards represent the individual units that make up your army. Command Actions represent your ability to control or influence your units during the battle

The scale of Battleground is up to you to decide. Each attack die of a unit might literally be an individual sword swing, or it might be a single push by the unit's entire front rank. The scale can even vary between games, representing either a minor skirmish or a massive battle.

Main Rulebook vs Quick Start Rules

This Rulebook contains the definitive set of rules for the Battleground system. If this Rulebook contradicts the Quick Start Rules, the rules found here are correct.

Important Principles

Battleground has six important principles that are part of the design philosophy of the game. If you are uncertain how a rule operates, refer to these principles to help you determine an answer.

Simultaneous Action: Battleground proceeds in turns for ease of play, but almost everything is treated as if it happens at the same time. Units will charge each other rather than one side counting as charging because it is that player's turn. If your unit is destroyed, it most likely will get to attack back before it is removed. With a few exceptions, turn order should not affect a unit's performance.

No Tracking Without Writing: Battleground rarely makes you remember what happened earlier in the game. To determine a unit's behavior look at its standing order. If a unit was affected by something last turn and you were not instructed to write it on the card, that effect only applied last turn.

Fog of War: Combat is stressful. Adrenaline narrows the vision, while fear and bloodlust fray discipline. Your units do not have your viewpoint, far removed from harm. Battleground may have a unit act 'stupidly' to capture the chaos of the battlefield.

Player Choice: Players may encounter situations where multiple actions would be legal, and no tie-breaker or order of precedence is specified. In these cases, the player whose faction or units are affected may freely choose which of these actions is taken.

Specific Beats Generic: General rules dictate how Battleground works. But sometimes a subsection of these rules (or a faction, or a unit) will have a special rule that contradicts the general rule. When a general rule and special rule contradict, the special rule wins.

Roll a Die: Sometimes a rule just isn't as clear as we'd hoped and different interpretations are possible. If players are at an impasse, each should pick one interpretation they think correct and each roll a die. Use the interpretation of the player that rolls lowest.

Universal Terms

These are terms used throughout this rulebook, and can apply in multiple phases of the game.

Directly Ahead: This is an imaginary column that determines which enemy units (or objectives) are in front of your unit. To determine what is Directly Ahead, extend a line straight forward from each of the front corners of the unit card. These lines extend forward to the edge of play area. Anything in the column created by those two lines is Directly Ahead of your unit.

Most Directly Ahead: If multiple units are Directly Ahead, the one that is Most Directly Ahead is the one with the most frontage (in inches) of its Facing Side in the imaginary column. If multiple units have the same amount of frontage Directly Ahead, then you choose which enemy unit is Most Directly Ahead.

Facing Side: This determines whether your unit is in the front, flank, or rear of an enemy unit. To determine which is the Facing Side, extend imaginary lines diagonally through the corners of the enemy unit. The side of the imaginary line that your unit's front center point is on is the Facing Side.

Front Arc: This is an imaginary arc determining what a unit can see (assuming nothing is blocking visibility). To determine Front Arc, extend the line of the front of the unit card in both directions to the edge of the play area. If any part of an object is in front of the line, that object is in the unit's Front Arc.

Directly Ahead: A column extends from the front of the Great Swordsmen unit.

The Lancers are in that column.

They are Directly Ahead of the Great Swordsmen.



The Scout Cavalry are not Directly Ahead of the Great Swordsmen.

Most Directly Ahead: Both the Militia and the Swordsmen are Directly Ahead of the Knights.

The Militia have the most frontage in the column and so they are the Most Directly Ahead.



Facing Side: When a line is drawn through the Lancer unit, the Spearmen unit's front center-point is on the flank side of that line.



This means the Lancer's flank is the Facing Side for the Spearmen .

Front Arc: The Spearmen are the in the Knight's Front Arc. The Lancers are not.



Nearest Enemy: This determines which enemy unit is closest to your unit. If only one enemy unit is Visible to your unit, it is the Nearest Enemy.

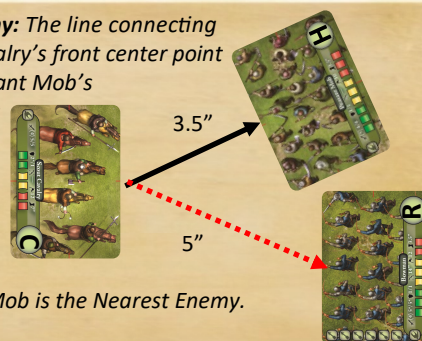
If multiple enemy units are Visible to your unit, then determine the nearest by drawing a line between your unit's front center point and the center point of the Facing Side of each enemy unit. The Nearest Enemy unit is the one with the shortest line.

If multiple enemy units are equally near, then the unit that is Most Directly Ahead is the Nearest Enemy.

Note: Final Rushing (pg 66) follows a different procedure for determining the Nearest Enemy.

If no enemy units are Visible, then determine the shortest line connecting your unit's front center point and the closest enemy unit center point. That enemy is the Nearest Enemy.

Nearest Enemy: The line connecting the Scout Cavalry's front center point with the Peasant Mob's center point is the shortest.



The Peasant Mob is the Nearest Enemy.

Open Path: This is an imaginary path between your unit and an enemy unit. An Open Path exists if both are true:

- You can draw a straight line from the front center point of your unit to the center point of the enemy unit's Facing Side. The unit can draw the line through itself, but not through other units, including your units.
- There is a path at least 2.5" wide that follows this straight line. The path doesn't need to be centered on the line, but it must be clear of other units and impassible terrain.

"Within [X distance]": This term indicates that a target is at or less than the maximum distance of one your unit's effects. That effect could be a ranged attack, your unit's Final Rush range, the range of a spell/ability, or any other rule where a range is given.

Unless stated otherwise, measure from your unit's front center point to the nearest center point of the target unit. If the target isn't a unit, measure to its nearest point.

Visible: This indicates that your unit can see an object like an enemy unit, a piece of terrain, a location objective, or an item on the battlefield. To be Visible, some part of the object must be:

- In your unit's Front Arc AND
- You must be able to draw a straight line from the front center point of your unit to any part of the object. That line can pass through the viewing unit or units in your army but not through enemy units or Visibility-blocking terrain.

Open Path: The Lancer unit can draw a line from its center point to the Militia's center point and there is a 2.5" wide path following this line that is free of other units or impassible terrain.

There is an Open Path to the Militia.

No Open Path: The Lancers can draw a line from their center point to the Militia's center point, but there isn't a 2.5" wide path free of other units.

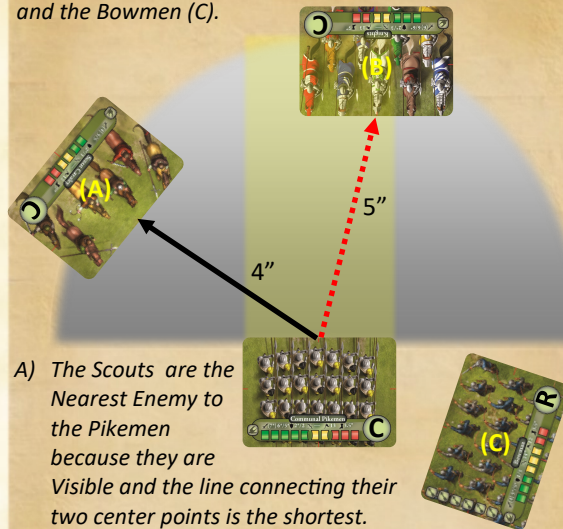
There is not an Open Path to the Militia.

Visibility, Front Arc, and Directly Ahead: The Knights are battling the Spearmen (A), Longbowmen (B), Pikemen (C), and Lancers (D).



- A) The Spearmen are in the Knights' Front Arc and are Visible to the Knights. They are also Directly Ahead of the Knights.
- B) The Longbowmen are in the Front Arc and are Directly Ahead, but they are not Visible (because the Spearmen are in the way).
- C) The Pikemen are in the Front Arc and Visible. They are not Directly Ahead.
- D) The Lancers are not in the Front Arc and are therefore not Visible to the Knights.

Nearest Enemy, Directly Ahead, and Visibility: the Pikemen are battling the Scout Cavalry (A), the Knights (B), and the Bowmen (C).



- A) The Scouts are the Nearest Enemy to the Pikemen because they are Visible and the line connecting their two center points is the shortest.
- B) The Knights are Directly Ahead of the Pikemen but they are not the Nearest Enemy. This is because the Nearest Enemy is first determined by the line connecting the center points. Directly Ahead is a tie-breaker when enemy units are equally near.
- C) The Bowmen are closest to the Pikemen, but they are not in the Pikemen's Front Arc and are therefore not Visible. Since they're not Visible, they cannot be the Nearest Enemy.

Note: The Pikemen are not in Final Rush range, which uses different rules for Nearest Enemy (pg 66).

Command Cards

Command cards are split into two groups, based on when they are played. Red or Blue command cards are played during an attack, even if they have effects that last beyond that attack. Green command cards are played outside of attacks, usually during the Movement & Command Phase or a Courage Phase.

Each command card (Red, Blue, or Green) will state in its description when it is played.

Most command cards are played before any rolls but this command card is played either after your opponent rolls to hit or to wound.



Red and Blue Command Cards

Most command cards are played during attacks. Red cards are played when you unit attacks and blue cards are played when your opponent's unit attacks. You don't need to pay command actions or any other costs to play cards (unless stated by the command card or unit card).

You may play one command card during each attack. When your unit attacks you may play one red card and your opponent may play one blue card. If your opponent's unit attacks back that phase (because they are engaged in melee combat), this is a separate attack. Which means your opponent could play a red card and you could play a blue card.

Force is played before the to-hit roll. If you play it, you can't play another command card that attack, even if you



have a card like Follow Through that is played after the to-hit or to-wound roll.

The sequence for playing Red and Blue command cards during an attack can be found on page 99.

Some Red or Blue command cards provide non-combat effects that last for the turn. These cards cannot be played outside of an attack to gain the non-combat effect.



Stubborn Endurance is a blue command card that grants +2 to the unit's Courage. Since this is a blue card, it can only be played during an attack. You cannot play the card during a courage phase to gain the Courage bonus.

Green Command Cards

These command cards are played outside of attacks, in the Movement & Command Phase or a Courage Phase. The card will indicate in which phase it is played. A green command card can be played at any point in the phase unless it states otherwise.

Unless stated otherwise, green command cards can be played on either player's turn.

- If the card states “play in **the** Movement & Command phase, it can be played in either player's Movement & Command phase.
- If the card says “play in **your** Movement & Command phase” then it can only be played on your turn.



The Plan is a Green command card that can only be played in your Movement and Command Phase.

Some green command cards affect a unit's attack or defense stats. Unless stated otherwise on the green card, you can still play a red or blue command card during an attack sequence that affects the unit.

If a green command card states you may not play command cards "while attacking" this means you can't play red cards on that unit during an attack sequence that turn. You can play blue command cards or other green command cards.

Similarly if a card says you may not play command cards "while defending" this means you can't play blue cards on the unit during an attack sequence that turn. You could play red command cards or other green command cards.

If the green command card states you may not play cards "while attacking or defending" you can't play red or blue cards on the unit that turn, but you can play green command cards.

You may play multiple Green command cards on the same Phase, but you may not play identical Green command cards on a unit in the same Phase.

Dual Colored Command Cards

Some command cards have two colors, either red/blue, green/red, or green/blue. These types of command cards can be played as one of the two colors, chosen by the player when they are played.

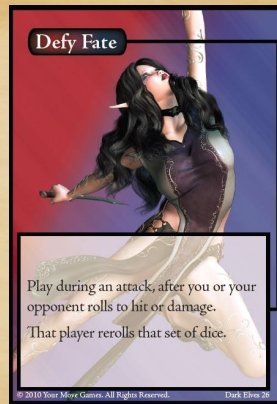
Attack Storm provides +1 attack die to three units. Since this card doesn't state otherwise, you can still play a Red card during the attack sequence....



...however, if you play Frenzy, you may not play Red or Blue command cards on the unit that turn.

Note that both Attack Storm and Frenzy state that they are played during "the" Movement & Command phase. Which means they can be played in either player's turn, during the Movement & Command Phase.

Defy Fate is a Red/Blue command card. It can be played during an attack as either a red command card or a blue command card.



Rune of Skill is a Green/Red command card. It can be played during an attack as a red command card or it can be played as a green command card.



When played as a green card, the card states that it is played during a Courage Phase before the unit takes a courage check.

Unit Status

A unit's status reflects its willingness and ability to fight. Units usually start ready to fight, but their resolve may weaken when exposed to the realities of war and they may even flee.

A unit's status affects how they move and how you can spend command actions on them. The three types of unit status are: Ready, Disrupted, and Routing.

Ready: This status means that the unit is in good order. Any unit that is not Disrupted or Routing is Ready. A Ready unit has a standing order and it follows the rules in this book, plus any special rules for the unit/faction.

Disrupted: A Disrupted unit is one that has lost its will to fight. It is on the verge of Routing but has not yet broken. When a unit becomes Disrupted, its standing order is erased and replaced with a "D" to indicate it is Disrupted.

Disrupted units will not move on their own and fight at a diminished capacity. It can be Reorganized (pg 37) or made to move by spending command actions.

Routing: A Routing unit has broken and is fleeing the battle. When a unit Routs, erase its standing order and leave its command circle blank. A Routing unit moves automatically on your Movement & Command Phase and will not fight. The rules for moving a Routing unit are on page 74.

If a Routing unit is Final Rushed or contacted by an enemy

unit, it is destroyed. A Routing unit can be Rallied (pg 36) by expending a command action.

Standing Orders

Standing orders represent the orders you have provided to your units. These orders determine how your units move and fight. You can instruct them to engage the enemy in melee, shoot them at range, or hold their ground.

You can also assign standing order modifiers to create more detailed orders. You can command them to secure a hill and hold their ground, or only shoot when the enemy is close. Between standing orders and standing order modifiers, you can tell your troops how to carry out your plan for the battle.

Assigning Standing Orders: Each player gives standing orders to his or her units at the start of the game, after deployment. Use a dry erase marker to write the first letter of the standing order (and any modifiers) in the unit's command circle.

Once a standing order has been assigned it does not change. If you wish to change a unit's standing order you must spend a command action.

The rules for moving units according to their standing orders can be found on page 50.



Close: Your unit will move toward the Nearest Enemy. If possible, it will Final Rush the Nearest Enemy unit. If the unit has a ranged attack it will shoot if it can.



Hold: Your unit will not move, but will shoot if it can or fight if it becomes engaged. Some units (such as Spearmen) get bonuses when they are Holding.


Units with the Hold standing order can still move if given the point objective order modifier. However while they have an order that could make them move on their turn they are not considered holding.



Range: Your unit will make a ranged attack against the Nearest Enemy that is Within the maximum range of your unit's ranged attack. Your unit will not move while it has a Visible enemy unit Within its maximum range.


If the Nearest Enemy is beyond your unit's maximum range, your unit will move towards the enemy to bring it Within maximum range. If your unit can't bring the enemy Within maximum range, it will use all of its movement to get closer to the enemy.


If there are no Visible enemies, your unit will move so that the Nearest Enemy becomes Visible.

Only units with a ranged attack (a  stat that isn't a dash) may be given the Ranged standing order.

Sometimes a unit has a ranged attack but can't attack with it. This could be a unit with all of its Ammo Boxes marked or a unit that requires command actions to use its ranged attack. In this case the unit moves so that the Nearest Enemy is Visible and Within maximum range, but the unit does not make a ranged attack.

Some units (such as spellcasters) have multiple ranged attacks, potentially with different maximum ranges. You choose every turn which ranged attack the unit uses, which may mean the unit will move that turn if the enemy is beyond the maximum range of that ranged attack.

 **Short Range:** This order is a variant on the Range standing order. The unit follows the rules for the Range standing order but its maximum range is considered to be 7" (i.e. Short range). The unit will not make ranged attacks until the nearest Visible enemy is Within 7" of the unit.

 **Long Range:** This order is a variant on the Range standing order. The unit follows the rules for the Range standing order but its maximum range is considered to be 14" (i.e. Long range). The unit will not make ranged attacks until the nearest Visible enemy is Within 14" of the unit.

