

Tournament-Amendments

WRG 6th Edition

for

Championships in Germany

(Version 2008-01)

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1 Preface

This is the latest version of the German Amendments to the WRG 6th edition rules. The order of the document was changed to include the rules for the two major tournaments, the German-Open and the Team-Championship. Unfortunately, the whole document is quite large, but a great number of uncertainties are removed from the game, so it is worth reading. The general idea of these amendments is to avoid the common situation, where players believe in different interpretations of the rules „that are played like that for many years“. Not everything will be ruled to the complete satisfaction of the players, but a bad rule might still be better than no clear rule at all, because it allows players to adjust to the situation instead being surprised by it. Being written in this spirit, it can be safely assumed that the amendments have not reached their limits yet, but will continue to clear disputed situations.

2 Tournaments

2.1 German-Open

The German-Open tournament consists of 4 games (2 on Saturday; 2 on Sunday) Swiss System, e.g. nobody will play the same opponent twice. The organizers will try to avoid letting players play the same table twice and members of the same club play against each other, other than in the last turn. The terrain will be fixed on all tables. Dice and dice-cups are to be provided by the players, but every player can always opt to use the same set of dice as his opponent.

2.1.1 Choosing an army

To increase the variety of the chosen armies it is permitted to submit two variants of an army-list that has not been used in the same tournament the year before. (Attached to the invitation for a tournament will be a list of the armies used the year before which therefore aren't allowed to have two lists.) These variants must historically be possible under the same C-in-C.

*e.g. The combination of a Timurid/Ikhanid army is **not allowed** because these are different armies.
The combination of early/middle/late armies is **not allowed** because these are different times. (Furthermore obviously different times are forbidden; such as Teutonic Order with EHK/SHK)
The combination of Palmyran with/without Romans is **allowed**.*

The maximum strength of an army must not exceed 1250 points plus the cost of the cheapest figure. Troops can only be in mixed bodies or units, if specifically allowed in the army lists. Detachments are only allowed, if specified in the army-list. Troops should as far as possible resemble their historic counterparts and must be painted.

Special attendance applies to mixed units. The different troop-types must be distinguishable and if they are not the figures must be marked on their bottom side.

An army which does not meet these conditions or is not legal in the sense of the army lists, with the error undetected before the tournament start, may be used for the remainder of the tournament. If the error serves to gain unfair advantages, the umpire will enforce a penalty in the form of victory points. The penalty will usually range from half to full point value of the units in question.

Special: It is not allowed to use close-based LMI figures (rules-option). If players from abroad try to field such troops, the umpire will try to find replacements or allow the use of the figures (still treating them as being on normal LMI-bases.)

2.1.2 Start and end of games

The setup time is 15 minutes per player (i.e. 30 minutes for both, if nobody is outscouted) including drawing of maps, writing orders and the like. The deployment may commence as soon as the official start is announced. It is allowed to place the troops on the table beforehand, ready for deployment. Players who do not finish their setup in time may be fined by treating the non-setup units as off-table reinforcements on request of the opponent to the umpire. A player arriving late may be fined with a time-proportionate loss in victory-points.

The game should end after the time of 3.5 hours or 12 periods whatever happens first. During the last half hour, players are not allowed to start a new period except for the reaction tests of this new period. After these tests, the game ends immediately.

During the reaction tests of the last period, no charges may be declared, except those that are automatic, e.g. charges declared by impetuous troops.

Any game ends after 3.75 hours without further delay, even in the middle of a phase. All unfinished reaction tests, melees etc. will be treated as having not happened. Violation of this time-limit will be penalized!

To help the players to judge if they might have a time-problem, the umpire is advised to give some kind of audible signal after every full hour of playing-time.

2.1.3 Conceding

After the reaction tests a player may concede to the opponent, provided the 6th turn has been reached and all reaction-tests are completed. The game ends at this point. All remaining troops of this player are halved in value. It is possible, though improbable, to win in this way! If both players agree, e.g. one player is completely wiped out etc., conceding is of course possible in earlier periods.

2.1.4 Scoring

The scoring is split into Victory Points and a Damage Point difference. After a game has ended, every player calculates the damage points he has inflicted on the opponent. If the player has used an army of more than 1250 points, the result is reduced by three times the excess number. If a player's camp was looted, another 150 are deducted; negative numbers may be reached. The difference in inflicted damage is then calculated and transferred to Victory Points as follows:

Victory Points:

Damage difference	Victory points	Damage difference	Victory points	Damage difference	Victory points	Damage difference	Victory points	Damage difference	Victory points
-1000	0	-468	20	-126	40	114	60	448	80
-998	1	-447	21	-113	41	127	61	469	81
-963	2	-428	22	-100	42	140	62	491	82
-929	3	-405	23	-88	43	154	63	514	83
-896	4	-385	24	-76	44	168	64	537	84
-864	5	-366	25	-64	45	182	65	561	85
-833	6	-347	26	-52	46	197	66	585	86
-803	7	-328	27	-41	47	212	67	610	87
-773	8	-310	28	-30	48	228	68	636	88
-744	9	-293	29	-19	49	244	69	662	89
-715	10	-276	30	-9	50	260	70	689	90
-688	11	-259	31	10	51	277	71	716	91
-661	12	-243	32	20	52	294	72	745	92
-635	13	-227	33	31	53	311	73	774	93
-608	14	-211	34	42	54	329	74	804	94
-584	15	-196	35	53	55	348	75	834	95
-560	16	-181	36	65	56	367	76	865	96
-536	17	-167	37	77	57	386	77	897	97
-513	18	-153	38	89	58	406	78	930	98
-490	19	-139	39	101	59	427	79	964	99
								999	100

Damage Points are scored as follows:

- Full point value: troops who are in rout, dead or who are prisoners
- Half point value: troops who are not on the table, but not in rout (successfully having diced to appear count as being on table)
- casualties from forced marches (only full figures)
- shaken troops (including shaken generals)

injured generals
remaining strength of an army, whose player concedes (see 2.1.3.)

