Art-of-Tactic
by Konstantin Krivenko

SAMURAI BATTLES™

Rules
Welcome to Samurai Battles and the Art of Tactic System! These are all of the rules that you will need to create epic battles on the fields of feudal Japan, using the innovative and unique Art of Tactic System.

**BATTLEFIELD BASICS**

Here are a few basic features of the Art of Tactic that you should understand before you begin your first battle:

- **Simultaneous Play**: During each game phase, all players act simultaneously. You give orders to your troops at the same time, and then resolve your orders simultaneously. For ease of play, some actions may be done in turns—such as rolling dice when units are engaged in combat—but the results of those actions occur simultaneously.

- **Units and Unit Cards**: Your army is made up of a number of units. Each unit is an independent group of warriors that you control. Every unit has a matching Unit Card, where all of the unit's abilities and available orders are listed. You cannot give an order to a unit if that order is not on the matching Unit Card! For example, a unit of Samurai swordsmen does not show the “Fire Ranged Weapons” order: You cannot order this unit to fire arrows at an enemy unit because they have no bows!

- **20-Sided Dice**: This game uses special 20-sided dice, which may be different from other dice you are familiar with. These dice are used just like traditional 6-sided dice: roll the dice and read the number that lands on top to determine the result of your roll.

- **Art of Tactic** is based on realistic battlefield encounters. While it is impossible to consider every detail of a battle in a board game, you must keep in mind the same rules of engagement that real commanders must remember. This valuable tactical advice will help you lead your army to victory:
  - Try to foresee the actions of your opponent.
  - Bluff: try to mislead your opponent.
  - Use reconnaissance to uncover your enemy's plans.
  - Use the terrain to your advantage.
  - Focus your efforts against your main targets and objectives.
  - Spare your troops: don't expose them to enemy attack needlessly.

- **Samurai Battles** is an expandable game system. This starter set has everything you need to create many battles, but it's only the starting point. New sets of units can be purchased separately to expand your army with new and different types of units. Each set includes the Unit Card you need for the game. You can learn about new sets and game expansions on our website: www.samurai-battles.com.

- **Four levels of play**: To help you learn the Art of Tactic, these rules are divided into four parts. The Basic Rules explain how units move and fight. The Intermediate Rules add unit Morale and Honor. The Advanced Rules expand the effects of terrain. Finally, the Expert Rules add Fatigue. You can play Samurai Battles at any level of difficulty, or work your way up as you sharpen your skills!

**PREPARATION FOR PLAY**

Before you begin your first game, you will need to carefully separate the pieces from the frames and assemble the units.

When you are ready, choose a scenario to play. Each scenario has a map of the battleground. Set up the game board using the terrain tiles as shown on the map and place the units on the board.

The scenario you have chosen will explain the length of the game, and how you can earn Glory Points. The player who scores the most Glory Points wins the battle.

**BASIC RULES**

**UNITS AND UNIT CARDS**

Before we get into the details of how to play, let's take a look at the units you will command in the battle. Every unit is represented on the game board by a group of models set into a base so they are easy to move around. Each unit has a matching Unit Card that shows all of the unit’s abilities as well as the orders you may assign to it.
Unit Flags
Every unit has a Unit Flag that shows the symbol for this unit type (Ashigaru, Samurai, Monks, etc.), the type of armament (naginatas, bows, arquebus, etc.), and experience level (experience level will be used in a future expansion release).
Each unit’s flag and Unit Card must be marked with the same number, so it is always clear which card belongs to which unit on the game board.

Unit Characteristics

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>![Symbol]</td>
<td>![Symbol]</td>
<td>![Symbol]</td>
<td>![Symbol]</td>
</tr>
<tr>
<td>![Number]</td>
<td>![Number]</td>
<td>![Number]</td>
<td>![Number]</td>
</tr>
</tbody>
</table>

The front side of a Unit Card lists all of the unit’s characteristics. In the Basic Game, you only use the abilities in the orange boxes.

Unit Type and Symbol
A unit can be one of many different types, and can be identified by the symbol on the Unit Card and matching Unit Flag:

ASHIGARU WITH YARI
Ashigaru were the common soldiers of Japanese armies. Though not as well trained as Samurai, Ashigaru armed with yari (spears) were much more numerous—in fact, they formed the backbone of Japanese armies in the XVI and XVII Centuries.