If a unit is given the Long Range standing order and has a ranged attack that has a maximum range of less than 14", the unit will only make a ranged attack if there is an enemy Within its maximum range. It will not move to get Within range.

Standing Order Modifiers

Standing order modifiers let you instruct your units more precisely than the standing orders above. Any of the standing orders can have an order modifier. This lets you command your units to do things “hold the hill” or “charge the enemy archers.”

Write any modifiers in the unit’s command circle, with the unit’s standing order. There are three types of standing order modifiers:

- Movement Cap modifiers
- Objective modifiers (Unit or Location)
- Airborne modifiers (flying units only, see pg 123)

You can give each unit only one of each type of modifier. For example, you can give a unit both an objective and a movement cap, but not two objectives or two movement caps.

The rules for moving units according to Standing Order modifiers can be found on page 52.

Movement Cap Modifier: This alters a standing order by reducing the Movement stat of the unit.

To assign this modifier choose a speed from the Movement Category chart that is slower than the unit’s Movement and write it after the unit’s standing order. You must choose at least 1.25” for the unit’s Movement. Erase this modifier if the unit Routs.

If the unit suffers a Movement penalty, such as from

terrain, it moves at its capped movement unless the penalty would make it move slower.

Objective Modifier: This alters a standing order by telling the unit to move towards a specific location or to attack a particular enemy. There are three types of objective modifiers:

- ◆ Location Objective modifiers
- ◆ Enemy Unit Objective modifiers
- ◆ Friendly Unit Objective modifiers

Location Objective Modifier: This modifier directs the unit to move towards a specific point on the battlefield.

To assign this modifier, write a number after the standing order. Then write the same number on a token such as a die or glass bead and place the token anywhere on the battlefield. The token can be no larger than a 16mm x 16mm die.

Movement Cap:

The Lancers have the Close standing order with a Movement Cap modifier (the 3.5").



If the unit moved through a forest (-1 MC), it would move 3.5" because the penalty doesn't lower it below the capped movement.

Then the unit will move towards that token as though it was the Nearest Enemy. Once it reaches the token erase the Objective modifier but leave the rest of the standing order.

When a unit activates, if the unit's objective is completely underneath a friendly unit or in impassible terrain the unit's status becomes Disrupted.

Enemy Unit Objective Modifier: This modifier makes an enemy unit the Nearest Enemy to your unit. Units with the Hold standing order may not be given this modifier. To assign this modifier, write a number after the standing order and write the same number on the objective unit. If the objective unit is destroyed, erase this modifier but leave the rest of the standing order.



Location Objective: The Knights have the Close standing order with a Location Objective modifier (the '1'), which is a token with a '1' on it. The Knights move towards the token, even though the Spearmen are closer.

A unit with a ranged attack and the Unit Objective modifier will ignore closer enemy units, making a ranged attack against the objective unit. If it cannot make a ranged attack against the objective unit (i.e. due to range, visibility, or some other circumstance), it will attack the Nearest Enemy unit instead.

Friendly Unit Objective Modifier: This modifier directs your unit to follow along behind a friendly unit. Your unit will treat the objective unit's rear center point as a Location Objective but do not erase the order when it reaches the objective unit.

To assign this modifier write a number after the standing order and write the same number on the objective unit. If



The owning player writes a '2' on the Militia to indicate this.

Enemy Unit Objective:
The Scout Cavalry have an Enemy Unit Objective modifier (the '2'), which is the Militia below.



the objective unit is destroyed, erase the modifier but leave the rest of the standing order.

Airborne Modifier: This modifier alters a unit's standing order by having it follow the Flying rules (pg 123) and use the flying movement printed on the back of the unit's card. Only units with the Flying keyword on the back of its unit card may be given this modifier.

To assign the Airborne modifier write an "A" after its standing order in its command circle. While the unit has this modifier, the unit is flying. When the unit lands, erase the Airborne modifier but leave the rest of the standing order.

Turn Sequence

I. Movement & Command Phase

- Use/Spend Command Actions
- Final Rush Movement
- Normal Movement
- Non-Attack Spells

II. Pre-Combat Courage Phase

1. Rout Checks
2. Fear Checks
3. Other Courage Checks
4. Free Attacks
5. Rout Movement
6. Courage Resolution

III. Combat Phase

1. Choose Targets
2. Active Player Attacks
3. Inactive Player Attacks
4. Combat Consequences

IV. Post-Combat Courage Phase

1. Rout Checks
2. Other Courage Checks
3. Free Attacks
4. Rout Movement
5. Courage Resolution

V. End of Turn Phase

1. Player Actions
2. Scenario/Rules Actions

Movement & Command Phase

In the Movement and Command Phase, three types of actions happen in any order:

- You may use your command actions.
- You may use any special rules provided by the scenario or by your faction.
- You may play Green Command Cards that state they can be played.
- You must activate your units and do the following:
 - ⇒ You must move your unit according to their standing orders or status (e.g. Routing)
 - ⇒ If the unit is not Final Rushing you may cast any non-attack spells the unit has. This can be done before or after the unit moves.

You can do these actions in any order, or mix them together, for example spending one command action then moving two units, then spending another and moving two more units, and so on.

You choose the order in which you activate units to move and/or cast spells. You can even activate units simultaneously. The only requirement is: ***all Final Rush movement must happen before any normal movement.***

If you have multiple units that Final Rush, you may choose which order they Final Rush.

The effects of any action occur once the action is

completed. For example, once a command action is spent its effects happen immediately. Or if a unit casts a spell, the effects happen at the end of the spell action.

Command Actions

Command actions represent your ability as a general to adapt to the flow of the battle. Whether by dispatching junior officers, sending in reserves, casting spells, or communicating via flags and horns, command actions represent direct intervention with your troops.

Gaining Command Actions

At the beginning of each of your Movement and Command phases, you gain 1 command action per 500 points in your army's points budget (pg 136).

You gain command actions based on the initial points budget, not the amount of points spent or the amount of points currently in your army.

You only gain command actions on your turn. If you are not the Active Player, you cannot gain command actions.

Command Actions on the First Turn: The first player to take a turn in a game gets half the normal number of command actions on the first turn (rounding up). The first player gets the normal number of command actions on every turn after that. The second player always gets the normal number of command actions.

Scenario Special Rules: Some scenarios will state that

players get a different amount of command actions than normal. As per the “Specific Beats Generic” principle, follow the special rule instead of the normal rule.

Using Command Actions

You can use Command Actions to perform any of the nine actions below. You can spend any number of Command Actions on any of these options, mixing and matching however you like.

You can spend multiple Command Actions on the same unit, but each item requires its own command action. You may perform the same item multiple times if you wish.

Unused Command Actions are lost at the end of your Movement & Command Phase.

Note that the below list of items you can do with a Command Action are expanded from those found in the Quick Start Rules.

Change Standing Order: Spend one command action to change one of your unit’s standing orders. Erase what is written in the unit’s command circle and replace it with whatever order and modifiers you like. You can’t change the standing order of an engaged unit.

Any change to a unit’s standing order requires a command action. For example adding, removing, or changing an order modifier (and leaving the same standing order) still requires a command action.

Because you take actions in whatever order you like during the movement and command phase, you can change a unit's standing order either before or after it activates that turn.

Direct Control: Spend one command action to take direct control of one of your units for the turn. For the turn you can move and/or maneuver the unit however you like. You choose which enemy is the closest for final rushing or making ranged attacks.

Only units with the Ready or Disrupted status can be direct controlled. Routing units cannot be direct controlled.

Direct controlling a Disrupted unit requires an additional command action, in addition to any special rules for direct controlling a unit. For example, a unit that requires 2 command actions to direct control, would require 3 command actions to control while Disrupted.

Drawing Command Cards: Spend one command action to draw a command card from your deck and put it into your hand. You may have 15 cards in your hand. If you have 15 cards in hand and you wish to draw another, you must first discard a command card.

Faction Abilities: Each faction has one or more special abilities that require one or more command actions to use. These abilities are described on a faction reminder card included in the faction's deck.

Rally: Spend one command action to rally one of your

Routing units before the unit activates. Reform the unit (see pg 44) to face any direction and give the unit a Hold order. The unit may not move, shoot, cast spells, nor have its standing order changed this turn.

Reload: Spend one command action to erase one marked Ammo Box (pg 96) on one of your units.

Reorganize: Spend two command actions to change a unit's status from Disrupted to Ready. Erase the "D" symbol in the command circle and replace it with a standing order following the rules for Change Standing Order above. You cannot Reorganize an engaged unit.

Sound the Charge: Spend all of your command actions to sound the charge. This allows you to change the standing order of any number of unengaged Ready units to either Close or Ranged (with no modifiers). You may then Rally all of your Routing units and Reorganize all of your unengaged Disrupted units.

Using Command Actions: The Hawkshold player has 3 Command Actions. She spends 2 to draw two command cards and 1 to mark the Bravery checkbox on the Dismounted Knights.



You may not Sound the Charge if you spend command actions on anything else this turn. You may not Sound the Charge if you have zero command actions this turn.

Skirmisher Recall: Spend one command action to order any of your skirmishers to withdraw to your lines. Units with the Skirmisher keyword will make a special Rout Move towards your line. See the Skirmisher Recall rules on page 127.

Movement

Units will move according to their Standing Order unless you Direct Control them. Usually this means moving straight and turning, but sometimes maneuvers will be required.

You cannot move the unit in any other way (such as by moving it less than its Move stat or turning to protect a flank), unless you Direct Control that unit.

Movement Procedure

When one of your units move, use the following Movement Procedure:

- 1) Determine the Nearest Enemy unit and that unit's Facing Side.
- 2) Determine if there is an Open Path to the enemy unit's Facing Side. If there is, continue to Step 3. If there is not, use the Nearest Open Side rule (pg 46).

- 3) Measure the distance between your unit's front center point and the center point of the enemy unit's Facing Side.
- 4) Check your unit's Standing Order:
 - 4a) Unit with Close: If distance is Within your unit's Move stat, your unit Final Rushes (pg 61). If not go to step 5.
 - 4b) Unit with Range: If distance is Within your unit's Range stat, your unit doesn't move. If not go to step 5.
- 5) Move your unit in a manner that most reduces the distance between its front center point and the center point of the enemy unit's Facing Side.

Your unit will prioritize moving straight over turning or making Maneuvers (pg 43). It will only turn if doing so better achieves Step 5. And your unit will only perform Maneuvers if that would better achieve Step 5 than moving straight and/or turning would.

If your unit must Maneuver or turn, it will move the least amount needed to get to a position that allows it to move straight towards the Nearest Enemy.

If the Nearest Enemy is not Visible, the unit will first move or maneuver to make the enemy Visible.

Repeat this process every time a unit moves. This means the Nearest Enemy as well as how the unit moves according to Step 5 can change every turn.

Movement Procedure: The Swordsmen have the Close standing order and the Militia are the Nearest Enemy.

The Swordsmen move straight towards the Militia even though this exposes their flank to the Scout Cavalry.



The Swordsmen must move towards the Militia on a path that most reduces the distance between the two units' center points.

The Swordsmen can't turn (or maneuver) to keep their flank from being exposed because:

A) Doing so would not reduce the distance more than moving straight, and



B) Units do not do any extra moves. If the player wants to move the Swordsmen like this, he or she will have to Direct Control the unit.

Moving Units

Once you have determined whether a unit will move and in what direction, it can move straight, turn, and Maneuver. It will often do some combination.

Move Straight: To move a unit straight, measure from the front of the unit, then move the unit to that spot.

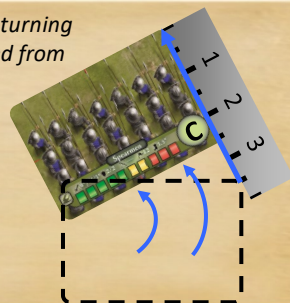
Turning: To turn a unit, measure from the outside front corner and move the unit at an angle. Measure the distance from the opposite corner of the direction the unit is turning. No part of the unit may move more than the measuring (outside front) corner.

A unit cannot turn using its side faces, only its front or back face (see Move Backwards below).

Turning has a maximum angle because units need enough room to move and stay in formation. To determine the maximum angle of a turn, draw a line between the end of the ruler and the non-turning corner.

Turning: The Spearmen are turning left. The distance is measured from the front right corner.

When that corner moves 3.5" (the unit's Move stat), the unit has moved its maximum distance, even though most of the unit has moved less than that.

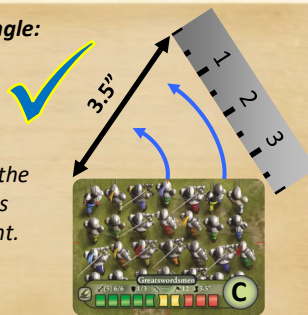


If the length of that line is equal or larger than the width of the unit's front (3.5" for most units), then the turn is legal.

If the length of that line is less than the width of the unit's front, then the turn is illegal. The unit can't perform the turn and must either increase the angle or perform a Maneuver.

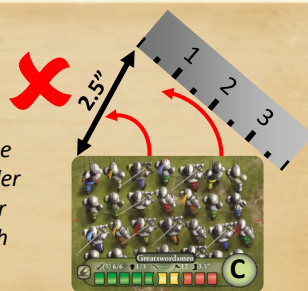
Legal Turn—Maximum Angle:
The Great Swordsmen can perform this turn.

The distance between the ruler and the non-turning corner is at least as long as the width of the unit's front.



Illegal Turn—Maximum Angle:
The Great Swordsmen cannot perform this turn.

This is because the distance between the end of the ruler and the non-turning corner (2.5") is less than the width of the unit's front (3.5").



Avoiding Overlap: A unit cannot overlap impassible terrain or other units (friendly or enemy) during its movement. You may touch other units, including enemy units but you cannot overlap them. Note that touching an enemy unit does not mean your unit is engaged with that unit.

A unit cannot end its movement overlapping impassible terrain or other units. You can activate and move multiple units simultaneously to avoid overlap.

Table Edge: The edge of the play area (pg 137) is considered impassible terrain. Units cannot willingly move off the play area unless specified by special rules.

Maneuvers: A unit will Maneuver when doing so reduces the distance between its center point and the enemy's more than going straight or turning would (or if going straight or turning would actually increase the distance). They are also often used when Indirect Path is invoked. You can also Maneuver a unit when you Direct Control it.

Maneuvers represent a unit briefly breaking battle formation to move in an unusual or complex way, and carry a penalty to the unit's Movement Category. This Movement Category penalty applies regardless of whether the unit is following its Standing Order or being Direct Controlled.

The four types of Maneuver are:

Move Backward: The unit moves either Straight Backwards or Turns Backwards. The unit follows the rules for either moving Straight or Turning, except that it uses

the rear side of the unit for such things as measuring distance and determining maximum angle.

Move Sideways: The unit moves to the left or the right. The unit cannot turn while moving sideways. It can only move Straight Sideways. It follows the rules for Moving Straight, except that it uses the left or right side for such things as measuring.

About Face: The unit rotates 180 degrees, so that its front and rear facing are swapped. No other aspects of the unit's orientation are changed.

Reform: The unit rotates to face any direction other than 180 degrees. The unit must have the space to rotate while avoiding overlap with other units. If part of the unit enter terrain as part of a Reform, then the unit suffers any Movement penalty for that terrain.

Each Maneuver has a Movement Category penalty:

Move Backwards	-2 MC
Move Sideways	-1 MC
About Face	-1 MC
Reform	-2 MC

These penalties are cumulative.

Movement Category

A unit's Movement Category (MC for short) is the distance it moves every turn. This is usually the unit's Move stat, but it can be altered by Standing Order Modifiers, terrain, and special rules such as spells.

To determine a unit's Movement Category, compare its Move stat to the table below:

Move stat (Inches)	MC (Card Sides)
0"	Can't Move
1.25"	½ S
1.75"	½ L
2.5"	S
3.5"	L
5"	SS
6"	LS
7"	LL
8.5"	LSS

If a unit has a Movement penalty or bonus, move it up or down one row for each modifier it has.

If you need to expand the table, for each line, turn an S into an L. If there is no S, turn an L into SS.

Free Maneuvers: If a rule states that the unit can perform a maneuver "for free" then it does not suffer a Movement category penalty for that maneuver.