Halving is cumulative, i.e. shaken troops that concede are quartered. Both players are responsible to complete the result sheet readable and correctly, it is especially useful to mark the winner of the game. Once the sheet is signed by both players, no player has to accept a later change in the result; those changes may only be made if **both players** agree. Incorrect score sheets will no longer be accepted! If the umpire is unable to find all the necessary information without further inquiry, penalties will be enforced on both participating players. All players should take into account that the umpire is not paid for his job (or even playing in the tournament himself), so everybody should try to give him a simple job.

2.1.5 Winning the Tournament

The overall winner will be the player with the most Victory-Points after 4 games. In case of ties, the Damage Difference is taken into account. If there is still a tie, the player who did more damage (1000:500 is better than 600:100) will be ranked higher. As a last resort, the outcome of the direct game of the two decides.

2.2 Team-Championship

Definition: Two players play a *game*; two teams play a *match* of three games.

The Team-Championships are played by teams of 3 players. The army-lists are divided into 3 periods of time and every team starts with one player in each period. The tournament consists of 4 games (2 on Saturday; 2 on Sunday) Swiss-System, e.g. nobody will play the same opponent twice. The Swiss-System is used on the team-score, not the individual score of the single players and complete teams will face each other every time. The terrain will be fixed on all tables but a special method is used to determine where the games are played:

All tables will be put into groups of three tables which are located side by side; every match is played on such a group and all players of a team will play on the same side. To determine what game is played on which table, the team with the lower ranking may select one of the three tables for a given period; after this table was selected, the other team may decide for the other two tables. When this is done, one dice is thrown to decide the side for the teams. In the first round, a dice is thrown to determine which team chooses first.

2.2.1 Choosing an army

As above with the addition, that the number of army-lists in question are limited by periods of time.

These periods are:

Antique:	3000BC to 425AD
Dark Ages:	426AD to 1175AD (no SHK allowed!)
Medieval:	after 1175AD

An army may be used in a given period if the dates stated in the army-list books overlap the period for at least five years.

e.g. The Ayyubid army-list is the last one to be used in the Dark-Ages period, because the starting-date 1171AD is five years before 1175AD.

2.2.2 Start and end of games

See above; with the addition of a maximum of 15 minutes for the determination of the tables.

2.2.3 Scoring

See above.

2.2.4 Winning

See above; except that there is no single winner, but a winning team with the most Victory-Points of all players combined. In addition, prizes may be awarded to the best individual player in general or per period.

3 General Rules

3.1 Rules to be used and decision guidelines

In general the 2nd edition of the German Tabletop Rules for the 6th edition is used. Some of these rules are slightly altered or just commented on the following pages. The changes involved represent the interpretation of those rules, which are in use in Germany. If a sentence of a paragraph is in quotation marks, it is a citation from the German rules.

There are some principles, which will lead the umpire when asked for a decision, which is not covered by the rules themselves or the amendments. These Principles are cited here in the order of their importance:

All actions meant to circumvent the sense of the rules and the amendments are forbidden, no matter if they formally stick to the letter of the rule (e.g. moving sideways faster than normal by formation change and things like this).

What is not allowed is usually forbidden (e.g. in doubt, the player who wants to do something has to prove it is right).

Realism is only a secondary argument. When the choice is coherence of the playing system or realism, coherence will always prevail over realism.

There is no justice (at best, injustice can be delivered at even terms...:-).

3.2 Etiquette and Umpires duty

Most of the players will try to play as well as they can (or even better), to reach the final goal of winning their games and the tournament. But in the course of the game, even when at close quarters, all players should keep a minimum of courtesy and discipline, as well as obedience to the rules (measurement, turn sequence ...), so that their opponents can enjoy the game. The intention of most players besides winning is having fun, so it cannot be tolerated that this is spoiled by others.

In case of "unsportsmanlike conduct" (including deliberate waste of time) the umpire may step in. The umpire may change any set of players-dice against a neutral one for the time of the tournament or game.

The players submit themselves to the umpires ruling about both the rules interpretation and the sanctioning of unsportsmanlike conduct by participating in the tournament. **The umpire's ruling is final, when asked for.** There is no appeal beyond the umpire for the duration of the tournament.

The participants are encouraged to ask the umpire only rules questions. Questions about actions on the board are preferably to be solved by the players themselves, as they usually know better what happened than the umpire. Agreements on rules between players may be ignored by the umpire, if his ruling is requested.

In many cases a roll of the dice will solve problems as right and as just as the umpire... but quicker!

All sanctions from the umpire will be in form of victory points or damage points of the player in question only, because other sanctions would lead to benefits of third parties.

3.3 Paradox situations

The complexity of the game sometimes calls for desperate measure on behalf of the umpire. In certain situations, the only way to solve a game-problem will be to look forward to the outcome of a future die-roll to decide on a present issue.

3.4 Measuring distances and Movement

It is acceptable to check distances at all times during games because this speeds up the game. There is one exception to this rule, which is right before the declarations of charges. At this time no measurement is allowed. When it comes to questions like „if you move more, than I move less“ or the like, movement will be sequential by quarter moves and a dice throw will determine who will have to move first. Moves may only be traced back, once they are finished (after starting to move the next unit), if the opponent gives his permission.