ASHIGARU WITH ARQUEBUS
The Arquebus was introduced to Japan by Portuguese traders in the middle of the XVI Century. Easier to master than the bow, the arquebus soon became popular with Ashigaru soldiers.

SAMURAI WITH NAGINATA
Samurai were trained to use a plethora of melee weapons, and would often use a polearm called the naginata. This versatile weapon could be used in massed formations as well as in single combat.

MOUNTED SAMURAI
Medieval Japanese armies lacked good horses, and therefore also lacked true heavy cavalry. Nevertheless, Samurai cavalry compensated for the poor quality of their horses with superior skill.

ASHIGARU ARCHERS
The bow was traditionally regarded as a weapon of the Samurai. Eventually, however, Ashigaru began using them too. Through their superiority in numbers, Ashigaru archers could achieve adequate results.

GENERAL STAFF
Japanese generals were Samurai from the noble families, and were as proficient in fighting as they were at commanding an army. Surrounded by his elite loyal bodyguards, the general could change the course of a battle.

A unit’s Firepower Value is determined by the range of the attack. The chart on the Unit Card shows different Firepower Values for each range that unit can hit. If a space on the chart is marked with an “x”, the unit may not attack an enemy at that range.

The Firepower Value tells you how likely the unit is to hit when attacking with its ranged weapons. You must roll the number shown or less on a die to score a hit when this unit makes a ranged attack. The Firepower Value is the same whether you are attacking infantry or cavalry (see Ranged Combat).

Example: This unit of archers can fire on an enemy target that is between 2 and 6 hexes away. If it attacks a unit 3 hexes away, the Firepower value is 4, but if the target is 5 hexes away, the Firepower is only 2.

Range Chart and Firepower Value

-only units armed with ranged weapons, such as mounted archers or arquebusiers have this ability.

Attack Values

A unit’s Attack Values determine how likely the unit is to hit an enemy when it attacks. You must roll the number shown or less on a die to score a hit (see Melee Combat).

Example: This unit has an Attack Value Against Infantry of 4. When it attacks, any die roll of 1-4 is counted as a hit, while any result of 5-20 is a miss.

All units have 2 Attack Values:
Attack Value Against Infantry is used only when the unit attacks an enemy infantry unit.
Attack Value Against Cavalry is used only when the unit attacks an enemy cavalry unit.

Cavalry units show two numbers in each Attack Value box, such as “8x3”. The first number is the unit’s Attack Value. The second number is the number of dice you roll for each model in the unit when attacking.

Example: When this cavalry unit attacks an enemy infantry unit, it rolls 3 dice for each model in the unit, with a base Attack Value Against Infantry of 8, and Attack Value Against Cavalry of 6.

Defense Value

The quality of a unit’s defensive equipment, as well as the level of training and combat experience,
determines how well the unit can avoid losses during a combat. These abilities are combined into a single number called “Defense Value.” A unit’s Defense Value is the number of hits the unit can take without suffering any casualties. Each time a unit is hit, its current Defense Value is reduced by 1 point for each hit. Some orders can increase or decrease a unit’s Defense Value, as can some types of terrain. Always record the current Defense Value for each unit in the matching box of the Unit Card.

At the beginning of each turn, the Defense Value of all units return to their original, unmodified values.

The Planning Phase: Issuing Orders to Units

All players must secretly give orders to all of their units during this phase. Do not reveal your orders to your opponent at this time!

To issue an order, mark the Order Chart on the back of your Unit Card in the row that matches the order you want that unit to execute. Some orders also require you to write in additional information, such as the target of an attack. After you write the unit’s orders, place the Unit Card on the table face up (so your opponent cannot see the orders you have given).

When all players have issued orders to all of their units, the Planning Phase ends.

If for any reason you do not issue an order to a unit that is not engaged in melee combat, that unit automatically executes the Rest order.

The Execution Phase: Carrying Out the Orders

The players now turn over all of their Unit Cards to reveal the orders that were issued. After this moment, no orders can be cancelled or changed!