Movement Category: *The Lancers have a Move Stat of 6", which is a Movement Category of LS. This means they move a Long + Short side of a Battleground card.*



The Lancers have Reformed (-2 MC) this turn and are moving through a Forest (-1 MC). This means the unit's Movement Category is 2.5" (S) this turn.

Moving a Direct Controlled Unit: When you Direct Control a unit, you have complete control over the unit's movement. Ignore the unit's Standing Order and normal Movement Procedure. You choose which enemy unit is the Nearest Enemy.

You can move the unit as much (or as little) as you wish and may turn or maneuver it however you wish, so long as you do not exceed the unit's Move stat after any Movement Category penalty for things such as terrain, maneuvers, or spell effects.

Your unit still must follow the rest of the Movement rules. Any maneuvers your unit takes still incur a Movement Category penalty.

Nearest Open Side: If the path created in Step 2 of the Movement Procedure goes through an impassible object (such as another unit or impassible terrain), then your unit will move towards the Nearest Open Side.

Re-determine which enemy unit is the Nearest Enemy, excluding the obstructed Facing Side of the enemy unit. Instead use the closest unobstructed side and measure to the center point of that side.

If a different enemy unit is the Nearest Enemy, the unit will move towards that enemy. If the same enemy unit is still the Nearest Enemy, then the closest unobstructed side is treated as the Facing Side.

If your unit is Final Rushing, it moves according to the Final Rush rules (pg 61).

If there isn't an Open Path to the Nearest Open Side or if the original Facing Side is still the Nearest Open Side, then the unit uses the Indirect Path rule.

Indirect Path: If there isn't an Open Path to an enemy's unit's Nearest Open Side, the unit uses this rule.

If the path goes through a friendly unit, then you may choose one of the two following options:

- A. Move your unit as per Step 5 until it touches the friendly unit, then stop moving. If your unit has the Close Standing Order, it now Backing Up (pg 82) the friendly unit.
- B. Ignore Step 5 and move your unit until the path is no longer blocked by the impassible object. If this would take multiple turns, your unit must move in a way that would take fewest turns.

Nearest Open Side: The Militia don't have an Open Path to the Facing Side of the Knights.

The Militia re-determine the Nearest Enemy, using the Knight's closest un obstructed side. This is the Knights' flank.

The Militia do have an Open Path to the Knights' flank and will treat it as the Knights' Facing Side. The Militia will move towards that side.



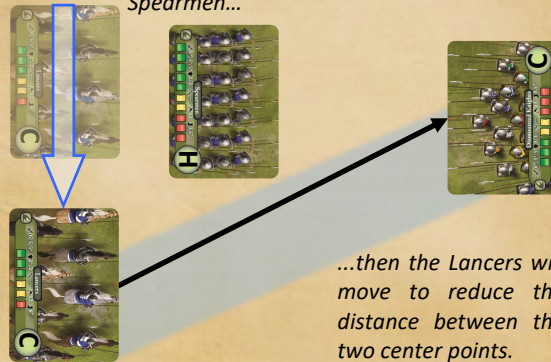
Indirect Path: The Lancers' Nearest Enemy is the Dismounted Knights. There isn't an Open Path to the Facing Side (i.e. the front) but that side remains the Nearest Open Side. The Lancers have two options:



1) They can move forward until they touch the Spearmen,
or...



2) They can move sideways until the line is clear of the Spearmen...



...then the Lancers will move to reduce the distance between the two center points.

If the path goes through impassible terrain, your unit moves according to option B. If the path goes through an enemy unit, your unit will Final Rush if it has the Close Standing Order. If it has any other Standing Order it will treat the enemy unit as impassible terrain and move around it according to Option B.

Check every turn whether the path to the Nearest Enemy is blocked by an impassible object. If the path is still blocked you may choose a different option every turn. If you choose option B you determine every turn the route that would take the fewest turns.

Once the path is no longer blocked, your unit again will try to move in a manner that minimizes the distance between the two center points.

Nearest Open Side & Indirect Path: The Lancers' Nearest Enemy is the Militia. The Militia's Facing Side is obstructed. The Militia's flank is the Nearest Open Side.

Since there isn't an Open Path to the Militia's flank, the Lancers use the Indirect Path rule.

The Lancers choose Option B and move sideways to create an Open Path to the Militia's flank.



Movement According to Standing Orders

A unit's standing order dictates when a unit will move and sometimes can modify how it moves. This varies depending on the standing order.

Close: a unit with the Close standing order usually follows the normal Movement Procedure.

However, if a unit with Close activates and its front center point is Within the distance of its Move stat of the center point of the Nearest Enemy's Facing Side, then the unit might be able to Final Rush (pg 61).

A Final Rush is a special form of movement representing the unit charging into combat. A unit on Close will always Final Rush if it can.

If a unit on Close can't Final Rush the Nearest Enemy but can Final Rush another enemy unit, it will do so.

Range: A unit with the Range standing order will not move if the Nearest Enemy is Visible and Within the unit's Range stat.

If the Nearest Enemy is Visible but not Within the unit's Range stat, the unit will follow the Movement Procedure. It will move until the Nearest Enemy is Within the Range stat and then stop moving.

The unit will still move in a manner that most reduces the distance between the unit's front center point and the center point of the enemy's Facing Side, but will stop moving once the enemy's center point is Within its Range

stat.

If the Nearest Enemy is not Visible, the unit will move or maneuver so that the enemy is Visible and then move as normal .

Short range: A unit with the Short standing order moves like it has the Range standing order, but the unit will act as if its Range stat is 7" (i.e. Short Range).

Long Range: A unit with the Short standing order moves like it has the Range standing order, but the unit will act as if its Range stat is 14" (i.e. Long Range).

Line of Sight Attacks: Line of Sight ranged attacks require that the unit be able to draw a line between its front center point and the center point of the enemy's Facing Side, and that there be an Open Path to the enemy unit's Facing Side.

If a unit with the Range standing order and a Line of Sight attack cannot do this, then the unit follows the Nearest Open Side rule.

Hold: A unit with the Hold standing order will not move, unless it has a Standing Order Modifier or is compelled to move because of a special rule.

Movement and Standing Order Modifiers

Standing Order Modifiers usually only adjust how a unit moves but it can sometimes make a unit move when it normally would not (or vice versa).

Movement Cap: The unit follows the Movement Procedure but will not move faster than the number assigned. That number is its maximum move for Step 5 of the Movement Procedure and for Final Rushing.

Penalties for maneuvers or terrain only affect the unit's movement if it is reduced below the movement cap.

A Movement Cap modifier applies to all voluntary movement, such as Indirect Path, Final Rushing, and flying. It doesn't apply to involuntary movement such as Routing or movement caused by spells or scenario special rules.

Location Objective: The unit treats the objective token as the Nearest Enemy for movement. It will treat the closest part of the token like a center point.

The unit will move towards the objective using the same rules as Close, except it will not Final Rush the objective. Instead the unit moves towards the objective until it touches it with its front center point.

If the path created in Step 2 of the Movement Procedure goes through an impassible obstacle the unit uses the Indirect Path rule.

If Option B is chosen, then the unit moves according to the Nearest Open Side rule except that the objective is

always the Nearest Enemy. Do not check to see if anything else is the Nearest Enemy.

Once a unit has reached its location objective (and the objective is erased from the unit's Command Circle), the unit will carry out its standing order with any remaining movement. Re-determine what is the Nearest Enemy.

A unit with a Location Objective treats the objective as the Nearest Enemy for moving only. If the unit has a ranged attack, it follows the normal rules for determining Nearest Enemy for that ranged attack.

Location Objective: The Scout Cavalry's path to the nearest part of the objective token is blocked by the Spearmen.

The Scout Cavalry use the Indirect Path rule, choosing Option B.

They will go to the Nearest Open Side of the objective.

If the Spearmen was an enemy unit, the Scout Cavalry would Final Rush them. The Indirect Path rule would not be used.



Close with Location Objective: The unit will normally ignore enemy units until it has reached its objective. However a unit will final rush an intervening enemy unit.

If the path between the unit and the location objective created in Step 2 of the Movement Procedure goes through an enemy unit, the unit will final rush the enemy.

Once a unit with the Close standing order reaches its Location Objective, it will re-determine the Nearest Enemy and move towards that unit. However the unit **cannot** Final Rush that turn. Final Rushes happen before all other movement, and moving towards an objective happens after Final Rushes are completed.

Range/Short/Long with Location Objective: The unit will move towards the objective even if there is an enemy Within the unit's maximum range.

Hold with Location Objective: The unit will move towards the objective, following the Location Objective rules. The unit counts as moving and is not Holding for the purposes of combat modifiers.

Enemy Unit Objective: The unit moves following the Movement Procedure, except that it will treat the objective unit as the Nearest Enemy, even if it is not Directly Ahead or Visible.

If the objective unit is not Visible, then the unit will turn or maneuver to make it Visible (unless the unit has the Hold standing order).

Close with a Location Objective: The Lancers are in range to Final Rush the Peasant Mob.

However because of their Location Objective modifier, the Lancers will move towards the Objective instead...



...Having reached the objective the Lancer will now move towards the Militia.

The Lancers will not Final Rush though, because that happens before any other movement (such as moving towards objectives)



Close with Enemy Unit Objective: The unit will prioritize Final Rushing the objective unit.

If there isn't an Open Path to the enemy's Facing Side, do not check to see if the unit can Final Rush other enemy units. If the impassible object is a friendly unit or impassible terrain, the unit uses the Indirect Path rule. If the impassible object is an enemy unit, then the unit on Close will Final Rush the intervening enemy unit.

Range/Short/Long with Enemy Unit Objective: The unit will move towards the objective unit even if there are other enemy units Within the unit's maximum range.

Friendly Unit Objective: The unit treats the friendly unit as the Nearest Enemy for movement. At Step 2 of the Movement Procedure it draws a path to the objective unit's rear center point. It skips Step 4, and at Step 5 moves until it touches the objective unit's rear center point with its front center point.

If the unit with this modifier cannot touch the objective unit's rear center point, it will maximize contact with its front side and the objective unit's rear side. If there isn't an Open Path to the objective unit's rear side is, use the Nearest Open Side rule, with the Nearest Open Side treated as the objective unit's rear side.

The unit treats the objective unit as the Nearest Enemy for moving only. If the unit has a ranged attack, it follows the normal rules for determining Nearest Enemy for the ranged attack.

Close with Friendly Unit Objective: The unit will not Final Rush the objective unit. It also will not Final Rush enemy units, unless the line created at Step 2 of the Movement Procedure goes through an enemy unit. If that happens, the unit Final Rushes the enemy unit.

If the unit touches the rear side of the objective unit, it is Backing Up that unit (pg 82).

Friendly Unit Objective: *The Longbowmen and Militia have the Great Swordsmen as an objective unit. They each move to put their respective front center point in contact with the Great Swordsmen's rear center point.*



Since the Longbowmen and Militia are blocking each other, each unit places as much of its front side as possible against the rear of the Great Swordsmen unit.

The Longbowmen have the Range standing order. If the Great Swordsmen move, the Longbowmen will move even if there is an enemy in range.

The Militia are Backing Up the Great Swordsmen because they are on Close and are touch the rear side of the Great Swordsmen unit.

Final Rush

As they draw closer to the enemy, the warriors in your units feel their hearts pounding and taste the bitter tang of adrenaline. A final order of “Charge!” echoes across the field and they race toward the enemy, all notion of formation forgotten. The enemy sees their charge and, with a battle cry, charges as well.

The Final Rush rule represents this dynamic by allowing units to move more flexibly in order to come to grips with an enemy. A number of special rules and requirements apply to the final rush.

Definitions

Final Rushing: This is the act of moving a unit into contact with an enemy unit. It is done by the Active Player and both units are Engaged once the Final Rush movement is done.

Charging: This is a state of being for a unit, regardless of who is the Active Player. If a unit Final Rushes, it is Charging.

If a unit is Final Rushed, then the unit is Charging if it meets all of the following:

- 1) It has the Close standing order,
- 2) It was not Engaged at the start of this turn,
- 3) It attacks an enemy unit Engaged on its front side.

Engaged: This is a state of being for a unit that has Final Rushed or been Final Rushed. An Engaged unit does not

move other than according to the rules found on page 81.

The only way a unit can be Engaged is by either Final Rushing or being Final Rushed. If a unit ends its move touching an enemy unit (and didn't Final Rush), they are not considered Engaged.

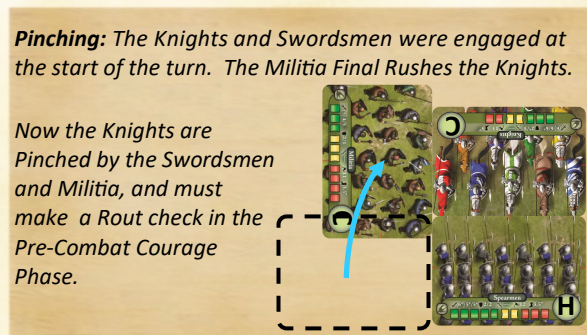
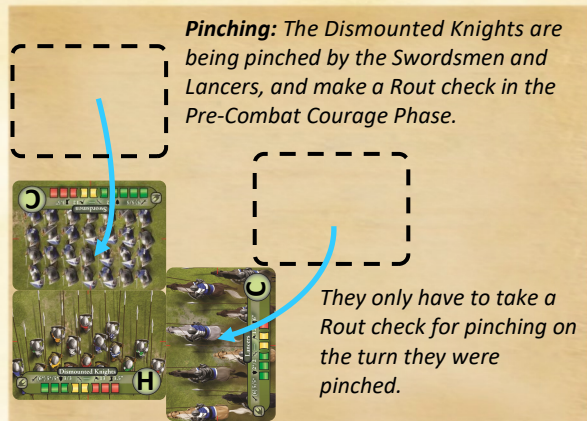
Pinched: A unit is Pinched when it is engaged with enemy units on two or more sides. Engaged enemy units will get a bonus during the Combat Phase (pg 101) and the Pinched unit has to make a Rout Check in the Pre-Combat Courage phase.

Pinched units only make Pre-Combat Courage phase Rout checks on the turn it was Pinched. On later turns it only makes a Pre-Combat Rout Check if it is Final Rushed by another enemy unit (and still Pinched).

Final Rushing, Charging, & Engaged: *The Scout Cavalry are Final Rushing. They are Charging because they have the Close order, became engaged this turn, and are*



attacking the enemy on their front. The Spearmen have the Hold standing order so they are not Charging. Both the Scout Cavalry and Spearmen are Engaged.



Final Rush Procedure

When a unit on Close activates, use the following procedure to determine if they can Final Rush.

- 1) **Standing Order:** Determine if the unit has the correct standing order (and modifiers) to Final Rush.
- 2) **Visibility:** Check for Visible enemy units.
- 3) **Open Path:** Determine if there is an Open Path to the Facing Side (or Nearest Open Side) of any Visible enemy units.
- 4) **Distance:** Measure to see which enemy's center point is Within the Movement Category of the Final Rushing unit.
- 5) **Nearest Enemy:** Determine which enemy unit is the Nearest Enemy. That unit is Final Rushed.

Standing Order: Only units with the Close standing order can Final Rush. This also means that only units with the Ready Status can Final Rush. Disrupted or Routing units cannot Final Rush.

A unit only needs the Close standing order when it activates, not the start of the turn. You can spend Command Actions to change a unit's standing order to Close (or Reorganize it from Disrupted) and then Final Rush with it.

Enemy Unit Standing Order Modifier: A unit with this modifier will prioritize Final Rushing the enemy unit indicated by the objective. It will only Final Rush other enemy units if they are intervening (pg 56).

Friendly Unit/Location Standing Order Modifiers: A unit

with this modifier will prioritize moving towards the objective. It will not Final Rush enemy units unless they are intervening (pg 57).

Units with this modifier do not Final Rush their objective. They use the normal movement rules to move towards the objective even on the turn they reach it.

Visibility: Only enemy units that were Visible (pg 12) at the *start of the turn* can be Final Rushed. Units that become Visible later in the turn are not eligible. If there are no Visible enemy units, your unit cannot Final Rush this turn.