If a unit has to move within a certain distance to another unit that is explicitly given in the rules (e.g. 30 paces to their front, fall back to 60 paces etc.), the unit is considered to be exactly at this position, if a player claims that to be the case by simply saying "I move at exactly XX paces according to the rules". A unit may never be under the required minimums given in the rules (e.g. 10, 20, 30 paces). In these cases, the exact position of the unit is fixed, regardless of the actual placement of figures. All further calculation should be made on that assumption.

In all other cases, it is impossible for a unit to be at a specific distance to another unit or terrain-feature. It can only be within or out of that distance.

e.g.: A unit of scythed chariots charging or countercharging a unit of heavy cavalry. Since the maximum distance between the unit before the charge is 160 paces, the chariots will (provided the cavalry charges or countercharges the full possible distance) under no circumstances get the 80 paces that are needed for the scythe-bonus, since the distance will never be exactly 160 paces; either it is closer or to far

If a question arises about a unit being just in or just out, use a dice throw to determine the outcome, as the figures will never allow exact measurement. An exception to this is only to be found when the position of a unit can be mathematically traced back, especially during the very first periods of a game.

3.5 The order in which movement is conducted

In contradiction to the original rules, all movement is done simultaneously. The order of different types of movements like charge, routs etc. still applies in the way that charges always take precedence over normal moves etc.

e.g.: If units is evading and would end its movement in another units and possibly disorder it, it is perfectly legal for the this unit to spend time to move away (and counting this as a normal move) and in this way avoid the interpenetration even so the evade-move is done earlier than the normal move in the movement-sequence.

3.6 Supernatural vision of tabletop-armies

A terrain piece counts as friendly, contested or unfriendly to an army as a whole. It does not matter if a given unit is able to see the unit(s) causing the terrain to be friendly etc.

In the same way, a unit can only surprise others, if no enemy unit has seen the unit before. Note that it is possible to surprise enemy units, even if the own side is outscouted, because it is only the opponent that has seen all units, not his troops. The players are advised to confirm at the beginning of each move which units are still able to surprise.

Since it is common for players, to have their units react on situations which they could not possibly foresee, it is officially allowed to do this. This saves a lot of time, because the players don't have to try to find the most ingenious explanations for their unit's actions. They still have to stick to their movement orders!

4 Single Rules Amendments

4.1 Units and bodies, detachments and mixing of troop types

A general with a bodyguard of three figures or less doesn't count as a unit; instead it is just a body. A body needs to have normal orders, and is treated as a unit in all respects. Charges may be declared by/on such bodies normally and will be handled as if two normal-sized units were involved.

4.1.1 Detachments (i.e. subunits)

Detachments are only allowed, if specified in the army-list, so it is not possible to create detachments if no such command factors are explicitly mentioned in the list. During the initial setup, players that use detachments **must** declare which units are detachments and which are the responsible mother-units.

Detachments are known to offer a cheap way of forming units. The disadvantages that apply especially to detachments seem to be far less known. All players should be aware of the rules dealing with the restrictions that apply to their detachments (especially for movement). In cases of questionable actions that were performed by detachments, because a player "forgot" to treat them accordingly, the umpires **must** punish such players by having them pay the usual command-factors for this detachment (at least), and by doing so, raising the point-value of the army with the effects stated under rule 2.1.4.

Players should keep in mind that detachments count as a body only; therefore, they cannot be taken into account in the case „no friendly **unit** within 150 paces“ during a reaction test.

4.1.2 Mixed units/bodies

When stated in the army list, it is allowed to mix different troop types. (E.g. equip the front rank of a unit with shields or heavier armour). If such a unit loses figures, the owner is responsible to remove the correct type of figures, which will be the more expensive type more often than not. It is not possible to direct fire towards a special type of troops in a target unit, but the fire should be divided between different types if there is more than one troop type to be seen by the shooters from the side they are shooting at.

e.g.: A unit of 24 pikes with 6 HI-figures in the front rank loses one figure. If 12 figures shoot at this unit afterwards, 2 of them will shoot on MI, the rest will shoot on HI.

The different troop-types **must** be distinguishable (see 2.1.1) and the bookkeeping must be done both separately (for losses on each type) and totally (for losses on the whole unit). Doubts in the bookkeeping count against the mixed unit. The umpire should take care that no player is confused by the opponent's mixed-units!

When a mixed unit turns to flank and expand it will have a mixture of troops in its new front-rank that corresponds exactly to the mixture of troops in the unit. It has to change ranks as an additional formation change to rectify this.

If any surplus figures are upgraded, like having 14 shields in a unit of 24 archers, these figures will not gain any advantage due to the better equipment; they may only be used as replacements. This is to stop having the single figure with the shield in the second rank at the right place at the right time. Repeat: If a unit with two or more ranks with different equipment turns by 90°, any upgraded figures from rear ranks will not be in the front rank after the turn in any event. It will without exception not be allowed to use wedges with mixed troop-types of any kind.

4.1.3 Losses (Page 55)

If a unit has received a multiple of 20 casualties, it has to remove one or more figures *in any event*. In case, it consists of different troop-types, even so the casualties are recorded separately between the different types, a figure has to be removed. When losses are even, a figure of the more expensive type will be lost; else a figure will be removed from the type that took most of the casualties so far.

When a unit including a separate general receives a damage of 20, the losses are divided between the two. But still the troop-type that took most of the damage has to remove a figure. (The unit doesn't lose another figure if it takes an additional casualty-point after the general has moved away again).

This rule applies to units of models too, like having a generals-elephant plus two more elephants. Think of units with three models in three slightly different variations; if ruled different, these could take 57 casualties without losing any model.