All units now execute their orders, following the steps listed below. All units with the first order (Defensive Orders) execute their orders before any units with the second order (Ranged Combat Orders) execute theirs, and so on. Orders of the same type always occur at the same time. To simplify play, you may complete your orders by taking turns, but the effects of orders of the same type are always simultaneous.

Execution Phase Sequence

The Execution Phase is divided into 6 steps. Each step must be completed before the next step begins:

1. Defensive Orders (All-Around Defense, Defend, Fire and Retreat)
2. Ranged Combat Orders (Fire Ranged Weapons)
3. Movement Orders (Assault, March, Move and Fire, Pursue, Run)
4. Special Orders (Ambush, Join Up, Receive Supplies, Reconnaissance, Rest)
5. Melee Combat
6. Retreat Orders (Flee, Panic, Retreat)

Note: Flee and Panic are special orders that a unit may be forced to execute if it fails a Fortitude Test. These orders are not listed on the Unit Cards.

UNIT COMMANDERS

Commanders are special models that can be added to a unit to increase its abilities. Units with Commanders have a higher Fortitude, and roll additional dice when attacking. You may only assign 1 Commander to each unit.

Important: Your General Staff unit
always counts as having a Commander, and has all the benefits listed below.

Units Without a Commander

Normally, a unit will not have a Commander. A unit without a Commander is limited to certain types of orders. You can only give these orders to a unit without a Commander:
• Defend
• All-Around Defense
• Rest
• March

Units without Commanders can engage enemy units by using the March order, and will defend themselves normally if attacked. But, these units cannot gain the benefits of the Assault order and cannot make any ranged attacks.

Important: These restrictions do not apply to a unit if you have a Commander in any adjacent hex. Any unit adjacent to a friendly unit that has a Commander may be given any order that is listed on its Unit Card, and may assault the enemy and make ranged attacks as normal.

Commander Abilities

A unit that includes a Commander receives these benefits:
• The unit can be assigned any order that is listed on the Unit Card. Units without Commanders that are adjacent to a unit with a Commander can also be assigned any listed order.
• The Commander fights with the rest of the unit, and is counted when the unit attacks.

Example: A unit of spearmen includes 5 warriors and 1 Commander. Since this is an infantry unit, each model rolls 1 die when the unit attacks. There are 6 models total, so the unit attacks with 6 dice.

A cavalry unit with a Commander has suffered 1 casualty, so it now includes 1 warrior and 1 Commander. The Unit Card shows “×3” in the Attack Value box, so each model rolls 3 dice when the unit attacks. Since there are 2 models total, the unit attacks with 6 dice.

• If the unit suffers casualties, the Commander model is always the last one removed from the unit stand (the other warriors will lay down their lives to protect their Commander).

Exception: If an enemy Ninja unit attacks and inflicts casualties, the Commander model is the first casualty removed! The unit loses all the benefits of having a Commander if enemy Ninjas kill the Commander.

MOVEMENT

Movement orders are used to move your units around the battlefield. When you give a movement order to a unit, you must write down the exact path that the unit will follow when it moves. During the Movement Orders Step of the Execution Phase, all units with movement orders will take their actions.

Movement Value

Each unit has a limit to how far it can move each turn. This is called the “Movement Value”. All infantry units have a Movement Value of 1 when marching, or 2 when running or charging. All cavalry units have a Movement Value of 2 when marching, or 4 when running or charging. Battlefield terrain can affect a unit’s Movement Value (see Terrain).

All units with movement orders must follow the exact route written on their Unit Cards. Usually, it is more convenient to move the units one at a time (e.g., the first unit moves its entire route, then the next unit moves, and so on). But, when several units are trying to move into the same hex, or when enemy units move into adjacent hexes, these units must move one hex at a time. Once all such units have moved one hex, all of them that still have moves to make to move a second hex, and so on.

Example: These archers have been given the March Order. They will move straight ahead 2 hexes, as written in the Order Chart.

Encounters

Only one unit may occupy a hex at a time. If, during movement, two units try to enter the same hex at the same time, they have an “encounter.” Both units must stop moving in the last space they occupied before entering the same hex.

Example 1: After both moving 1 hex, these 2 units try to enter the same hex for their next move. Both units must stop.