Open Path: The Final Rushing unit determines which side of the enemy unit was the Facing Side at the *start of the turn*. The unit can only Final Rush that side this turn. There must also be an Open Path (pg 12) to the Facing Side at the start of the turn.

If there was an Open Path that becomes blocked later in the turn, then the unit cannot Final Rush that enemy this turn. Go back to Step 2 of the Final Rush Procedure to see if there are other enemy units that are Visible. If so, the unit may be able to Final Rush those other enemy units. If there are no other Visible enemy units, then the unit cannot Final Rush this turn.

If the Facing Side was blocked by an impassible object at the start of the turn, then determine the Nearest Open Side (pg 46). If there is an Open Path to that side then treat that side as the Facing Side and the unit can Final Rush that side this turn. If not, then go back to Step 2.

Open Path: Both the Lancers and the Great Swordsmen have an Open Path to the Dismounted Knights.

The Facing Side of the Dismounted Knights is their front side.

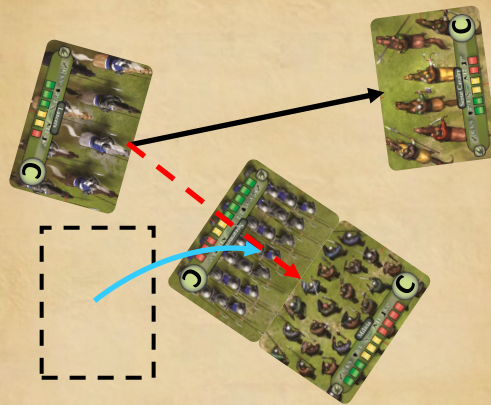


The Great Swordsman Final Rush first.

The Lancers cannot Final Rush the flank of the Dismounted Knights because that was not the Facing Side (or the Nearest Open Side) at the start of the turn.



Open Path — New Enemy: At the start of the turn, the Militia were the Nearest Enemy for the Lancers. However the Swordsmen Final Rushed the Militia's Facing Side.



The Lancers go back to Step 2 of the Final Rush Procedure. The Lancers Final Rush the Scout Cavalry.

This is because the Scout Cavalry are Visible, Within the Lancer's Move stat, and there was an Open Path to the Scout Cavalry's Facing Side at the start of the turn.

If the Lancers couldn't Final Rush the Scout Cavalry, they would use the Nearest Open Side rule (pg 46) to determine the Nearest Enemy. Then they would move towards that unit using the normal movement rules.

In that case, the Nearest Open Side would be the left flank of the Militia. The Lancer would then move towards that side using the regular movement rules, likely using the Indirect Path rule.

Open Path: At the start of the turn, the Spearmen are blocking the front of the enemy Knights.



The Lancers can Final Rush the flank of the Knights even though the Knights' front is their Facing Side. This is because the front was blocked at the start of the turn.

So the Flank is the Nearest Open Side and is treated like the Facing Side. The Lancers meet all the other criteria and can Final Rush the Knights on the flank.

Distance: Check the distance between the front center point of the Final Rushing unit and the center point of the enemy unit's Facing Side. If that distance is Within the unit's current Movement Category, then the unit can Final Rush the enemy unit.

If that distance is not Within the current Movement Category, go back to Step 3 and check the distances to the center points of the Facing Side of other enemy units. If none are Within the unit's Movement Category, then the unit cannot Final Rush this turn.

Remember you can only Final Rush the side that was the Facing Side at the start of the turn. If that side is not Within distance, then the unit cannot Final Rush even if the center point of another side was Within distance.

A unit's current Movement Category is its Move stat plus or minus any modifiers. Movement penalties for terrain apply if the unit starts or ends its Final Rush in terrain, or if the Open Path goes through terrain.

Nearest Enemy: If there is an enemy unit that is Visible, has an Open Path to the Facing Side, and is Within Distance, then that is the Nearest Enemy to the Final Rushing unit.

If there are multiple enemy units that meet these criteria, then the **enemy unit that is Most Directly Ahead** (pg 8) is the Nearest Enemy.

Note: this is different than the normal procedure for determining Nearest Enemy. Final Rushing is not normal movement. The moment of a charge is the most stressful moment in a battle and all other things equal a unit will charge an enemy that is in front of it.

If you Direct Control a unit, then you may choose which unit is the Nearest Enemy, even if it is not the Most Directly Ahead.

No Turning Back: If a unit starts the turn able to Final Rush an enemy and its unit front center point is Within 1.25" of the enemy unit's Facing Side center point, then it can only Final Rush that unit this turn.

You can direct control the unit to not Final Rush this turn or change its standing order. But it cannot Final Rush any other unit this turn.

Nearest Enemy: The Pikemen will Final Rush the Scout Cavalry.

Although Knights are Visible to the Pikemen, in Distance, and there is an Open Path to their Nearest Open Side, they are not Nearest Enemy. The Scout Cavalry are the Nearest Enemy because they are Most Directly Ahead.



Note: the owning player could Direct Control the Pikemen and have them Final Rush the Knights.

Nearest Enemy: In this case the Pikemen will Final Rush Knights, even though the Scout Cavalry are Most Directly Ahead.

This is because the Scout Cavalry are 5" away, beyond the Pikemen's Movement Category (3.5") and so are not within Distance.



Final Rush Movement

Once it has been determined that a unit can Final Rush an enemy, simply pick up the unit and place it so that its front center point touches the center point of the enemy's Facing Side.

If the unit can't be placed so that the two center points are touching, place the Final Rushing unit so that as much of its front side and the enemy's Facing Side are touching as possible.

At least 1.75" of the Final Rushing unit's front side must touch the enemy's Facing Side. If the unit cannot, it can't Final Rush that enemy. Return to the Final Rush Procedure to see if the unit can Final Rush another unit. Otherwise the unit cannot Final Rush this turn.

If the Final Rushing unit cannot be placed for other reasons, such as overlapping impassible objects, then see Unusual Final Rushes below. If the unit still cannot be placed, then it cannot Final Rush that enemy. Go back to the Final Rush Procedure as above.

Unusual Final Rushes

In the course of the game certain odd situations will come up, usually as a result of a unit card being unable to accurately reflect how a group of warriors would behave on a battlefield. In those situations, use the following exceptions to the normal Final Rush rules.

Unless stated otherwise, a unit can invoke more than one of the rules presented below. A unit could invoke the

Two's Company and Final Rush with a Flank rule.

Simultaneous Final Rushes: If two (or more) units can Final Rush different enemy units but moving one would end up blocking the other, then they can activate simultaneously to do Simultaneous Final Rushes. Each unit becomes engaged with their respective Nearest Enemy.

Follow the normal Final Rush procedure for each unit, but move both of them at the same time. Place them so that at least 1.75" of their front side is touching the Facing Side of their respective enemy unit and not overlapping an impassible object.

Two's Company: If two (or more) units can Final Rush the same side of an enemy unit, they can activate simultaneously to do a Two's Company Final Rush and both become engaged with the enemy unit.

Follow the normal Final Rush procedure for each unit, but move both of them at the same time. Place them so that at least 1.75" of their front side is touching the Facing Side of the enemy unit and not overlapping an impassible object.

Final Rush with a Flank: If a unit meets all of the Final Rush Procedure criteria but cannot be placed without overlapping an impassible object, it can Final Rush with a Flank. This is a voluntary choice by the owning player and does not require a Command Action.

If the unit Final Rushes with a Flank, follow the normal Final Rush Movement rules except that the unit is placed

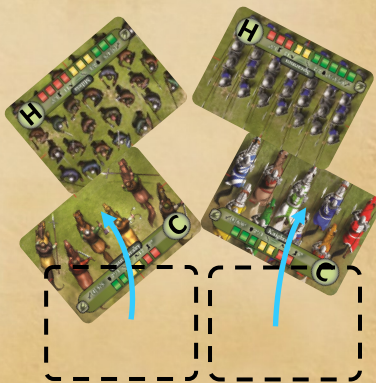
Simultaneous Final Rush: The Knights can Final Rush the Spearmen and the Scout Cavalry can Final Rush the Militia.

But if they do so one at a time, the other will be blocked and unable to Final Rush this turn.



The Knights and Scout Cavalry use the Simultaneous Final Rush rule to move both units at the same time.

Each unit places 1.75" on the Facing Side of their respective Nearest Enemy, and are Final Rushing.



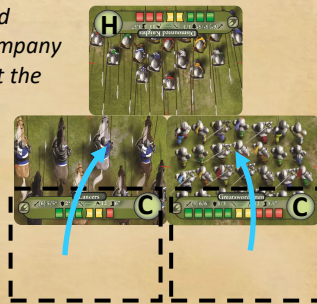
Two's Company: Both the Great Swordsmen and Lancers can Final Rush the Dismounted Knights.

But if they do so one at a time, the other unit will be blocked and unable to Final Rush this turn.



The Great Swordsmen and Lancers use the Two's Company rule to move both units at the same time.

Each unit places 1.75" on the Dismounted Knights' Facing Side and are Final Rushing the Dismounted Knights.



with its left or right side (player chooses) touching the enemy's Facing Side. The Final Rushing unit's side center point is placed touching the enemy's Facing center point if possible. If not, place as much of the flank against the enemy unit's Facing Side, like normal.

At least 1.75" of the unit's side must touch the enemy's Facing Side. If this isn't possible, or if the unit is overlapping an impassible object, the unit cannot Final Rush with a Flank. It can try to Final Rush a Corner (see below), otherwise it can't Final Rush that unit.

If the unit can be placed, it gets the Attacking to the Flank and Charging combat modifiers (pg 101). The enemy unit does not get the Flanking combat modifier (pg 102). Mark the unit to denote this.

Final Rush a Corner: If a unit meets all of the Final Rush Procedure criteria but cannot be placed without overlapping an impassible object, it can Final Rush a Corner. A unit cannot do this if it could Final Rush with a Flank instead. And a unit cannot Final Rush with a Corner and Final Rush with a Flank at the same time.

Final Rush with a Flank: *The Knights can Final Rush the Spearmen but can't be placed without overlapping either the Scout Cavalry or being off the battlefield.*

The Knights Final Rush with a Flank. They are Charging this turn but are Attacking to their Flank.

The player writes "FRF" to show that the Spearmen do not get the Flanking modifier.



If the unit Final Rushes a Corner, follow the normal Final Rush Movement rules except that the the corner of the enemy unit's Facing Side is treated as the center point of that side. The Active Player chooses which corner, but it must be one of the corners of the enemy unit's Facing Side. The unit is engaged on that side for combat modifiers (pg 101). Mark the unit to denote this.

The Final Rushing unit will move to place its front center point in contact with the enemy corner and both units become engaged. The unit does not have to touch at least 1.75" of the enemy's Facing Side.

If the Final Rushing unit cannot touch the enemy's corner with its front center point, then it touches the corner with its front side as close to its front center point as possible.

Final Rush a Corner: The Knights can Final Rush but can't be placed without overlapping other units, even if they Final Rush with a Flank.



The Knights Final Rush a Corner, touching the corner of the Longbowmen with their front center point.

If the unit cannot be placed touching the corner without overlapping impassible obstacles, then the unit cannot Final Rush that enemy.

Rout Movement

A unit that is Routing has lost all cohesion and formation. Its warriors are now a mob driven solely by the impulse to get away as fast as possible.

A Routing unit moves on the turn it fails its Rout Check (pg 87) and then when it activates during its Movement & Command Phase. Routing units move according to the following rules.

Note: if you spend a Command Action to Rally (pg 36) the unit before it activates, it does not move according to the Rout Movement rules.

Initial Rout Move: When a unit fails its Rout Check, the unit performs an About Face (pg 44). After engaged enemies get Free Attacks (pg 88), the Routing unit moves Straight forward its full Movement Category (including modifiers for terrain and special rules but not for the initial About Face Maneuver).

A unit makes an Initial Rout Move on the turn it fails the Rout Check, regardless of whether the unit belongs to the Active Player or not. If both players have Routing units, the Active Player moves their units first.

Subsequent Rout Moves: When a Routing unit activates

during its Movement & Command Phase, it moves Straight forward its full Movement Category (including modifiers for terrain, etc.).

Final Rushing a Routing Unit: If a Routing unit is Final Rushed, the Routing unit is destroyed. Touching a Routing unit does not destroy it (but the Routing unit may be destroyed if it contacts a unit on its Rout move; see below).

Routing into Impassible Objects

If a Routing unit contacts an impassible object (a unit or impassible terrain) or the table edge, do the following:

- 1) Halt the unit, recording how much movement it has left.
- 2) Move the unit sideways up to 1.75" (the owning player chooses how much to move and whether the unit moves left or right).
- 3) If the unit is not touching the impassible object, finish its Rout move using its remaining movement to move straight forward.
- 4) If the unit is still touching the impassible object, then what happens depends on the type of impassible object. See below for those rules.

The Routing unit's sideways maneuver is for free and the sideways move not deducted from the unit's movement.

A unit only gets one sideways move each turn, and it must use this maneuver the first time it touches an impassible object. If the Routing unit moves into contact with

another impassible object, it automatically goes to Step 4 of the above procedure.

After moving sideways, this is the new path for the Routing unit. If it makes another Rout move next turn, it will move straight on this new path.

If after the sideways move the Routing unit is still touching the impassible object, what happens depends on the type of impassible object:

Enemy Unit: The Routing unit is destroyed if any part of it is touching an enemy unit.

Table Edge or Impassible Terrain: If this is the unit's Initial Rout Move, then the unit stops when any part of it

Routing into an Impassible Object: The Bowmen have failed a Rout Check and this is their Initial Rout move. They do an About Face and move Straight forward 2.5" until they contact friendly Spearmen.



The Bowmen move 1.75" sideways for free. This clears the Spearmen and now the Bowmen move straight forward their remaining move (1").

touches the table edge or impassible terrain.

If this a Subsequent Rout Move, then the unit is destroyed if any part of it touches the table edge or impassible terrain.

Friendly Unit: The Routing unit will move through the friendly unit. Move the Routing unit straight forward until the Routing unit is on the other side of the friendly unit and there is no overlap.

This movement is free regardless of how much move the unit had remaining. Once the Routing unit has finished moving through the friendly, the Routing unit does not move any further this turn.

A friendly unit that was moved through makes a Rout Check. If this happened during an initial Rout Move, the check happens on Step 6 of that Courage Phase (pg 89). If

Routing through Friendly Units: The Militia have moved 1.75" sideways but will still contact the Swordsmen.

The Militia move straight until they are not overlapping the Swordsmen, even though this is beyond their normal Rout Movement, then stop.

The Swordsmen make a Rout Check in the next Courage Phase.



this was a Subsequent Rout Move, it happens on Step 2 of the next Courage Phase (pg 85).

Contacting Other Units: If moving through a friendly unit brings the Routing unit into contact with an enemy unit, the Routing unit is destroyed (pg 76).

If this process moves the Routing unit so that it overlaps another friendly unit, then keep moving it straight forward until it is on the other side of that unit without any overlap.

Repeat this process with friendly units up to three times. The fourth time it would move through a friendly unit, that unit is treated like Impassible Terrain. Any friendly unit moved through must make a Rout Check.

Routing & Contacting Other Units: *The Lancers would normally Rout through the friendly Swordsmen, but the enemy Knights are engaged on the Swordsmen's flank.*



When the Lancers move through the Swordsmen, they contact an enemy unit and are destroyed. The Swordsmen make a Rout Check in the next Courage Phase.

Contacting the Table Edge or Impassible Terrain: If moving through a friendly unit brings the Routing unit into contact with the table edge or impassible terrain, what happens depends on if this is the Initial Rout Move or the Subsequent Rout Move:

If it is the Initial Rout Move, the unit is moved back along the path it travelled until it can be placed without overlapping friendly units. This can return the unit to its original position, and if it is touching an enemy unit, the Routing unit is destroyed.

If it is the Subsequent Rout Move, then the unit is destroyed if it is touching the table edge or impassible terrain.

All friendly units that would have been Routed through still take a Rout Check.

Other Situations: If some other circumstance not described here occurs and the Routing unit cannot be placed without avoiding overlap, then the Routing unit is destroyed.



Routing & Contacting Table Edge: The Swordsmen would normally Rout through the friendly Bowmen, but this would have them contact the table edge.