4.2 Generals

Challenges to personal combat may not be made. Generals may carry their standards and army-standards by themselves. Single generals do not have to pay for formation changes (turns), but move with the charge speed of their troop type. Generals figures do not even have to pay for a rank-interchange when changing place within a unit they have joined, but can thereby never exceed their movement allowance, e.g. by moving from the last rank of a moving column to its front rank. Apart from this, a general is always located where a player puts the respective figure, not anywhere within the unit the general has joined. If a player intends to use the general in a certain position, especially to be fighting in the front-rank of a unit, it will not be necessary to physically put the figure there; a simple comment (during the movement) to the opponent will suffice.

4.2.1 Generals with units in reaction-tests

Every time a unit has to take a reaction test, just before rolling the dice, a player has to declare if a nearby general will be with this unit or not. For simplification, "general with testers" means the same as "general uses his influence". In a case were the +/- modification of this general will be of no use for the testing unit, the influence of the general might easily be "none", which is one of the three option he has.

If a general has in this way taken part in a reaction test, he has to stay with this unit for the remainder of the period. He suffers from all adverse effects the unit might experience. If a general fought in the first rank of a unit in melee, he has to stay there until this melee is over, (and he has pursued for at least one period if the unit pursues at all.).

e.g.: A general that fought in first rank may leave a unit that is prohibited from pursuing or has successfully tested not to do so, if it was declared before rolling the dice for potential reaction tests. If such a test fails (meaning the unit has to pursue), the general has to stay and accompany the unit during its first period of pursuit.

If a player forgets to declare whether a general is with a testing unit, the General is with the unit, if he is in solid base-edge-contact with at least one figure of the unit.

A general failing to rally routers is not carried away in rout.

If the general was with the unit, but not fighting in the first rank, he may leave this unit freely in any turn in which he did not influence the reaction test as stated above, provided the unit is not routing.

A general's body, that has joined another unit does change the moral level of the unit, if it is lower than the rest of the unit.

e.g.: An irr.B gallic chariot general joining a unit of irr.A gaestati drags them down to his morale.

It does not convert the unit to be „light“ so, as long as the unit has more figures than the body who joined it.

e.g.: The gallic gaestati would not get a -3 for light troops charging, when joined by the above mentioned light chariot general.

4.2.2 Generals that have joined a unit

A general with or without a bodyguard may not join a unit, if the sum of figures is then larger than the allowed maximum.

e.g.: A seleucid general may not join his unit of 50 archers, as long as they are 50 figures strong.

A general can only join one unit at a time; if physical contact to more than one unit is established the owning player has to declare immediately during the movement which unit the general belongs to. The best would be to avoid this situation by leaving a minimal gap between the general and the other unit. In doubt, the general has not joined any unit at all and may not do so in the following reaction phase.

A general that has joined a unit, suffers from all adverse effects that a unit receives, e.g. he fights with the same number of causes of disorder, is shaken with a unit, and routs with a unit. On the other hand, a single general (that is not a model) can never cause disorder to a unit, like a cavalry-general joining a unit of elephants thereby disordering only himself etc.

A general that commands a bodyguard or a model may cause disorder to a unit that the general has joined.

A unit that is reduced to half of its starting number of figures is permanently shaken. No number of generals can change this by joining this unit, since it still has **lost** half of the figures.

4.2.3 Risk to the General (Page 57)

"...divide the casualties from the melee..."

When a general fights in the front rank of a wedge, this front rank is defined as the 5/7/8 figures that fight from the rim of the wedge. If not all of these are fighting, the number is reduced as normal.

4.3 Before the Game (Page 18)

4.3.1 Full information about the opponents army

Before a game starts, a player has the right to obtain complete information about the opponent's army. Nobody has to tell his opponent where his C-class or D-class troops are placed on the table if this is their only difference.

4.4 Deployment (Page 21)

„(Army-)standards will be seen on normal range“

A figure or model, carrying a standard is only deployed during the setup, if within range (150/300 paces) of the enemies deployment area (or force-marched figures; c.f. below) and not obstructed by terrain.

„Troops that can be seen from anywhere in the enemy's deployment area, must be set up.“

If an army has at least one elephant and no one is outscouted, it must not be assumed, that this elephant may be at every place in the deployment area. Therefore, after deploying any troops that are visible from the deployment-area normally, any side owning elephants sets them up now, if themselves in sight of the enemies deployment area, and the opponent has than to deploy all troops that might be seen from where the elephant(s) are actually set up, e.g. second ranks etc.

After that, forced marches on the table are set up openly at their designated place before orders writing (if not hidden in terrain). Troops that are outside their deployment area after a forced march may extend the area that can be observed by doing so, especially if placed on a hill (and thus lead to the enemy troops being placed on table before order writing).

4.4.1 Forced march losses

Forced-march losses are halved for all light troops (i.e. Light Infantry, Cavalry, Camelry and Light Chariots).

4.4.2 Off-table reinforcements (Page 22)

Knights count as other mounted troops, so they may arrive as early as the third period (2nd if force-marching). Players may opt to delay their troops by one or two periods. Orders to do so must be stated clearly and in advance on the order-sheet! Units that delay their appearance *lose* one or more of their die-rolls, therefore they reduce their chance of arriving on the table at all. It is forbidden to delay the troops that much, that they don't have a chance to appear at all.

A general which arrives on the table as part of an off-table reinforcement takes casualties from force-marches as any other unit (counting as a body of 1) but cannot be injured as a result. A player has to declare (or do the die-roll) of the general as either rash, (bold) or cautious at the moment, when the figure actually appears on the table.