If the units are in adjacent hexes and try to move towards each other, both units must stop.

Example 2: After each moving 1 hex, these units find themselves adjacent to each other. Now their orders require them to move into each other’s hex, so both units must stop. Since they are enemies, they enter melee combat.
Zone of Control and Movement

A unit must stop moving if it enters an enemy Zone of Control or Defense Zone, or it moves in a way that causes an enemy unit to enter its own Zone of Control. Those units will attack during the Melee Combat Step of the Execution Phase.

ZONE OF CONTROL

A unit threatens the area around it with its weapons, and this limits the enemy’s ability to move through that area. This is called a “Zone of Control”. The Zone of Control for all units includes all 6 adjacent hexes.

No unit may ever move through an enemy unit’s Zone of Control. If a unit enters an enemy Zone of Control, it must stop moving and engage the enemy. Similarly, if a unit moves in a way that puts an enemy in its own Zone of Control, it must stop moving and engage the enemy.

Example: A unit of Samurai cavalry moves across the battlefield, and into a hex adjacent to an enemy archer unit. Since this hex is in the archers’ Zone of Control, the cavalry must stop moving for the turn. It is now engaged with the archers and they will fight during the Melee Combat Step of the Execution Phase.

Defense Zone

Only units that have been given Defend, Ambush, or Fire and Retreat orders have a Defense Zone. When you give one of these orders to a unit, you must turn the unit on the game board so it is facing a single side of the hex it occupies. This will determine where the Defense Zone is.

MELEE COMBAT

Melee combat is fought between units in adjacent hexes, using hand weapons such as swords or spears. A unit enters melee combat if any of the following occurs:

• If the unit attacks an enemy unit when executing the Assault order;
• If the unit is attacked by an enemy unit executing the Assault order;
• If the unit moves into an enemy unit’s Zone of Control or Defense Zone when executing any movement order;
• If the unit moves in such a way that an enemy unit enters its own Zone of Control; or
• If an enemy unit move into this unit’s Zone of Control or Defense Zone when executing any movement order.

If a unit enters melee combat with an enemy unit, we say that the unit is “engaged” with that enemy. You must turn the unit model so that it is facing towards the enemy unit. A unit can only attack an enemy in melee combat if it is facing that enemy.

A unit that has the Defend, Ambush, or Fire and Retreat order does not have a Zone of Control. Instead, this unit has a “Defense Zone”.

Important: A unit engaged in melee combat does not have a Zone of Control.

If a unit moves into an enemy’s Zone of Control or Defense Zone, it must immediately stop moving and
engage that enemy. Point the moving unit so it is facing the enemy unit.

If a unit is attacked by two or more enemy units at the same time, it must turn to face the enemy unit that has the highest total Attack Value (multiply each unit’s current Attack Value by the number of figures in the unit).

Example: The defending unit 1 must turn to face attacking unit 3, since it has a higher total Attack Value (40) than unit 2 (24).

Exception: If a unit moves to attack an enemy that is already engaged in melee with another unit, that defender does not turn to face the strongest attacker. Instead, it remains engaged with the current enemy, for as long as both units are still involved in the melee fighting.

Melee Attacks

A unit engaged in melee can only be given one order: Retreat. If the unit was not ordered to Retreat, it gets to make an attack during the Melee Combat step of the Execution Phase. Each unit can make 1 melee attack each turn, against the enemy that it is facing. These attacks take place simultaneously.

To make a melee attack, you must follow these steps:

1. Determine Attack Value: The unit’s Attack Value is based on the type of unit you are attacking (infantry or cavalry). Add or subtract all modifiers to determine your final Attack Value.

2. Roll Attack Dice: Each model in the unit rolls dice when you attack. All infantry units roll 1 die for each model (including any Commander). Cavalry units roll the number of dice listed on the Unit Card for each model (including any commander).

3. Count Hits: The number rolled on each die is compared to the final Attack Value. If the die roll is equal to or less than the Attack Value, you score a hit! If the roll is higher, it missed. Add up the total number of dice that rolled hits.