Since this is the Initial Rout Move, the Swordsmen are moved back along the path they travelled until they aren't overlapping the Bowmen and then stop.

The Bowmen still take a Rout Check in the next Courage Phase.

If this had been a Subsequent Rout Move, the Swordsmen would have been destroyed (and the Bowmen still would have to take a Rout Check).



Unusual Movement

The following are situations that may occur in a game but don't conform to the normal movement rules.

Already Engaged Units: If a unit is Engaged (pg 58) at the start of the turn, it moves to line up the center point of its engaged side with the enemy's engaged center point. Only the Active Player's units move in this way.

If the unit can't line up center points, it will maximize contact with its side and the enemy's. The unit maintains contact with the same side, both its side and the enemy's side. Do not change the facing of either unit and do not overlap other units (pg 43).

If lining up center points would break contact with any engaged units, the unit does not move.

If the unit has Final Rushed a Corner (pg 72), it will

Already Engaged Units: *The Spearmen were charged on their flank by the Scout Cavalry last turn.*

On this turn, the Spearmen move to line up the center point of their engaged side (their flank) with the Scout Cavalry's engaged side (the front).



The Spearmen do not change facing; the Scout Cavalry remains engaged on the Spearmen's flank.

attempt to line up center points of whichever side it is considered engaged with.

Other than this movement the unit cannot move while engaged, regardless of standing order or direct control.

Back Up Unit: A Back Up Unit is a unit placed behind friendly units to form deeper ranks in your army. It is pressing forward and can step in to engage an enemy when the front unit is destroyed.

Note: any conjugation/declension of Back Up (such as Backed Up or Backing Up) refers to this rule.

To be Backing Up a unit must:

- Not be Engaged,
- Have the Close standing Order, and
- Be touching the friendly unit's rear side with at least 1.25" of its front side.

A Back Up Unit steps forward to replace a friendly unit that has been destroyed and can step forward if the friendly unit Routs.

Destroyed Unit: If a unit being Backed Up is destroyed in the Combat Phase (pg 111), then the Back Up Unit takes its place. This happens automatically and the unit must step forward.

Failed Rout Check: If a unit being Backed Up fails a Rout check, then the owning player can choose to destroy that unit and have the Back Up Unit take the friendly unit's

place. This happens before any Free Strikes on the Routing unit and before the Routing unit moves. A Back Up Unit can destroy the friendly unit if it fails the Rout check but doesn't Rout (i.e. if the unit would have become Disrupted).

Moving a Back Up Unit: When a Back Up Unit replaces a friendly unit, place it where the friendly unit was. This is regardless of the units Movement Category.

The Back Up Unit is placed with the same facing and orientation of the friendly unit. It becomes engaged with all enemy units that were engaged with the friendly unit, on the same side(s) that the friendly unit was engaged.

This movement is not a Final Rush and engaged units are not Charging. Treat the engagement as ongoing, so nothing that happens at the beginning of an engagement occurs.

Back Up Units: *The Pikemen are Backing Up the Spearmen, who are engaged with the Knights.*

When the Spearmen are destroyed by the Knights, the Pikemen move forward to engage the Knights. Neither the Knights nor the Pikemen are Charging.



Courage Phases

Units make Courage Checks when they take enough damage, are pinched, or are effected by a special rule such as Fearsome. Those checks happen during the Courage Phases before and after each Combat Phase.

Any unit required to roll a Courage Check does so in the next available Courage Phase, regardless of whether they belong to the Active Player or not.

Pre-Combat & Post-Combat Courage Phases: There are two Courage Phases in every turn, one before the Combat Phase and one after.

The two phases follow the same rules, except that Fear Checks and Rout Checks caused by being Pinched are only taken in the Pre-Combat Courage Phase.

Rout Checks from damage are usually made in the Post-Combat Courage Phase. However if a unit takes damage in the Movement & Command Phase and it would cause a Rout check, the unit makes the Rout Check in the Pre-Combat Courage Phase.

Types of Courage Checks: there are three types of Courage Checks.

- Fear Check: This is caused by units whose very presence shakes the fighting will of your warriors.
- Rout Check: This is when a unit has suffered casualties or an unexpected shock that threatens to break their entire cohesion.

- **Other Courage Checks:** This covers any situation or special rule not covered by the previous two.

Making a Courage Check: When a unit is required to make a Courage Check, find the unit's Courage Stat and apply any modifiers. This is the target number of the Courage Check.

Then roll three dice and total the sum. If the roll is equal or lower to the target number, the unit passes the Courage Check. If the roll is higher, the unit fails. Command Cards that reroll Courage Checks are played at this point.

Modifiers: The following modifiers apply to all Courage Checks.

- Unit is in the Yellow: 🐉 -1
- Unit is in the Red: 🐉 -2
- Unit is being Charged by a Terrifying Unit: 🐉 -1 that turn.

Courage Phase Procedure

The Courage Phase consists of six steps, listed below in the order that they occur.

- 1) Fear Checks (Pre-Combat only)
- 2) Rout Checks
- 3) Free Attacks
- 4) Follow-up Rout Checks
- 5) Rout Movement
- 6) Other Courage Checks

Players resolve each step together, with the Active Player completing the step and then the non-active player completing that step.

The Active Player completes each step first, followed by the non-active player.

Units can take multiple checks during the Courage Phase, but only one check per step. For example, a unit charged by two Fearsome units only takes one Fear Check but can take both a Fear Check and a Rout Check in the same Courage Phase.

Fear Checks: Fear Checks are normally required when charged by a Fearsome or Terrifying unit. Special rules or

Courage Checks—Multiple Causes: *The Great Swordsman are pinched by the Scout Cavalry, Militia, and Peasant Mob. They only make one Rout Check from being Pinched, even though they were pinched by an 'extra' unit.*



The Great Swordsmen fail the Rout Check and are put into the Yellow by Free Attacks, causing an additional Rout Check. This is because this Rout Check was caused by damage, which is a different cause than Pinching.

spells can also force a unit to take a Fear Check.

If the unit fails the Courage check, the unit cannot have any Command Cards played on it this turn. The unit retains the effects of any Command Cards that were played earlier in the turn.

The player can play Command Cards to affect the current Fear Check (such as rerolling it), as the effects of the failed check don't occur until the roll is complete.

Rout Checks: Rout Checks are made if any of the following happen in a previous phase (Movement & Command or Combat phase):

- The unit is Pinched or Final Rushed while Pinched.
- The unit has its last Green box marked
- The unit has its last Yellow box marked
- The unit has one or more Red boxes marked.

If a unit fails a Rout Check, what happens depends on whether the unit is Engaged and its Status (pg 23).

Unit is Engaged: An Engaged unit Routs when it fails a Rout Check, regardless of its Status. Erase the unit's Standing Order to indicate it is Routing and perform an About Face maneuver (this maneuver is free). The Routing unit is still considered Engaged with any enemy units.

Unit is Unengaged & Ready: A unit becomes Disrupted if it fails a Rout Check when it is not Engaged but is Ready.

Erase the unit's Standing Order and replace with the D to indicate the it is Disrupted.

Unit is Unengaged & Disrupted: A unit Routs if it fails a Rout Check when it is not Engaged and is Disrupted. Erase the unit's Standing Order to indicate it is Routing and perform an About Face maneuver (this maneuver is free). It will make a Rout Move at that step of the Courage Phase.

Unit is Routing: A Routing unit is destroyed if it fails a Rout Check.

Back Up Units: If a unit is being Backed Up (pg 82), this is the step where the owning player can choose to destroy the unit and replace it with the Back Up Unit.

Free Attacks: After Rout Checks have been taken, any unit Engaged with a Routing unit makes free attacks against the Routing unit.

These attacks follow the rules for engaged attacks in the Combat Phase, and a unit can take these attacks even if that unit already attacked this turn. A unit can make Free Strikes and attack in the Combat Phase.

All relevant combat modifiers apply to free attacks. These are based on the Routing unit's current facing. In most cases the unit will get the Rear Attacking bonus. If the Routing unit's last damage box is marked it is destroyed.

Follow-up Rout Checks: If a Routing unit takes enough damage from Free Strikes to cause a Rout Check, it makes

it at this step. If it fails the check it is destroyed.

Rout Movement: At this step a Routing unit makes its Initial Rout Move (pg 74).

Other Courage Checks: This step encompasses further Rout Checks caused by Rout Moves and any other Courage Checks required by scenario or special rules.

Further Rout Checks: This occurs if a Routing unit moves through a friendly unit, forcing the friendly unit to make a Rout check.

If the unit fails the Rout check, then repeat steps 2-6 of the Courage Phase for that unit. This means enemy units get Free Attacks and this unit could then Rout into a different friendly unit causing additional Rout Checks.

Other Courage Checks: If a scenario or special rules calls for a Courage Check that is not a Rout Check or a Fear Check, that happens at this step. Follow the rules for that scenario or special rule.

Combat Phase

In the Combat Phase all Engaged units will attack, and any Ready unit with a ranged attack will attack if it can. This applies to the Active Player and the non-active player.

Because of the principle of Simultaneous Action (pg 6), all attacks in the Combat Phase happen at the same time and the effects do not occur until the end of the phase.

Combat Phase Procedure

The Combat Phase consists of three steps, listed below in the order that they occur.

- 1) Choose Target Enemy
- 2) Resolve Attacks
- 3) Combat Consequences

Choose Target Enemy

Before any attacks are made, each unit must determine which enemy it is attacking. Determine the Active Player's units first, then the Non-Active Player's units.

Each unit only attacks one enemy, regardless of how many legal targets it has. Once the target has been determined the attacking unit may not change targets later in the Combat Phase. This may mean the unit will attack an already destroyed unit.

Which enemy is attacked depends on whether the unit is Engaged or by the type of ranged attack it has.

Choosing Targets for Engaged Attacks: An Engaged unit makes a melee attack against another Engaged unit. Engaged units may not make ranged attacks.

If the unit is Engaged with multiple units, then you choose which enemy unit it attacks.

Choosing Targets for Ranged Attacks: A unit making a ranged attack does so against the Nearest Enemy that is Visible and Within its Range stat. Note that Size (pg 120) and Elevation (pg 113) can affect whether an enemy unit is Visible.

Only a Ready unit can make a ranged attack. A Routing or Disrupted unit cannot make a ranged attack. A unit with all its Ammo Boxes marked cannot make a ranged attack.

The type of ranged attack the unit has can also determine the Nearest Enemy. There are three kinds of ranged attacks: Indirect Fire, Line of Sight, and Low Arc.

All ranged attacks are assumed to be Indirect Fire attacks unless stated otherwise on the back of the unit card or in the rules describing the attack.

Indirect Fire attacks: These attacks are weapons that can fire at a high arc over allies' heads, such as bows.

To be the target of a unit's Indirect Fire attack, the enemy unit must be the Nearest Enemy and be Visible (and thus also in the attacking unit's Front Arc).

Remember that when determining if an enemy is Visible,

the unit can draw the line through friendly units (pg 12). This allows Indirect Fire units to be behind friendly units and make attacks over their heads.

If the Nearest Enemy is not Visible because they are blocked by enemy units or visibility-blocking terrain, the unit cannot attack that enemy.

Line of Sight attacks: These attacks are weapons that fire on a flat trajectory, such as crossbows and javelins.

To be a target of a unit's Line of Sight attack, the enemy unit must be the Nearest Enemy and be Visible (and thus also in the attacking unit's Front Arc). There must also be an Open Path to the enemy's Facing Side at Step 1 of the Combat Phase Procedure.

If there is not an Open Path then re-determine which enemy unit is the Nearest Enemy, excluding the obstructed unit. If there is an Open Path to that enemy and it is Within the unit's Range stat, it is the target.

If there is not an Open Path to any enemy unit or if there are no enemy units Within range, the unit does not make a ranged attack this turn.

Low Arc attacks: These attacks are weapons that travel in a shallow arc, such as ballistae and cannons. They can fire over friendly units, but need a clear line of sight when firing into melee.

A Low Arc attack uses the Indirect Fire rules if the Nearest Enemy is not Engaged. If the Nearest Enemy is Engaged,

then the Low Arc attack uses the Line of Sight rules. Low Arc attacks also can attack units that count as not Engaged due to Size difference (pg 120, 122).

Attacks

Once target enemies have been determined, each unit resolves its attacks (or other actions that count as attacks, like spells). All of the Active Player's units attack first. Then the Non-Active Player's units attack.

Each player resolves their unit's attack in any order they want. Neither ranged or engaged attacks have to be done first, and can be intermixed. The Active Player attacks first, but attacks happen simultaneously.

Attack Sequence

When a unit attacks follow the below Attack Sequence:

- 1) **To-Hit Roll:** Attacker determines the number of dice rolled and the target number.
 - 1a) Pre-Hit Roll Command Card Sequence
 - 1b) Attacker rolls To-Hit dice.
 - 1c) Dice are modified by special rules
 - 1d) Post-Hit Roll Command Card Sequence
- 2) **To-Wound Roll:** Attacker determines the number of dice rolled and the target number.
 - 2a) Pre-Wound Roll Command Card Sequence
 - 2b) Attacker rolls To-Wound dice.
 - 2c) Dice are modified by special rules
 - 2d) Post-Wound Roll Command Card Sequence

3) **Damage Modification:** Attacker tallies up number of wounds inflicted.

3a) Damage is modified by special rules

3b) Damage Modification Command Card Sequence

4) **Attack Resolution:** Defender marks any damage and the Attacker makes any necessary marks (such as Ammo Boxes).

Each player may play one card during each Combat Sequence. The player may still be able to use Faction Abilities. Each step of the Attack Sequence is explained below.

To-Hit Roll: The player takes the attacking unit's Offensive Skill and subtracts from it the target unit's Defensive Skill. Then any combat modifiers, Command Cards, and special rules are applied. The final result is the target number.

The player rolls a number of dice equal to the unit's Attack Dice stat, plus or minus any modifiers. Any special rules are applied.

Once this is done each die result equal or lower to the target number is a hit. Command Cards can be played to affect this total. If there are no hits, then the unit is done attacking this phase.

To-Wound Roll: The player takes the attacking unit's Power and subtracts from it the target unit's Toughness. Then any combat modifiers, Command Cards, and special

rules are applied. The final result is the target number.

The player rolls a number of dice equal to the number of hits, plus or minus any modifiers. Any special rules are applied.

Once this done each die result equal or lower to the target number is a wound. Command Cards can be played to affect this total. If there are no wounds, then the unit is done attacking this phase.

Target Number: *The Pikemen are attacking the Dismounted Knights.*



To-Hit Roll: *The Pikemen have an Offensive Skill 6 minus the Dismounted Knight's Defensive Skill 3. The target number for the To-Hit roll is 3 ($6-3 = 3$).*

To-Wound Roll: *The Pikemen have a Power 5 minus the Dismounted Knight's Toughness 3. The target number for the To-Hit roll is 2 ($5-3 = 2$).*

Damage Modification: The player counts up the number of successful wounds. Any special rules are applied that modify the amount of damage. Then Command Cards can be played to affect this total.

Attack Resolution: After the Damage Modification step, damage is applied to the target unit. Mark off one box per wound inflicted.

Mark off damage immediately, but any consequences of attacks or attack damage don't apply until Step 3 of the Combat Phase. If a unit is damaged or destroyed by an enemy, it will still attack this turn with whatever dice and modifiers it had at the start of the turn.

Similarly, abilities that trigger when an enemy unit is damaged (e.g. in the Yellow or Red) do not take effect until Step 3 of the Combat Phase.

It is recommended that players mark damage boxes differently from one turn to the next to keep track of the unit's condition at the start of the turn.

Ammo Boxes: If the unit made a ranged attack, mark one Ammo Box on the unit. If all Ammo Boxes are marked, the unit cannot make ranged attacks unless the owning player spends Command Actions to Reload (pg 37).

Note: at the time of this printing, most Battleground unit cards do not have printed Ammo Boxes on them. The player can mark the space where Ammo Boxes would be.

How many Ammo Boxes a unit has depends on the type of

ranged attack and the unit's Range stat. Use the below table to determine how many Ammo Boxes a unit has:

	Ammo Boxes	
	Range 14" or more	Range 10.5" or less
Indirect Fire / Low Arc	6	4
Line of Sight	4	3
Javelin/Pila	1	1
Skirmishers: Javelins/Pila	2	2
Skirmishers: all other ranged attacks	3	3

Some units have special rules that can negate their ranged attack (such as the Goblin Bomb Chukka) or an action that they take instead of making a ranged attack (such as High Elf Battle Mages). If these actions occur, the unit still marks an Ammo Box.