4.4.3 Visibility (Page 22-23)

The minimum distance that a unit can see is always 20 paces, regardless of the intervening terrain, unless a unit is at the edge of a wood, looking out. When within 20 paces of the edge of a wood visibility is still only 20 paces, regardless if looking in or out of the wood.

"Enemies within 60 paces may be seen through two ranks of light infantry."

If two units are no more than 60 paces apart of each other, up to 2 ranks of light infantry may be in between without blocking the line of sight. It doesn't matter if any of the units are friends or enemies.

To have a clear line of sight between two obstacles, the gap needs to be at least 15 paces wide. It does not need to be a channel of 15 paces width. A succession of sufficient gaps with a narrow line of sight through all of them is enough.

Generals can always be seen over a unit they have joined, regardless of standards. The distance is still measured from the figure of the general himself.

A figure must be uphill (e.g. above a height defining line) with its whole base, in order to see or to be seen over intervening obstacles.

Scrub counts as cover for light infantry; it does **not** conceal it in a way that the troops can't be seen.

4.4.4 Orders and Signals (Page 26-27)

Every player has the obligation to write his orders clearly, so that they can be understood by anybody. Changes of orders should carry a mark of the period in which the change took place. To improve the readability it is recommended to use a different column of the order sheet to note these changes.

In case of doubt, every player has the right to demand a check of his opponent's orders. Such objections should be made immediately if any doubts arise, because it is virtually impossible for the umpires to verify such claims later. The umpire will take this very serious, because the deliberate violation of the written orders is cheating and will not go unpunished. (In general, players should assume that their opponent's troops obey their orders, but it is no help to anybody, if four players claim that they had doubts about the same opponent - after the tournament is over.) A player must tell his opponent in phase 8 when a new order or signal is given.

More than half of a unit must remain in its designated sector during the first 3 turns.

4.4.5 Movement-Orders (Page 26)

The definition of **Q(quick)- and V(arily)-Orders** are often misused, so a clarification is useful:

Quick should be interpreted as the obligation to advance towards a visible enemy or the enemy's table-edge with at least half the movement-allowance. Varily is the same with a maximum of half the movement-allowance. Lateral movement is always possible if there is a surplus of movement-allowance left. The option to stop advancing further is given when the own unit is in the charge distance of the enemy **and not** the other way round.

A unit with Quick-Orders should not spend time on formation-changes that are only made to decrease the speed of the unit; it is of course difficult to determine if a certain formation-change is useful or not, so players are advised to ask the umpire for a final judgement. It will be not allowed to assume formations like Cantabrian or Skythian, which move much slower, for units that don't have Skirmish-Orders.

If a unit start in a sector which is not identical to the **sector-order** it has got, according the rules, it has to move towards that sector at least as far as it advanced. It is legal not to move the unit at all. Note that a unit with different sector-order and location that is having Q(quick)-Orders, is extremely limited in it's options!

4.5 Reaction-Tests

4.5.1 Rallying from Rout (Page 31)

A unit in rout may try to rally once during the game. In the case of a unit rallying and routing again, it may not rally a second time, because it counts as once per game, not per rout. If the attempt is successful, a unit rallies forward.

4.5.2 Definition: Secure terrain

A terrain feature can only be counted as secured, when it is actually contested or has been entered by own troops and no unbroken enemy has been emerging from it or disappearing in it since then (rule 3.6. applies, i.e. everybody of the army sees, what one unit sees).

4.5.3 Definition: Advancing/retiring

To count as advancing, a friendly unit must have passed a charge reaction test or has to follow up or pursuit, or else moved closer (at least 10 paces) to either the enemies base edge or any visible enemy. An enemy unit counts as advancing if it is approaching the testers. A unit or body counts as retiring if the opposite of the above is the case. A unit that has completed a rout, recoil, break-off or forced retreat and is now rallying, is not counted as retiring any more. Moving in a circle counts neither as advancing nor as retiring.

4.5.4 Definition: Height advantage

„...whole unit standing higher than all enemy within 150 ...“Is only gained by units all of whose figures are uphill of all figures of the visible enemy units. Individual figures in shooting or melee have to be uphill with the whole figure base.

4.5.5 Definition: No advance

No advance as a reaction test result leaves a unit free to move, as long as it does not approach any enemy visible to it.

4.6 Charges (Page 30)

4.6.1 General Rule

There is no exception to the following:

A unit may only contact another unit if it declared a charge on it or was target of a charge from this unit.

Repeat: NO EXCEPTIONS!!

4.6.2 Charging „straightforward“

If a unit declares a charge „straightforward“, this units is only allowed to count the +2 modifier for charging light troops, flanks etc. if it can prove that no unit not fulfilling this status can be contacted during the charge. Note that the theoretical chance that another unit will be right behind the one charged is enough to prohibit the modifier. A unit that is not allowed to charge any unit, e.g. having Skirmish-Orders will only be allowed to charge „straightforward“ if this condition is met too. In practise, both cases will rarely apply, so it is quite safe to assume that „straightforward“ charges will almost never receive the +2 modifier or will be made by troops having Skirmish-Orders.

4.6.3 Declaration of Charges

A body or unit may declare a charge on any number of visible enemy units or bodies; it is capable of contacting in the moment of declaration. A charger must take as direct a line towards its target(s) as possible allowing for intervening obstacles and any formation changes for which the time has to be declared when announcing the charge.

When not capable of reaching the designated target, the charger is free to move normally in the movement phase. The attacker has to confirm to the front of his target. He may contact flanks only when starting his charge from behind the flank (see below) or when not capable to contact or overlap the targets front.