4. Apply Damage: Each die that rolled a hit in step 3 inflicts 1 damage to the target unit. Damage is applied to the target’s Defense Value first. Each hit reduces the Defense Value by 1 point. If the Defense Value is reduced to 0, each hit that remains inflicts 1 casualty. Remove 1 model from the unit for each casualty inflicted.

Important: Always write the current Defense Value of the target unit when it takes damage. The reduced Defense Value remains until the beginning of the next turn, and does not protect the unit against other attacks this turn. When 2 or more units attack the same target, they are more likely to inflict casualties since the defender does not recover its Defense Value until the beginning of the next turn.

Flank and Rear Attacks

Units are trained to fight facing their enemy, where their weapons and formations are most effective. But, if a unit is engaged in melee, it cannot turn to face other foes that attack from the sides or rear where it is more vulnerable to attack.

When a unit is engaged, the model must be turned to face the enemy unit. This is called the unit’s “front” side. The sides of the unit are called “flanks” and the side opposite the front is the “rear” (see the illustration).
the defending unit. So, you can use one unit to engage an enemy, then assault the defender through the flank or rear sides to gain the benefit of a flank or rear attack. **Important:** If your unit enters an enemy’s flank or rear hex when executing a March or Run order (instead of the Assault order), your unit must engage in melee combat with the defender but it is not a flank or rear attack! Only units with Assault orders can benefit from these bonuses.

**CONTINUING MELEE COMBAT**

Any unit that is engaged in melee at the beginning of the turn that was not given a Retreat order must continue to fight in melee combat. Do not issue any orders to these units: units involved in a continuing melee do not receive any ability modifiers for their orders. Units that do not retreat may not move away from the melee combat.

**Zone of Control in Melee**

A unit engaged in melee combat at the beginning of a turn does not have a Zone of Control for the entire turn.

Unit 1 is still engaged in melee at the beginning of the turn, so it does not have any Zone of Control. Unit 2 can move through hex 320 without entering melee combat with unit 1, but only if it has been given an Assault order against unit 3. If unit 2 is executing a Move or Run order, it must stop in hex 315 and enter melee because unit 2 does have a Zone of Control.

**Ending Melee Combat**

Units engaged in melee combat must continue fighting until one of the following occurs:

- The unit is issued the Retreat order;
- The unit is completely destroyed; or
- The enemy unit is destroyed or retreats.

When your enemy’s unit is destroyed or retreats, you must check if there is another enemy in your unit’s Zone of Control. If there is, your unit immediately turns to face the next strongest of these enemy units (the enemy with the highest total Attack Value). Turn your model to face the next enemy.

If there are no more enemies to fight, you may issue orders to your unit normally on the next turn.

**RANGED COMBAT**

Ranged combat occurs when a unit with the Firepower ability (a “ranged unit”) attacks an enemy unit from a distance.

**Line of Sight**

A unit can only make a ranged attack against an enemy that it can see. Where a unit can see is called “Line of Sight”. Some types of terrain and most units on the battlefield block Line of Sight.

To determine if a unit has Line of Sight to an enemy unit, draw an imaginary straight line from the center of the attacker’s hex to the center of the target’s hex. It is recommended that you use a piece of string or similar object stretched between the centers of the two hexes to help determine if a unit can see the target. If any part of this imaginary line crosses any part of a hex that is occupied by a terrain type or a unit that blocks Line of Sight, the attacker cannot see the target and cannot make a ranged attack.

**Important:** All units except Ninja units block Line of Sight.

**Range**

When you make a ranged attack, you must first determine the range between the attacker and its target. The range is the number of hexes between the 2 units, counting the target’s hex but not counting the attacker’s hex.

**Example:** The archers are at range 3 from the cavalry unit.
Every unit with a ranged attack has a range chart at the top of its Unit Card. The arrow symbol on the range chart shows the hex that the unit is in. Find the range to the target on the chart. The number in that box is the Firepower Value for the attack.

If the box for that range shows an “x”, your unit may not make a ranged attack against an enemy at that range.

Ranged Attacks

Ranged attacks follow the same procedure as melee attacks, except that the attacker uses its Firepower Value instead of its Attack Value. When you determine the final Firepower Value, remember to check the range chart on the attacker’s Unit Card.