If a unit has multiple ranged attacks with different ranges or types (i.e. Line of Sight or Indirect Fire), the unit has one set of Ammo Boxes for all attacks. To determine how many Ammo Boxes the unit has, use the attack that grants the most Ammo Boxes.

Special Rules: After the dice have been rolled for To-Hit and To-Wound rolls, any special rules are applied. The die roll is considered ongoing until all special rules are applied. Command Cards that affect the die roll cannot be played until after special rules have taken effect.

Special rules are also applied in the Damage Modification and Attack Resolution step, before any Command Cards. There are universal special rules, but some factions and

units also may have special rules.

If a roll has multiple special rules, apply them in the following order:

- 1) Unit special rules
- 2) Faction special rules
- 3) Universal special rules

If both players have special rules that would apply at the same time, the attacker's special rules apply first.

There are two universal special rules, detailed below.

Overkill: A roll of "6" on a die is always a failure, but if the target number is 6 or above, the unit benefits from the Overkill rule. For each point that the target number exceeds five, turn one die result of a "6" into a "5."

1s Always Succeed: A roll of "1" on a die is always a success, even if the target number is 0 or less. Note that most Command Cards and other modifiers affect the unit's stats.

Unless the card or ability specifically states it affects the die, it affects the target number. So if a target number is 0 and the unit has +2 modifier, the target number is 2.

Overkill: The Knights are Charging the Bowmen on their rear side. The To-Hit roll target number is 6. This exceeds five by one, so the first die roll of "6" becomes a "5."



On the To-Wound roll, the target number is 7. This exceeds five by two, so the first two die rolls of "6" become "5."

Command Cards

When the Attack Sequence states that a Command Card can be played, use the following Command Card Sequence:

- 1) Attacker plays a Red card or passes.
- 2) Defender plays a Blue card or passes.
- 3a) If both players passed, the attacker rolls the dice.
- 3b) If the attacker passed and the Defender played a blue card: the attacker plays a Red card or passes. Then the attacker rolls the dice.

When a player passes, they may still play a Command Card later in the Attack Sequence (pg 93). Once a player

has played a Command Card, they cannot play additional Command Cards during that Attack Sequence. They automatically pass for the rest of that attack.

The attacking player must give the other player an opportunity at every step of the Attack Sequence before rolling the dice. If the attacking player rolls without giving the defending player a chance (and the defending player hasn't played a card), the defending player choose whether the attacking player rerolls the dice, after seeing the result.

Faction Abilities during Attacks: Some factions have abilities that can be used during an attack. These abilities are used at the same time that Command Cards are played. If the ability states that it counts as a Command Card, then it follows all the above rules for Command Cards.

If the ability doesn't state it counts as a Command Card, then it may be used during the same Attack Sequence as when you play Command Cards.

The defending player must give the attacking player notice of a faction ability that could be used during that Attack Sequence. The attacking player must then give the defending player a chance to use the ability, just like Command Cards, or the defender can choose to make the attacker reroll after seeing the result.

Combat Modifiers

Below is a list of modifiers that can apply when an attack is made. All modifiers are cumulative.

General Modifiers

Disrupted	✂(-1)-1/-1
Frightened	No Command Cards this turn
High Ground	♥ +1/+0 vs Engaged attacks ±3.5" to Long/Short range band
In the Yellow	✂(-1)-0/-0 and ♣-1
In the Red	✂(-2)-0/-0 and ♣-2
Soft Cover	♥ +1/+0
Hard Cover	♥ +2/+0

Engaged Modifiers

Attacking to your Flank	✂(-1)-0/-0
Attacking to your Rear	✂(-0)-1/-1
Charging (4+ base attacks)	✂(+2)+0/+0
Charging (1-3 base attacks)	✂(+1)+0/+0
Charging Cavalry	One Impact Hit
Flanking	✂(+0)+1/+0
Pinching	✂(+0)+1/+1
Rear Attacking	✂(+0)+1/+1

Ranged Modifiers

Cavalry Target	✂(-0)-1/-0
Colossal Target	✂(+0)+2/+0
Extreme Range	✂(-0)-2/-0
Fast Moving Target	✂(-0)-1/-0
Large Target	✂(+0)+1/+0
Long Range	✂(-0)-1/-0
Move and Shoot	✂(-0)-1/-0
Not Nearest Enemy	✂(-0)-1/-0

General Modifiers

General Modifiers apply to both Engaged and Ranged attacks.

Disrupted: The unit's Status is Disrupted. The warriors in the back ranks do not press forward while those in the front cower behind their shields and make only halfhearted attacks. Remember, Disrupted units do not make ranged attacks.

Frightened: The unit has failed a Fear Check this turn. The warriors are frozen in terror, not comprehending the orders and exhortations of the unit's officers.

High Ground: The unit is at an elevated position to the enemy they are attacking. The unit has a Defensive Skill bonus against Engaged attacks.

When making a Ranged attack, a unit with the High Ground considers targets Within 10.5" to be at Short Range. Targets Within 17.5" are at Long Range. If an enemy unit attacks a unit with the High Ground, then the unit must be Within 3.5" to be at Short Range. The unit must be Within 10.5" to be at Long Range; anything further is Extreme Range.

How a unit has elevation to get High Ground is detailed in the Terrain rules (pg 113).

In the Red: The unit has taken severe casualties or has lost most of its unit cohesion. A unit is in the Red when it has had all of its Green and Yellow damage boxes marked. A unit can be in the Red even if it hasn't had any Red

boxes marked.

In the Yellow: The unit has taken moderate casualties or has lost some of its unit cohesion. A unit is in the Yellow when it has had all of its Green damage boxes marked. A unit can be in the Yellow even if it hasn't had any Yellow boxes marked.

Soft Cover: The unit has some form of cover that conceals their exact location more than it protects. Usually Soft Cover is provided by terrain, but spells and other affects can provide it. Multiple instances of Soft Cover are not cumulative.

Hard Cover: The unit has some form of cover that deflects or absorbs incoming attacks. Usually Hard Cover is provided by terrain, but spells and other affects can provide it. Multiple instances of Hard Cover are not cumulative.

Engaged Modifiers

These modifiers apply only to Engaged attacks.

Attacking to your Flank: The unit is attacking an enemy that is Engaged on one of the unit's flank sides. Although individual warriors can turn to fight the enemy, the unit ranks are in disarray.

Attacking to your Rear: The unit is attacking an enemy that is Engaged on the unit's rear side. The unit's formation is almost completely disrupted.

Charging: The unit has the Close Standing Order, was not

Engaged at the start of the turn, and either Final Rushed or was Final Rushed this turn.

A unit is considered Charging for the entire turn that the above conditions are true. This means, for example, that if the unit gets Free Strikes that turn it still gets the modifier for Charging.

Many units have special rules or additional modifiers when Charging. These are in addition to the Charge modifier and also last for the turn. The unit is crashing into the enemy, and if they manage to break their foe they can run them down.

Base Attacks: This determines the modifier the unit gets for Charging. Base Attacks are modified only by being In the Yellow, In the Red, or while the unit is Engaged. No other modifiers, Command Cards, Faction Abilities, or special rules apply to Base Attacks.

Determining Modifiers: *The Spearmen are Final Rushing the Peasant Mob. The Spearmen get all Combat modifiers for Charging this turn.*



The Charging modifier is $\cancel{\times} (+2) + 0 / + 0$. However, since the unit has the Spears keyword, they get $\cancel{\times} (-1) - 0 / - 0$ when Charging. Since modifiers are cumulative, the Spearmen have a net modifier for $\cancel{\times} (+1) + 0 / + 0$ this turn.

Base Attacks: The Persian Cavalry are Final Rushing the Peasant Mob.



To determine the Charging modifier the Persian Cavalry gets, check to see how many Base Attacks it has.



The Persian Cavalry have 5 Base Attacks, not 3. This is because the asterisk indicates that the Persian Cavalry get $\text{⚔} (+2) + 0 / +0$ while Engaged.

The only other modifier for determining Base Attacks is if the unit is the Yellow or Red. Modifiers due to Attacking to Your Flank or Command Cards don't apply for determining Base Attacks.

Persian Cavalry

259 points - Core

Cavalry.

$\text{⚔} (+2) + 0 / +0$ while Engaged.

$\text{♥} + 1 / +0$ while Charging.

Ranged attack uses Javelin rule.

Flanking: The unit is Engaged on the flank of the enemy it is attacking. The enemy is less able to use their formation to defend themselves.

Impact Hits: The unit gains additional hits when it

charges. A unit only gets Impact Hits if it states on the back of the card or as part of special rules such as Keywords, Faction Abilities, etc. For example, most Cavalry get at an Impact Hit when they charge.

A unit gets impact hits at Step 1c of the Attack Sequence. Add one die to the successful hits for every Impact Hit, even if the unit had no successful To-Hit rolls. A unit gets impact hits on all attacks it makes during the turn it is Charging.

Impact hits represent a combination of mass, speed, and vigor on the charge that can throw an enemy into complete disarray.

Pinching: The unit is attacking an enemy that is Engaged on multiple sides. All units engaged in a pinch gain the bonus. The damage inflicted represents not just the enemy being attacked on multiple sides, but the growing panic among its warriors that erodes the unit's cohesion.

Each additional pinch provides a cumulative bonus. For example, if the enemy unit is engaged on three sides, each attacking unit gets $\cancel{+1} + 0 + 2 + 2$.

Rear Attacking: The unit is Engaged on the rear of the enemy it is attacking. The enemy's ranks are completely ruined and provide no benefit to the warriors' defense.

Ranged Modifiers

These modifiers only apply to Ranged attacks.

Cavalry Target: The target unit has the Cavalry keyword.

The cavalry unit, even Knights, occupy less space than the densely packed ranks of infantry and are more able to scatter & reform against a hail of fire.

Colossal Target: The target unit has the Colossal keyword. These enormous creatures cast a shadow over the battlefield and are nigh impossible to miss.

Fast Moving Target: The target unit currently has a Movement Category of 7" or more. This is after any modifiers for Terrain or Standing Orders (and Modifiers). So fast are these enemies that they have raced away by the time the shot has arrived.

Extreme Range: The center point of the target unit's Facing Side is more than 14" from the attacking unit's front center point. The enemy is so far away the warriors are doing little more than firing in the general vicinity of the enemy.

Large Target: The target unit has the Large keyword. These giant monsters are easy to hit even from afar.

Long Range: The center point of the target unit's Facing Side is more than 7" but Within 14" of the attacking unit's front center point. The enemy is distant enough from the unit that in the heat of combat the warriors' aim is affected.

Move and Shoot: The attacking unit either moved this turn or has a Standing Order that would make it move if the owning player was the Active Player. The warriors do not have the time to set and take careful aim.

A unit that would invoke the Indirect Path (regardless of which option they would choose) or that is Backing Up a friendly unit gets the Move and Shoot penalty.

Not Nearest Enemy: The attacking unit has the Enemy Unit Objective standing order modifier and there is another enemy unit that would be the Nearest Enemy. This modifier does not apply when the attacking unit is being Direct Controlled.

Although the warriors are following their captain's order to shoot at a more distant enemy, the anxiety of a nearby foe is affecting their aim.

Standing Orders & Combat Modifiers

Units can get bonuses or penalties depending on which standing order they have. It does not matter which player is the Active Player when determining combat modifiers, only the standing order (and standing order modifiers) matter.

To find out which combat modifiers your unit would get,

Standing Orders & Modifiers: The Great Swordsmen Final Rush the Peasant Mob.



Since both units have the Close standing order, they are both Charging this turn.

determine what the unit would do according to its standing order if you were the Active Player. If your unit would get the modifier on your turn, then it gets it when you are not the Active Player.

Some units get additional bonuses or penalties based on their standing order. These are either printed on the back of the unit card or the unit has a keyword, which means the modifier can be found in this rulebook.

Additional Combat Modifiers: *The Knights have the Close standing order and are Final Rushing. They are charging this turn. The Spearmen have the Hold standing order so they are not charging.*



The Knights get bonuses because they are charging.

Knights
 413 points

Cavalry.

♣(+0) +0/+1 and ♥+1/+0 while Charging. (This is in addition to the normal Charging bonus.)

Spearmen
 220 points - Core

Spears.

The new Grand Duke of Hawkshold has seen that every strategically important place in the realm has a garrison of standing troops.

The Spearmen have the Spears keyword (pg 133), which gives them ♣(+0)+1/+0 against Cavalry and ♣(+0)+0/+2 against Charging Cavalry. The former applies whenever attacking Cavalry. The latter applies only on the turn that the Cavalry are Charging.

Determining Modifiers: The Longbowmen are making a ranged attack at the Scout Cavalry. Normally the Longbowmen would get the Fast Moving Target penalty.



However the Scout Cavalry have a Movement Cap modifier (the 6"), reducing their movement below 7". They are not a Fast Moving Target and the Longbowmen do not get the penalty.

Determining Modifiers: The Lancers are charging the Dismounted Knights, who have the Hold standing order with a Location Objective Modifier.



Normally the Dismounted Knights would get bonuses for Holding against Charging Cavalry.

However because the Location Objective Modifier, the Dismounted Knights would move if that player was the Active Player. Since the Dismounted Knights would move, they are not Holding and do not get the bonuses against Charging Cavalry.

Determining Modifiers: The Bowmen have the Hold standing order with a Location Objective modifier.

Normally the unit would not move, but because of its modifier it does, and gets the Move and Shoot penalty.



The Bowmen get the penalty even when shooting on the opponent's turn (and didn't actually move). If the unit would move on their turn, they get the penalty.

Combat Consequences

Once all attacks have been made, the effects of those attacks happen.

Destroyed Units: Any unit that has all of its Damage Boxes marked is destroyed. Remove the unit from the play area. If a unit is declared destroyed but still has Damage Boxes remaining, remove it in the same way.

Damaged Units: Check how much damage each unit has received during the Combat Phase. The following effects from damage take effect at this step:

In the Yellow: If a unit has all of its Green Damage Boxes marked, it is In the Yellow at this step.

In the Red: If a unit has all of its Green and Yellow Damage Boxes marked, it is In the Red at this step.

Rout Checks: A unit must take a Rout Check in the Post-Combat Courage Phase if any of the following occurred

this Combat Phase:

- The unit's last Green Damage Box was marked
- The unit's last Yellow Damage Box was marked
- One or more of the unit's Red Damage Boxes was marked.

A unit only takes one Rout Check even if multiple conditions were met in the same phase. The Rout Check is taken in the Post-Combat Courage Phase, immediately following the end of this step.

Special Rules: Any special rules that trigger when an enemy unit is damaged or destroyed happens at this step. If a player has multiple special rules, the owning player decides the order in which they happen. If both players have special rules that occur, the Active Player's special rule happen first.

End of Turn Phase

After the Post-Combat Courage Phase is completed, the End of Turn Phase happens. Any unit, faction, or scenario special rules occur. If there are multiple special rules they occur in the following order:

- 1) Unit special rules
- 2) Faction special rules
- 3) Scenario special rules

If both players have special rules that would happen at the same time, the Active Player's special rules happen first. Once this is completed, the turn is over. The other

player becomes the Active Player and that player starts their Movement and Command Phase.

Terrain

Terrain is set up before army creation (pg 136) so that both players can take it into account. Your Move Games produces a card-based scenario and terrain deck known as Kingdoms, which can be used to randomly generate terrain maps.

Terrain and Visibility

Some terrain can affect Visibility by blocking it or by having Elevation that can modify a unit's Visibility (both to other units and to itself).

Blocking Visibility: If terrain is Visibility-blocking, then it does so when the line drawn between the unit's front center point and the target (see pg 12) passes through the terrain.

Elevation: Some terrain, such as hills, elevates a unit over the rest of the battlefield. This allows them to see (and be seen) over obstacles and other units. This will affect Visibility for things such as Nearest Enemy and attacking.

To gain the effects of elevation, at least half the unit must be on that elevation level. Units have High Ground (pg 102) to units on lower elevations. There are four levels of elevation.