4.6.4 Cross Charges

In cases where multiple units charge across each other's path of attack, the following procedure is applied: All charging/countercharging units move simultaneously by quarters. If a unit is not capable of continuing its movements due to another unit (either a friend or an enemy that has not been declared as a target) getting into the path, the unit has to stop accordingly to the normal rules of movement. If in this procedure, the normal move-distance is not exceeded, the unit is not considered to have charged at all, but is still not entitled to move any further during this period. It is free to declare charges the next period.

4.6.5 Entitled to charge

A unit wishing to charge another unit must see the target and be capable of reaching the target at the moment of declaration. It is enough for any figures of the charging unit to see any part of the target, not necessarily those who will make the contact or who will be contacted.

4.6.6 Charging in Pursuit

Pursuing units may charge anybody who is in their straight path of pursuit (without formation-changes), even if the pursued are not routing around or through this possible target. Pursuit charges still have to be declared, and reaction tests have to be made. Impetuous troops always declare such charges without option to stop.

If a unit that is pursuing or has the option to pursue is charged by another unit not in their path of pursuit, the unit has to react to the charge as any other unit. If impetuous, the charge is ignored and the pursuit started/continued; if not impetuous, normal charge-reactions apply. Note the following example:

e.g.: A unit routs enemy unit I and is about to pursue; another unit II is in the path of pursuit and a charge during the pursuit (forced by being impetuous or voluntarily) is declared on this unit. Now a third unit III declare a charge on the pursuers from the flank. If the pursuers are still impetuous as the reaction-test-result, they ignore the new charge from the flank and pursue the routers, but they are not allowed to contact unit II because they did not declare a charge on them, since the charge was cancelled! (see 4.6.1.)

4.6.7 Charging flanks (Page 44)

During a reaction-test, a unit may only count itself as „charging in the flank“ of another unit if it is at least partly behind the flank of the enemy at the start of the period. In the same way, a unit is only able to disorder another unit by hitting it in the flank, if the above condition is fulfilled; it is not sufficient to contact the enemy in the flank later.

Exception for causing disorder only: In the case, where the target unit ignores the charge, e.g. while pursuing impetuously, count the charge as being „in the flank“ if the movement of the target would create the situation of „being partly behind the flank“.

4.6.8 Foot charging mounted and being countercharged by them

The foot have the option to complete the charge or to hold. If they hold, they still have to advance at least 10 paces up to a maximum of 30 paces or half the distance, whichever is less. They have to advance out of covering terrain with their front-rank. They do not count as charging and count as receiving the countercharge at the hold and in good order.

4.7 Charge-Reactions

4.7.1 Testing for being charged

If charge was declared against a given unit and it was theoretically possible to contact the target, a reaction test has to be taken. When it turns out, that the unit will not be contacted (due to a friendly countercharge or the like), this unit may move freely during that turn. The result from the reaction test applies (No advance still means no advance!).

4.7.2 Countercharges

Since nobody ever understood the rule, it is simplified here: A countercharge may never be made further than half the distance, regardless of the speed of the charging/countercharging units. Note that a mounted countercharge on a halting infantry-unit counts as a charge, so this rule does obviously not apply.

4.7.3 Formation changes as reaction when holding

A unit receiving a charge at the halt can do any formation change or wheel to face the charge, without counting as having moved. This is not true for units intending to shoot with crossbows or the like; in this case, the unit just has to keep its position. These reactions may not deny contact. If a holding unit is partly inside and partly outside of terrain, the reaction may not diminish the relative number of figures out and in. No further formation changes can be made once contact between the units is established.

4.7.4 Attacks from behind the flank

A unit reacting to a charge originating solely from behind its flank has to turn to flank or rear to react when not impetuous. There is no obligation so, to turn, if the charger is both before and behind the flank. A wheel can be made in this case.

4.7.5 Evading

Troops that are entitled to shoot while evading can shoot at any time while evading. The option to evade, when entitled to rally back at the moment of attack, can be chosen regardless of the units orders, when it is not impetuous or routing. A shaken unit without skirmish orders thus evading does not break! Evasions are moved like routs otherwise. A unit has to evade directly away from the enemy without exception!

4.7.6 Mounting/Dismounting

It is not an option as a charge-reaction to mount or dismount. Exception: For non-impetuous mounted infantry which is charged while being mounted and receiving the charge at the hold while not being in melee already, dismounting is allowed.

4.7.7 Placing obstacles

To drop caltrops, emplace stakes etc. is a legal charge reaction for a unit that is not already in melee and stands to receive a charge, provided it has enough time to fully complete this before the enemy makes contact.

4.8 Rallying, Breaking of Combat, Routing and Recoil

4.8.1 Rallying (Page 37)

A unit that is not disordered may not rally voluntarily.

4.8.2 Break-off from combat (Page 37)

The intention to break-off from combat has to be declared by the players directly after the charge declarations. A break-off may not be declared by a unit that charged last turn and which inflicted more hand to hand casualties than received, or while being impetuous, or if only fighting units that rout at the same time. In a case when both participants in a melee like to break-off, both do so!

4.8.3 Routing

A routing unit does never move according to the player's choice, but its move is to be absolutely determined by the rules. If the opponents cannot agree, call the umpire. A rout-move has to be conducted as straight as possible, until the routers contact an obstacle they cannot move through or in which they are slower than their pursuers. After the contact, the leftover rout-move is measured as a side movement. Figures are taken from the flanks and are placed at the head of the routing column. If pursuers (or chargers) move through a similar gap, they let hindering flank figures fall back in a rear rank.

4.8.4 Recoil

Troops who are unable to recoil due to intervening friends, terrain or the table-edge, do not recoil but are disordered instead. Nobody moves, but the victorious side still counts as following up.

4.9 Movement (Page 40)

4.9.1 Wedges wheeling

To make the movement of wedges more convenient, players have to use the following table for their movement. The table represents the paces a unit needs to wheel for 90°. It has to be modified for 45° turns and/or for irregular troops. The figures have been calculated mathematically, being rounded up.

Size of the wedge:	How wide is a single figure of the wedge?		
	0.75cm (MI/HI)	1cm (LMI,HC)	1.5cm (LLC)
6,00	30,00	40,00	60,00
12,00	50,00	60,00	100,00
15,00	60,00	80,00	120,00

A wedge disintegrates by any movement but forward movement or wheeling. Turning to flank or rear turns a wedge into a column of the width in figures the respective side had before the turn.

e.g.: A wedge of 12 figures turning to flank is 3 figures wide and 4 figures deep afterwards.

4.9.2 Forming and disbanding a wedge (Page 40)

A wedge may be formed at any place, provided that every figure, while making a normal move on their own, could reach their new position within the new formation. The single figure movement has to include appropriate time for wheels and turns!

The same applies, when disbanding a wedge. These formations may not be disbanded and formed in the same turn!

To form a chosen size of wedge, a unit must be large enough as given in the rules. If a unit in wedge-formation loses figures, the formation is not necessarily lost (see table), but once the formation is lost for any reason after the loss of necessary figures, it will be impossible to reform a wedge.

A general may join a unit to increase the number of figures to a level where a wedge may be formed, but has to stay there to keep the wedge intact. If the general leaves, the wedge disintegrates to a 2-4 rank formation again.

The number of figures that may be lost before a wedge disintegrates is to be found in this table:

Size of the wedge:	Number of figures that may be missing:
6,00	1,00
12,00	2,00
15,00	3,00

4.9.3 Forming and disbanding a square (Page 40)

Hollow Squares (or Squares in general) are formed like a wedge, e.g. it takes a full period. The centre of the new square has to be roughly where centre of the unit used to be at the start of the period. The total number of figures looking in the different directions of the square has to be divided equally between the four sides. A square may move in every direction at double movement-cost. When charged, a square has the option to face the enemy while staying in the formation or spend a quarter-period to return the unit to normal formation with two ranks. Charges by the square itself may not be declared without deducting half a period for the same formation-change just mentioned.

4.9.4 Fall Back Moves

When troops that are quicker than their opponents are falling back on 60 paces after all other moves have been done, they may do so only if no troops that are as quick or quicker are within 60 paces from them. The speed is measured for the terrain the falling back unit would end in after having fallen back. The fall back move is strictly straight backwards. Close order infantry may not fall back. A unit that falls back does not count the extra-distance of the fallback-move for any purpose except the consideration if it advanced at all during the period. The unit is considered to have been at the closer distance to the enemy for shooting purposes and does not count the fallback-distance for the decision if it was „moving fast“ this turn.

4.9.5 Wheeling

A wheel, especially of a column is not to be moved as a pivoting of the whole unit around one of its front corners, but as a wheel of every rank in succession after passing the pivoting point! Only when the wheeling unit is contacted before the end of its wheel, are the remaining ranks set behind those who have already wheeled.

4.9.6 Counting Terrain as difficult

Camels count soft sand and elephants count brush as good going, so are not disordered by moving/fighting in these terrains.

Mounted troops charging a target that is completely inside difficult terrain count as disordered by this terrain even if they themselves are not yet in it, because in the melee they will have to get at their target that is in the terrain!

4.10 Legal Formations, especially Square and L-shape

The legal formations are strictly to be adhered to. Exceptions can only be made if a unit: 1. is in the process of a formation change (which will proceed in the next turn) 2. is in rout, 3. has made contact to melee and not yet rallied, 4. confirms to field works, war wagons or the like. Confirming to the edge of a wood or hill should be made by declaring the unit as confirming to this edge, not by actually placing the figures in odd (and not legal) formations. If a unit is found to be in a formation that is not legal and to the advantage of the owning player, the unit will be treated as being disordered. Thus the only way an L-shaped formation and the like can be created, is to turn to flank with some figures as a reaction to a flank-charge while already frontally engaged in close combat. I.e. all kinds of voluntary L-shapes are not allowed. Players are advised to use squares if they wish to form front to more than one side.

If forced to turn to flank as result of a charge without a frontal contact in the same turn, the whole unit has to turn, not just the contacted figures!

4.11 Impetuous troops (Page 44)

An impetuous unit does never move according to the player's choice, but its move is absolutely determined by the rules. In case of doubt, the umpire will decide. It is perfectly legal to decide the projected actions of impetuous units before charges are declared.

Impetuous troops are not exempt from the need to rally or to pause after a charge without contact. The maximum distance for enemy troops to trigger the automatic movement of impetuous troops towards them is 300 paces. If no enemy can be seen within this area, impetuous movement is directly towards the enemies table-edge (and camp, i.e. inside the deployment area), on the fastest route available. They must declare charges against the most easily reached enemy they can see!

A unit that becomes (or is already) impetuous during a charge is considered to have charged 'straightforward', so all enemies that may be reached during the charge-move have to be contacted, if possible. If the unit has to turn to meet the closest enemy, it will do so first and continue as above.

Impetuous units always pursue units they have routed and do not react to flank attacks. They make all appropriate reactions-tests normally.

4.12 Shooting

4.12.1 Priorities

Priorities are decided upon only at the end of movement. They are decided upon per shooting figure, not per unit! Shooting may not be timed to avoid priorities. If being capable of shooting at a target at any time in the turn, and this target is a priority target at the end of the turn, this target has to be shot at by all figures capable during the turn!

e.g.. It is not possible to avoid a priority by turning away in the same turn

4.12.2 GMEACE (German GNEAST)

A target that qualifies for more than one GMEACE target-type (*e.g. a general mounted on an elephant*) is covered by any of those orders, given to the shooters.