Level 0: This is ground level. Units follow the normal rules.

Level 1: Units on this level treat Normal sized (pg 120) enemy units as friendly units for determining Visibility. This means the unit can see over these units for determining things such as Nearest Enemy. Enemy Large units still block Visibility for a unit on this level.

A unit on this level is also Visible to enemy units if the intervening units are Normal sized. If they are, the enemy units treat the Normal units as friendly units for determining Visibility.

Level 2: Units on this level treat all Normal and Large sized (pg 120) units as friendly units for determining Visibility. Enemy Colossal units still block Visibility.

A unit on this level is also Visible to enemy units if the intervening units are Normal or Large sized. If they are, the enemy units treat the Normal/Large units as friendly units for determining Visibility.

Level 3: Units on this level treat all units as friendly units for determining Visibility.

A unit on this level is Visible to all enemy units. The enemy unit treats all intervening units as friendly units for determining Visibility.

Relative Levels: If two units are both on Elevated terrain, compare their levels. Subtract the smaller level from the larger to determine their relative level. Apply the rules as though the unit on the higher Elevation was on that level

and the other unit was on Level 0.

Terrain and Movement

Terrain usually alters a unit's Movement Category. Usually it decreases it, but some terrain can increase Movement. A unit moves as slowly as the slowest moving part of that unit. So if any part of a unit passes through terrain that reduces the unit's Movement Category, the whole unit is slowed.

Since terrain modifies the unit's Movement Category, the unit moves that amount for the entire turn even if it leaves the terrain during the move.

If the unit enters multiple types of terrain during its move, it applies the modifier that lowers its Movement Category the most (or increases it the least).

If a unit encounters terrain that reduces its Movement Category to an amount that is less than the unit has traveled, the unit will stop at the very edge of the terrain. It is not considered in the terrain.

Some terrain provides different Movement Category modifiers based on the unit's keyword(s). This will be stated in the terrain's description. If a unit has multiple keywords and the terrain affects the keywords differently, apply the keyword that decreases the unit's Movement Category the most (or increases the least if it is a positive modifier).

Terrain and Combat

Terrain can provide Combat Modifiers to units that are in

it. If the terrain does provide a modifier, it will be noted in the terrain type description.

Unless noted otherwise, at least half the unit must be in the terrain to get the Combat Modifier.

Terrain Types

Terrain types, along with their Movement Class (MC) modifier and other modifiers, are explained below.

Broken Ground: -2 MC. Impassible to Cavalry or Wheeled.

Forest: -1 MC, -3 MC to Large, Colossal, or Wheeled. Units in Forest have Soft Cover against ranged attacks. Forest blocks Visibility if the line drawn between the unit's front center point and the target (pg 12) passes through more than 2.5" of a Forest.

Fortification: Units in fortifications get Hard Cover against all attacks by units outside the fortification. Fortification walls are Impassible. Fortification doors provide Hard Cover as above but can be moved through without an MC penalty.

Low Brush: -1 MC, -3 MC to Wheeled.

Low Wall: -1 MC to Normal and Large sized units, Impassible to Wheeled units, no MC modifier to Colossal units.

A unit touching the Low Wall with its front side and Engaged on its front side with an enemy unit gets Soft Cover against that enemy unit's attacks.

Hedges: -1 MC to Normal and Large sized units, Impassible to Wheeled units, no MC modifier to Colossal units.

Normal and Large sized units have Soft Cover against ranged attacks if the Hedge is between the attacking unit's front center point and the center point of the target unit's Facing Side.

Hills: -1 MC to units touching a Hill's elevation line. The elevation lines are drawn on the hill terrain.

Hills have at least one level but can have more. Each level is a higher Elevation Level. Each level begins where the elevation lines are drawn.

Intervening hills can block Visibility. A hill's first elevation level blocks Visibility to Normal and Large size units. A second and third elevation level blocks Visibility to all units. If a unit is at least half on the Hill's elevation level, that level is no longer intervening. The unit is at a higher Elevation (pg 113).

Units have High Ground to any units on a lower elevation level.

River: Rivers are a type of Water with a Shoreline. Rivers will state whether they are Shallow, Deep, or Very Deep. Any unit not touching the Water portion of the river are considered to be on the Shoreline.

If a River has a crossing (i.e. Wet Ground) then this is not considered Water for purposes of the Shoreline.

Roads: +1 MC, +2 MC to Wheeled. The entire unit must be on the Road for its entire move to get the modifier.

Rough Ground: -1 MC, -2 MC to Cavalry, -3 MC to Wheeled.

Sand: -1 MC, -2 MC to Cavalry and Wheeled.

Sheer Cliff: Impossible to Normal and Large sized units, -3 MC to Colossal units.

Sheer Cliffs have one elevation level and can rise directly from Level 0 to Level 1, 2, or 3. Units on Sheer Cliff have High Ground to units on a lower elevation level.

Stakes: Stakes are directional with a sharp and non-sharp side. Facing is determined when the stakes are placed.

Moving from sharp to non-sharp side: -1 MC, -3MC for Cavalry, Impossible for Wheeled.

Moving from non-sharp to sharp: -1 MC for Cavalry.

Units touching the non-sharp side have Soft Cover when Engaged with a unit touching the sharp side.

Swamp: -2 MC, -1 MC to Large units, no MC modifier for Colossal units. Normal and Large sized units in a Swamp have Soft Cover against ranged attacks.

Shoreline: Units have High Ground against any units in the water touching the Shoreline.

Water: There are three types of Water terrain.

Shallow Water: -2 MC, -1 MC to Large units, no MC modifier for Colossal units.

Deep Water: Impossible to Normal sized units, -2 MC to Large units, -1 MC to Colossal units. Units in Deep Water cannot make ranged attacks.

Very Deep Water: Impossible to Normal and Large sized units, -2 MC to Colossal units. Units in Very Deep Water cannot make ranged attacks.

Wet Ground: -1 MC, -2 MC to Wheeled. Note, this encompasses river crossings, muddy ground, or bogs.

Keywords

Most unit special rules are fully described on the unit cards. However some special rules are very common or very extensive and are summarized with a bolded keyword printed on the back of the unit instead.

There are four basic types of Keywords: Size, Type, Equipment, and Spells.

Faction Keywords: some factions have their own keywords that apply only to units in that faction. The rules for those keywords can be found on an insert card.

Some keywords may not have rules, but instead are just a label for faction special rules. An example of this is Undead faction (i.e. Lesser, Major, or Great Undead.)

Size Keywords

These keywords indicate the size of individual warriors in the unit. A unit can only have one Size keyword.

Normal: Units of this size are composed of roughly human sized warriors. This keyword is typically not printed on a unit card as it is the default Size. A unit is considered Normal sized if it does not have the Large or Colossal keyword.

Large: These units consist of creatures that are significantly bigger than usual. Large units are differently affected by some terrain and units with Spears keyword get bonuses against them.

Ranged Attacks: When making a ranged attack against a Large unit, the attacker gets $\nearrow(+0)+1/+0$. Large units also cannot be blocked by Normal sized units for ranged attacks. The attacking unit treats any intervening Normal sized units as friendly for the purposes of determining Visibility. Line-of-Sight attacks targeting a Large unit can draw an Open Path through Intervening Normal sized units.

Low Arc attacks vs Large units: If the target Large unit is Engaged with a Normal sized unit, the Low Arc attack treats it as not Engaged.

Colossal: These units feature truly gargantuan creatures that tower over the battlefield. Often a Colossal unit is a single enormous monster. Colossal units are represented by two unit cards connected along the long edges to make a single 3.5" x 5" unit card. Each card contains half the

artwork of the unit.

Center Points: Colossal units have three center points on its flank (the center of each card and the point where the two cards come together). When the flank is the Facing Side, enemy will use the nearest center point for determining whether the Colossal unit is Within range, which center point to Final Rush, etc. Note this means it is possible for multiple units to become engaged on the flank of Colossal unit.

Indirect Path: If a Colossal unit invokes the Indirect Path rule (pg 49) because of a friendly unit and the player chooses Option A, the friendly unit suffers 1 damage unless it is also a Colossal unit.

Final Rushing: A Colossal unit will Final Rush into any space that would be big enough for a normal unit. If there is insufficient room to fit both cards of the colossal unit, slide the front card under the enemy unit. (This represents the colossal unit standing over small enemies or grappling with large ones). If more room becomes available later, slide the card back out.

Pinched: Colossal units do not take Rout Checks for being Pinched.

Ranged Attacks: When making a ranged attack against a Colossal unit, the attacker gets $\swarrow(+0)+2/+0$. Colossal units also cannot be blocked by Normal or Large sized units for ranged attacks. The attacking unit treats any intervening Normal or Large sized units as friendly for the purposes of determining Visibility. Line-of-Sight attacks

targeting a Large unit can draw an Open Path through Intervening Normal sized units.

Low Arc attacks vs Colossal Units: If the target Colossal unit is Engaged with a Normal or Large sized unit, the Low Arc attack treats it as not Engaged.

Other 'vs Large' Abilities: any rule or modifier that applies to Large units also applies to Colossal units unless specified otherwise.

Unit Type Keywords

These keywords indicate the general formation of the unit. Unless stated otherwise, a unit can have multiple of these keywords.

Infantry: These units consist of warriors who fight in tight formation on foot. This keyword is typically not printed on the unit card as it is the default unit type.

A unit is Infantry if it does not have the Cavalry, Skirmisher, or Wheeled keywords. Infantry can have the Fearful, Flying, Mercenary, and Terrifying keywords.

Cavalry: These units consist of warriors riding animals, usually horses but sometimes other exotic animals such as wolves, bears, or drakes.

Ranged Attacks: When making a ranged attack against a Cavalry unit, the attacker gets $\times(-0)-1/-0$.

Charging: When Charging, a cavalry unit gets 1 Impact Hit. Cavalry units often also get other modifiers when Charg-

ing. These additional modifiers are printed on the back of the unit card.

Fearsome: These units instill panic in warriors beyond the normal terrors of combat. A unit Charged by a Fearsome unit must make a Fear Check in the Pre-Combat Courage Phase. If the unit fails, it is Frightened and may not have Command Cards played on it that turn. Already played Command cards are unaffected.

Note that since a unit only counts as Charging if Engaged on the front, a unit Final Rushing the rear or flank of the Fearsome unit doesn't take a Fear Check.

A Charging Fearsome unit does not take a Fear Check when it is Charged by another Fearsome unit.

Flying: These units are capable of flying through the air in addition to moving on the ground. Flying units follow the normal rules except where noted below.

Flying Movement Category: The unit's Movement Category while flying will be listed on the back of the card with the keyword. The movement class listed on the front of the unit card is the unit's ground movement.

Airborne Modifier: To denote that a unit is flying it is given the Airborne standing order modifier. A flying unit keeps the Airborne modifier until the player removes the modifier, Direct Controls the unit to land, or the unit's Standing Order requires it to land. When a flying unit lands, erase the Airborne modifier.

Flying Units with Close: A flying unit with the Close standing order will move towards the Nearest Enemy and land once it is Within its ground Movement Category.

The flying unit lands as close as possible to the enemy's Facing Side while still having a legal Final Rush next turn to that side. If the flying unit started the turn overlapping the enemy's Facing Side, then the opposite side of the enemy unit becomes the Facing Side.

If the unit cannot land because it moved faster than its ground Movement Category, then the unit will move as above (i.e. getting as close as possible, avoiding overlap, meet Final Rush requirements), but not land. It will attempt to land the following turn.

Flying and Location Objective Modifier: A flying unit with this Standing Order Modifier reaches its objective when it overlaps the token with its front center point. The unit does not have to land to reach the objective.

Flying Movement: While flying a unit may move straight and turn. It may not Maneuver.

While flying a unit ignores the Avoiding Overlap rule, including for other flying units. When a flying unit lands, it must follow the Avoid Overlap rule.

A flying unit uses its flying Movement Category while it has the Airborne standing order modifier. If the flying unit lands it uses its ground Movement Category.

If a flying unit would land but has moved more than its

ground movement, then the flying unit cannot land that turn. A unit may not take off and land in the same turn. When a unit lands, it may Reform (pg 44) with no penalty to its Movement Category.

Terrain: A flying unit does not suffer Movement Category penalties for any terrain it overlaps. It is not considered to be in terrain it overlaps.

Elevation: While flying, a unit is at the same elevation as other flying units and one elevation level above the ground or any terrain. This means a flyer always has High Ground (pg 102) to non-flying units.

Routing and Rallying: When a unit with the Flying keyword makes its Initial Rout Move, it starts flying. Write an "A" in the Command Circle with nothing else to denote that it is flying during its Rout Movement.

When a flying unit is Rallied the owning player may choose to land the unit, giving it the Hold standing order and Reforming it, or stay flying. If the unit stays flying its Standing order becomes Hold with the Airborne modifier and the unit does not Reform.

Engaging Units: A unit cannot become Engaged if it started the turn flying. It must start the turn on the ground in order to Final Rush or be Final Rushed. Flying units cannot become Engaged with other flying units.

Swooping Attack: If a flying unit ends its move with at least two of its center points overlapping an enemy unit, the flying unit can make an Engaged attack against the

enemy in the Combat Phase. A flying unit cannot make a Swooping Attack against a unit in a Forest or Visibility-blocking terrain.

The flying unit gets ✂(-2)-0/-0 for this attack. Other than this the unit uses its Base Attacks (pg 104) and no other Combat Modifiers. Command Cards can be played on this attack.

The enemy unit being attacked can make an Engaged attack against the flying unit in the Combat Phase. The enemy unit gets ✂(-2)-0/-0 to its Base Attacks and no other Combat Modifiers.

The flying unit and the target unit are not Engaged and both may move away in the next Movement & Command Phase. This also means that if either unit fails a Rout Check, it will become Disrupted instead of Rout.

Flying and Scenarios: A unit that is flying counts as destroyed for the purposes of scenario victory conditions. The flying unit observes the ebb & flow of the battle and opts to retreat when the tide has turned.

Mercenaries: These are units whose loyalty can be bought with coin and plunder. Units with these keywords can be purchased when building an army (pg 136). Any army can include them unless stated otherwise by the scenario.

Primary Faction: When you include Mercenaries in your army, you must designate which faction is your primary faction. Any units that don't belong to the primary faction

are mercenary units.

Core & Elite Mercenaries: Core Mercenary units do not fulfill Core requirements for your army (pg 137). Elite restrictions still apply to Elite Mercenary units.

Mercenaries and Command Cards: You use your primary faction's Command Cards. Each card that is common to all factions (numbered 1-20 on the Command Cards) can be played on Mercenary units. Faction-specific Command Cards (numbered 21-30) can't be played on a Mercenary unit.

Mercenary Faction Abilities: Mercenaries use their own army ability (or abilities), not those of the primary faction. You can't use non-unit army abilities (e.g., Carthage's Foresight or Dark Elves' Premeditation) if that isn't your primary faction.

Skirmisher: These units serve as scouts and harassers. Fighting forward of the main line they are generally unsuited to battling ranked units. Skirmisher units follow the normal rules except where noted below.

Deployment: When a scenario uses the Standard Deployment Procedure (pg 139), a Skirmisher unit may be placed beyond the regular Deployment Zone, so long as some part of the unit is touching the Deployment Zone.

If the scenario doesn't use the Standard Deployment, Skirmishers follow the scenario's deployment rules.

Skirmisher Recall: If a player spends a Command Action on

Skirmisher Recall, any of the player's Skirmisher units that have not activated yet may make an Initial Rout Move. The player chooses which Skirmishers are recalled.

Direct Control: A Direct Controlled Skirmisher unit does not get Movement penalties for Maneuvers.

Skirmisher with Close Standing Order: A skirmisher unit will move towards the Nearest Enemy like normal. However a skirmisher unit will only Final Rush a non-Skirmisher if:

- the enemy's Facing Side is the flank or rear, or
- the enemy is Pinched or will be Pinched as a result of the Final Rush. Two skirmisher units can Final Rush to Pinch the enemy.

If a skirmisher unit can't Final Rush the enemy unit, it will move to Within No Turning Back distance (pg 66).