4.12.3 Counting Chargers as shieldless

The second (or third) rank of a charged unit can shoot on a charging unit of pike or 2HCW as being shieldless after they let down their shields on under 20 paces when the shooting unit is the close-combat-target of that charging unit. Units that are not charged themselves can never do this. Note that such figures from rear ranks using this opportunity are not allowed to fight in melee because they shot from a distance of less than 40 paces.

4.12.4 Scythian formation

„Scythian formations have to be parallel to their target“ This will be treated as follows: horse archers in Scythian formation may not shoot 360 degrees, but only as light infantry with 90 degrees from the two longer sides of the formation. Shooting is in pairs, both figures are shooting from the respective front side.

4.12.5 Crossbow, Longbow, Staff sling, Handgun

Foot figures that did not move themselves during a period, may still fire with longbow, crossbow, handgun or staff sling.

4.13 Troops eligible to fight in melee (Page 53)

Units or bodies engaged in close combat at the start of the period may not change formation or place obstacles, not even as a charge reaction.

If the front rank of a unit is not straight anymore, e.g. parts of the unit pursued an enemy while another part was stopped by another unit, some figures might end up in between without contact to either unit. In this case, all such figures are entitled to fight against the unit they did already pass as normal overlaps; they may not fight against a target they did not actually reach during their move.

The owner of a unit fighting in melee has the choice of the weapon to use; not to fight at all is not an option, even when the owner (for whatever reason) wants to lose the melee.

4.13.1 Point 3

To be fighting with figures not in contact, there is a need to have a line of sight to the target.

To be fighting with a rear-rank-figure of a charging wedge, there must be a part of the enemy unit in front of those figures, which they would hit, if they advanced further. This rule is made up to stop players from charging the corner figures of a unit to decrease the enemy's effectiveness, so does not hold true for holding wedges.

If a wedge hits a unit in a way giving them the best chance of fighting back (e.g. the center of the target, or the only possible point of contact, confined involuntarily) this rule doesn't apply.

e.g.: A wedge of 6 LC hits a wedge of 6 MI head-on. Obviously there will be 5 figures fighting from both units, even if the third rank of the LC is wider than the MI.

4.13.2 Point 4

The rear figures of a wedge may fight as if they were in the second rank of a unit in line. The fighting number of foot figures from a wedge of 12 figures is therefore 8, the number will be increased to 9 if the unit itself is pincered.

4.14 Casualty-inflicting Obstacles (Page 70) and siege rules

Players should be aware of the fact, that the unit who receives damage by these obstacles uses the *same* die-roll for their casualties by the obstacles and the damage they do to their opponents in melee. The number of figures crossing is the number actually fighting in Melee afterwards (think of wedges!).

If the use of such equipment is restricted by constraints like "only if the opposing army may have xy", players that purchase this equipment may only use it against eligible opponents. The disadvantage is that troops may be more expensive now, without being actually better, because they are not allowed to use these things!

Equipment may only be used, if the specific version of the opponents list provides an option for the demanded item.

e.g.: An opponent fielding Army 159 (choosing Ilkhanids), may not use the elephants, because they are restricted to a Timurid Army; a Carthaginian Army (31) after 275BC may not have chariots etc.

A unit that once had casualty-inflicting obstacles, but used them, still counts the full points including these obstacles. No points are gained or lost by not using them or even collecting them from the opponent.

These are the only siege rules to be allowed. All other rules (setting fire etc.) are not to be played in the tournament.

4.15 Laager, wagons, carts, war-wagons

4.15.1 General rules

Carts, wagons and laagers must be kept as one single formation. They do not require command points. A laager (with the animal teams inside or off table) may not move in the game, once set up. War-wagons (with mantlet sides) can be split into more than one formation and be attached to infantry units which have to pay normal command points for themselves, but not for the war-wagons. The respective unit has to start the game in base-contact with their war wagons, but may still leave them later to be defended by another unit.

4.15.2 Reaction-Testing and Morale

Formations of carts or wagons have to have orders but do not take reaction-tests themselves. They always hold when charged. Defending units have to have the same order than the defended formation and react normally.

Defended war-wagons with mantlets count as chariots to the enemy in reaction tests (-1 when within 100 paces). There is no Line of sight over a unit to a laager or vice versa, if the viewer is not in base-contact with the intervening obstacle.

4.15.3 Movement

Carts and wagons can only be moved on the table by their animal teams. Carts are pulled by one yoke, wagons by two yokes of oxen, mule or horse. They may forced march and act as off table reinforcement, but count as close order in doing so. It takes a full move to link or unlink wagons, carts and their drawing teams.

4.15.4 Shooting

Oxen, mule and horses who are shot at alone count as shielded MI, the wagons or carts as shielded EHI and both in conjunction as shielded EHC. Mantlet carts may hold 2 and mantlet wagons 4 fighting infantry crew (no matter of basing!). The wagons serve as cover for troops within them or in base contact behind them. Shield factors are applied normally. The height advantage does only serve to shoot over friends in contact (like a third rank), but not over any other intervening obstacle to a target on the same level.

4.15.5 Melee

The defenders of mantled wagons receive the +/- 2 when defending war wagons from within, because they are in cover. Non-mantlet wagons or carts cannot hold fighting crews, they can only be defended from behind. Wagons, carts and drawing animals that are alive count as minor linear obstacle for movement and close combat. Troops defending laagers, wagons, carts and the like have to have hold orders or skirmish orders. The obstacles are not pushed back and do not follow. The defenders react normally.