Skirmisher unit that Final Rushes other skirmisher units follow the normal rules (i.e. becoming Engaged and making attacks in the Combat Phase).

Skirmishers with the Javelins keyword (pg 132) will make ranged attacks even when on Close. They will not hold fire until they are Engaged. However, they will make Ranged attack when they Charge like normal if they have an unmarked Ammo Box.

Final Rushed by non-Skirmishers: If a skirmisher unit is Final Rushed by a non-skirmisher unit, it automatically Routs in the next Courage Phase. No Rout Check is made.

Engaged enemies make Free Attacks, but the Combat Modifiers they get depend on if the Skirmisher was Engaged or not Engaged at the start of the turn.

If the Skirmisher was not Engaged at the start of the turn, then Engaged enemy units do not get Combat Modifiers for Flanking, Rear Attacking, or Pinching.

Compare the enemy unit's current Movement Category with that of the skirmisher units. The skirmisher unit gets the following Combat Modifier based on their relative Movement Category:

Enemy MC is:	Skirmisher gets:
Lower	♥+3/+0
Same	♥+2/+0
Higher	♥+1/+0

Engaged enemy units do not get Impact Hits unless their current Movement Category is higher than the skirmisher unit's Movement Category.

If the skirmisher unit was Engaged at the start of the turn, then Engaged enemies get all Combat Modifiers for Flanking, Rear Attacking, or Pinching and gets any Impact Hits. The skirmisher unit does not get the above modifier based on relative Movement Category.

If damage from Free Attacks would cause additional Rout Checks, follow the rules in the Courage Phase. This is regardless of whether the skirmisher unit was Engaged at the start of the turn.

Skirmishers and Rout Checks: Skirmisher units that fail a

Rout Check will Rout regardless of whether they are Engaged or not.

Skirmisher and Back Up: A skirmisher unit can only Back Up other skirmisher units.

Skirmishers Rallying: A skirmisher unit Rallies (pg 136) during the owning player's Movement and Command Phase if there are no enemy units able to Final Rush it. To determine this, check if any enemy units could Final Rush if the other player was the Active Player. This Rally does not require a Command Action.

If the skirmisher unit does not automatically Rally, the owning player can spend a Command Action to Rally it.

Skirmishers Routing into Friendly Units: If a skirmisher unit moves through a friendly unit during a Rout Move, the friendly unit only Makes a Rout Check if it is a skirmisher. Otherwise it doesn't make a Rout Check.

Skirmishers and Pinching: When determining if a unit must make a Rout Check from being Pinched, do not count any skirmisher units. This means a unit only Engaged by a Skirmisher and non-Skirmisher does not have to make a Rout Check.

Also when Engaged units make attacks do not count skirmisher units when determining if the unit gets the Pinching Combat Modifier.

Skirmishers and Ammo Boxes: Skirmisher units have a different number of Ammo Boxes than other units. If the

unit doesn't have Ammo Boxes printed on the card, use the below table to determine how many it has:

	Ammo Boxes
Javelins/Pila	2
Any other ranged attack	3

Terrifying: These units can rattle the spirit of even the bravest warriors. A unit Charged by a Terrifying unit must make a Fear Check in the Pre-Combat Courage Phase. If the unit fails, it is Frightened and may not have Command Cards played on it that turn. Already played Command cards are unaffected.

Units charged by Terrifying units also have a -1 modifier to their Courage stat for that turn, unless they have the Fearsome keyword.

Note that since a unit only counts as Charging if Engaged on the front, a unit Final Rushing the rear or flank of the Terrifying unit doesn't take a Fear Check or incur the Courage stat modifier.

A Charging Terrifying unit does not take a Fear Check when it is Charged by another Terrifying unit. However a Fearsome unit must take a Fear check when it is Charged by a Terrifying unit.

Wheeled: These units are vehicles that rely on flat, unobstructed ground for their mobility and typically have trouble with rough terrain, but benefit from good roads. Wheeled units get different movement modifiers from other units in most terrain.

Equipment Keywords

These keywords indicate the equipment the unit has and that they can use them as indicated. It is not enough that a unit have spears to gain a benefit. They must fight in a tight hedgehog formation with them. Unless stated otherwise, a unit can have multiple of these keywords.

Javelins: These units carry a limited number of javelins that are hurled at the enemy, either from a static position or while charging.

Units with the Javelin keyword make ranged attacks using the attack stats printed on the front of the card (unless stated otherwise on the card).

Javelins & Close: A unit with Javelins and the Close standing order do not make ranged attacks when an enemy is Within its maximum range.

Instead the unit will throw their javelins when they Charge. On the turn that the javelin unit Charges it makes a ranged attack against the unit it is Charging. If the Javelin unit is not Charging it does not make a ranged attack.

This attack is a ranged attack, and gets the Combat Modifiers for ranged attacks, not Engaged attacks.

Javelins & Move and Shoot: Javelin ranged attacks do not suffer the Move and Shoot combat modifier.

Javelins & Ammo Boxes: Unless printed otherwise on the card, units with the Javelin keyword have 1 Ammo Box.

Pila: these units have heavy javelins that are thrown only by the first few ranks. A unit with the Pila keyword follow all the rules as the Javelin keyword with the below exceptions:

Pila Attack Stats: A Pila attack uses the unit's Offensive Skill but has 3 Attack Dice and a Power 6, regardless of the unit's attack stats.

Example: a unit with ✂(5)5/5 for it's attack stats would be ✂(3)5/6 when making a Pila attack.

Combat Modifiers: The modifiers for being in the Yellow or Red are not applied to a Pila attack. All other Combat Modifiers are applied.

Spears: These units fight in tight formation with hafted weapons, presenting a wall of spear-tips. Units with the Spears keyword get the following Combat Modifiers for Engaged attacks:

- 1) ✂(-1)-0/-0 when Charging
- 2) ✂(+0)+1/+0 when attacking Cavalry, Large, or Colossal units.
- 3) ✂(+0)+0/+2 when Holding and attacking Charging Cavalry, Large, or Colossal units.

Holding Spears: In order for a Spears unit to count as Holding it must have a Standing Order that would not make it move. If the owning player was the Active Player and the unit would move according to its Standing Order, including Standing Order Modifiers, then the unit is not Holding.

Spells Keywords

These keywords indicate the unit can cast spells. Some faction abilities are also considered spells cast by using Command Actions.

Casting Spells: Spells without the Attack keyword are cast in the owning player's Movement and Command Phase. Spells with just the Attack keyword occur in the Combat Phases and use the rules for ranged attacks.

Spells with both the Attack keyword and another spell keyword are only cast in the owning player's Movement and Command Phase.

Casting a spell (with or without the attack keyword) counts as making an attack, so a unit can't cast a spell and make an attack in the same turn. Units can't cast spells when they are Engaged, Routing, or Disrupted.

Casting spells is always voluntary. The owning player can choose not to cast spells that turn.

Choosing a Target: Attack spells target the Nearest Enemy unit using the rules for making a ranged attack.

Spells without the Attack keyword target any unit chosen by the owning player. The target does not need to be Visible. It only needs to be Within the spell's range.

Spell Keywords: There are four types of spells, and a spell can have multiple keywords.

Blessing: This type of spell has some kind of persistent

beneficial effect. The target unit keeps the effect until the description states it ends. Record on the unit that has a Blessing. A unit can only have one Blessing at a time. If it receives a new one, the owning player decides which Blessing the unit receives.

Curse: This type of spell has some kind of persistent detrimental effect. The target unit keeps the effect until the description states it ends. Record on the unit that has a Curse. A unit can only have one Curse at a time. If it receives a new one, the opposing player decides which Curse the unit receives.

Healing: This type of spell permanently removes damage from a unit. Erase one damage box for every point healed. A unit can have one Healing spell cast on it each turn (even if the spell doesn't heal any damage). Further healing spells have no effect on the unit that turn.

Attack: This type of spell inflicts damage on a unit. If the spell has attack stats, then it follows all the rules for ranged attacks.

Some spells instead directly inflict damage without rolling any dice. This is still an attack but it skips right to the Damage Modification step of the Attack Sequence. Command Cards that can be played at the Damage Modification step can be played on these spells.

Attack spells have Ammo Boxes just like ranged attacks. See page 96 to determine how many Ammo Boxes a unit has for Attack spells. The unit can still cast non-Attack spells when all of the Ammo Boxes are marked.

Setting Up a Game

For your first few games of Battleground, we recommend you play with one of the pre-generated armies found in the Quick Start Rules (or included on a reminder card with your faction).

Once players are ready, they can begin building their own armies. Use the following procedure to do that:

Set Up Procedure

- 1) Choose Faction
- 2) Choose Points Budget
- 3) Choose Scenario & Terrain
- 4) Build Army
- 5) Deploy Units & Assign Standing Orders
- 6) Choose First Player

Choose Faction: Choose a faction to play and both players announce their choice to the other. You may choose to include Mercenary units (pg 126) from one faction, and must announce that faction at this step.

Choose Points Budget: Players decide the type of battle they wish to play, and each player receives that many points to build their army.

Type	Points Budget
Skirmish	1500
Battle	2000
War	2500

You can agree to a smaller or larger points budget than presented here, but special rules may be required.

Choose Scenario & Terrain: Players agree to which scenario to play and the terrain. We recommend using the Kingdoms scenario and terrain map generator.

If you do not own Kingdoms you can play the Breaking Point scenario, found at the end of this rulebook. This is the default scenario for Battleground.

Play Area: Unless stated otherwise in the scenario, the play area is 36" x 30" arranged with the long table edge facing the players.

Build Army: Each player spends points from their army budget to buy units. Units have point costs printed on the back of the cards. You may also purchase Command Cards at a cost of 25 points each. You may not spend more points on units and cards than you have in your points budget.

You are also required to include a certain number of Core units in your army and are limited in how many Elite units you can have.

Core Units: These units form the backbone of a faction. You must have at least one Core unit in your army per 500 points in your points budget.

Elite Units: These units are unusual or rare for your faction. You can have a maximum of one of each kind of Elite unit per 1000 points in your points budget.

Standard Units: These units are relatively common, but not enough to form the backbone of your army. You can include as many Standard units as your points budget allows, but they do not count as Core.

Mercenary Units: These units are not part of your faction but can be included. After building your army you must announce if you took any Mercenary units (but you do not have to say how many units).

Deploy Units & Assign Standing Orders: Unless stated otherwise by the scenario, players deploy and assign

Core, Standard, & Elite Units: *The Hawkshold player has a 2000pt army budget. The player must have at least 4 Core choices and takes 4 Militia units.*



The player can have up to 2 of each type of Elite unit, taking 2 Knights units and 1 Longbowmen unit (the player could take a second if he or she had the points). The Great Swordsmen and Peasant Mob are Standard, so there are no limitations on these units other than their points cost.

Standing Orders using the Standard Deployment Procedure on the following page.

Deployment Zone: Unless stated otherwise by the scenario, each player's Deployment Zone is 26" x 7.5" centered on the long table edge.

Standard Deployment Procedure

- 1) The player with the most units deploys one unit entirely inside the Deployment Zone. If the player has more un-deployed units than the other player, then the first player deploys another unit.
- 2) The other player deploys one unit entirely inside their Deployment Zone.
- 3) Repeat steps 1 & 2 until all units are deployed.
- 4) Players who purchased Command Cards draw them. If players receive Command Cards for other reasons, they are drawn at this step.

Assigning Standing Orders

- 1) The player with the most units assigns a Standing Order to one unit. If the player has units without Standing Orders than the other player, then the first player assign a Standing Order to another unit.
- 2) The other player assigns a Standing Order to one unit.
- 3) Repeat steps 1 & 2 until all units have assigned Standing Orders

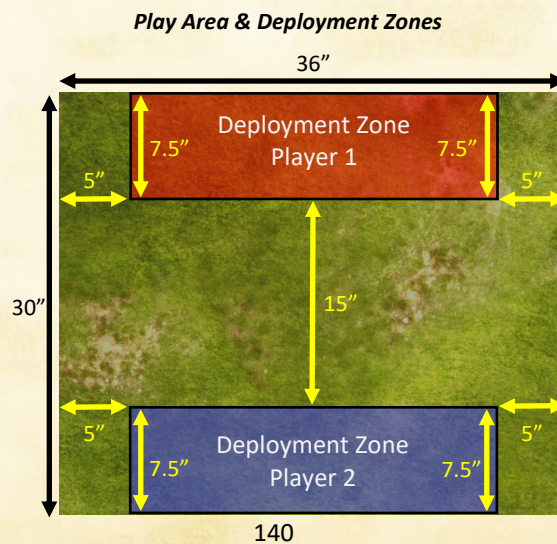
When determining which player starts assigning Standing Orders first, do not count any units that have pre-printed

Standing Orders.

Deployment Tie Resolution: If both players have the same number of units, the player who spent the least points from their army budget chooses which player must deploy first and assign the first standing order. That player chooses who will take the first turn.

If both players have the same number of points, randomly choose which player deploys first.

Choose First Player: The player who spent the least amount of points from their budget chooses who goes first. Remember that the first player has half as many Command Actions on the first turn (pg 34).



Breaking Point

Points Budgets: Each player receives 2000pts.

Deployment: Use the Standard Deployment Procedure on page 139.

Command Actions: Players get 1 Command Action per 500 points in the Point Budget.

Sack the Camp: Each of your units inside the opponent's deployment zone counts as 100 points of destroyed enemy units (see Victory below). Your unit must have at least three center points Within your opponent's deployment zone, have the Ready status (pg 23), and have a cost of more than 100 points.

Victory: If a player has destroyed at least 1200 points of enemy units at the End of Turn phase, the game ends and that player is the victor.

The victor totals the cost of his or her remaining units, regardless of how damaged they are. Compare the sum to the table below to determine the result.

Victor Army Points	Result
≥ 1700	Crushing Victory
≥ 1000	Victory
< 1000	Draw

If both players destroy at least 1200 points of enemy units on the same turn, the game is a draw.

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Turn Sequence

I. Movement & Command Phase

- Use/Spend Command Actions
- Final Rush Movement
- Normal Movement
- Non-Attack Spells

II. Pre-Combat Courage Phase

1. Rout Checks
2. Fear Checks
3. Other Courage Checks
4. Free Attacks
5. Rout Movement
6. Courage Resolution

III. Combat Phase

1. Choose Targets
2. Active Player Attacks
3. Inactive Player Attacks
4. Combat Consequences

IV. Post-Combat Courage Phase

1. Rout Checks
2. Other Courage Checks
3. Free Attacks
4. Rout Movement
5. Courage Resolution

V. End of Turn Phase

1. Player Actions
2. Scenario/Rules Actions

Attack Sequence

- 1) **To-Hit Roll:** Attacker determines the number of dice rolled and the target number.
 - 1a) Pre-Hit Roll Command Card Sequence
 - 1b) Attacker rolls To-Hit dice.
 - 1c) Dice are modified by special rules
 - 1d) Post-Hit Roll Command Card Sequence
- 2) **To-Wound Roll:** Attacker determines the number of dice rolled and the target number.
 - 2a) Pre-Wound Roll Command Card Sequence
 - 2b) Attacker rolls To-Wound dice.
 - 2c) Dice are modified by special rules
 - 2d) Post-Wound Roll Command Card Sequence
- 3) **Damage Modification:** Attacker tallies up number of wounds inflicted.
 - 3a) Damage is modified by special rules
 - 3b) Damage Modification Command Card Sequence
- 4) **Attack Resolution:** Defender marks any damage and the Attacker makes any necessary marks (such as Ammo Boxes).

Three figures stood silently between the two armies. The wind whipped Maedoc's cloak around the Elf's thin frame. His face was an impassive mask that still managed to scowl at Valya and Steaphen.

"For seventeen hundred solstices," Maedoc said finally, "Ravenwood has claimed these lands."

"And it's been empty the past three hundred," Valya said, stepping in front of Steaphen. "The Antonian settlement is under Runeguard's protection."

"Do not try our patience, Dwarf!" Maedoc spat.

"Why not?" Valya said. She held his gaze, a curl of black hair escaping her helm to twist in the wind.

"The one general in a lifetime to win a battle against the Silver Shields stands behind me." Her eyes flitted in Sir Steaphen's direction. "You are in front of me.

"If you want to see another solstice, Elf, be somewhere else."



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