Ammunition

While melee weapons such as swords and spears can be used for the entire battle, ranged weapons like bows or the arquebus require ammunition each time they are fired. Every ranged unit (archers, mounted archers, arquebusiers, etc.) begins the game with a full supply of 7 Ammunition points.

Each time the unit executes an order that requires it to fire its weapons (such as Fire Ranged Weapons) it must spend 1 Ammunition point. If the unit has no Ammunition left, it cannot execute one of these orders.

The arrow models are used to record the amount of Ammunition a unit has. At the beginning of the battle, insert 7 arrows into the unit’s stand. Each time an Ammunition point is used, remove 1 arrow.

ORDERS

Each turn, you will assign orders to all of your units. Each unit can only be assigned 1 order each turn. Mark the order you choose on each unit’s Unit Card. All orders are resolved during the Resolution Phase.

Defensive Orders

These orders are used for units that you want to defend themselves against enemy attacks. They are executed during the Defensive Orders Step of the Execution Phase:

All-Around Defense

This order prepares a unit to defend itself against enemies from all directions. This unit does not have any flank or rear sides, and no attacker receives those bonuses, even if they assault it from a direction this unit is not facing.

Cavalry units cannot be issued the All-Around Defense order.

A ranged unit with Defend orders gains a Kill Zone in addition to its Defense Zone. You must write down the maximum range that the unit will fire (in the order box for the Defend order).

The unit will fire its ranged weapons at the first enemy unit that moves into its Kill Zone, or that begins its movement inside the Kill Zone. The enemy’s movement is temporarily interrupted until the ranged attack is complete. If multiple enemies move into the Kill Zone at the same time, the defender chooses which 1 enemy unit to shoot at. The ranged unit must
spend 1 Ammunition point to make this attack (see Ammunition).

Example: This unit of archers has the Defend order with a Kill Zone range of 3 hexes. The highlighted hexes are in the Kill Zone. As soon as the enemy Samurai enter the Kill Zone, the archers will immediately attack. Then the Samurai can continue moving (assuming they survive).

Fire and Retreat

This order tells a ranged unit to fire at any attackers and fall back. You must write down the direction the unit will be facing when it executes this order. This will determine the direction of the unit’s Defense Zone. You may issue this order only to units that have a ranged attack.

The unit gains a Kill Zone with a maximum range of 2 hexes. If an enemy unit enters this Kill Zone, the defending unit immediately makes a ranged attack against the moving unit (its movement is temporarily interrupted). Then, the defending unit moves directly backwards 1 hex.

If multiple enemies move into the Kill Zone at the same time, the defender chooses which 1 unit to attack. The unit must spend 1 Ammunition point if it fires its weapons at an attacker.

If the defending unit is assaulted from any direction that is not covered by the unit’s Kill Zone, it is treated as a flank or rear attack, as appropriate. The defender does not get to fire its weapons or retreat.

Example: An arquebusier unit has Fire and Retreat orders, when a unit of enemy cavalry with Assault moves to attack across their Kill Zone. The arquebusiers immediately fire their weapons, inflicting 1 casualty, then they move back 1 hex. The cavalry unit passes its Fortitude Test and keeps moving, but because the arquebusiers retreated 1 hex, the cavalry cannot reach them—the attack fails!

Playing Hint: Use this order with caution: on the one hand, it allows you to shoot at an enemy from a short distance and then retreat, thus disrupting his assault. On the other hand, if your unit is attacked by the enemy it will fight at a disadvantage. Think carefully before giving this order!

Ranged Combat Orders

These orders can only be issued to units that can make a ranged attack. They are executed during the Ranged Combat Step of the Execution Phase:

Fire Ranged Weapons

This order tells the unit to fire its ranged weapons at an enemy unit. You may only issue this order to units that have a ranged attack. You must write down the number of the enemy unit you want to shoot at. The target enemy must be within your weapons’ range and in Line of Sight (see Ranged Combat). The unit must spend 1 Ammunition point.

Movement Orders

These orders are used for units that you want to move around the battlefield. They are executed during the Movement Orders Step of the Execution Phase:

Assault

This order instructs a unit to move across the battlefield and attack an enemy in melee combat. You must write down the exact path that the unit will take when it moves. Infantry units may move up to 2 hexes when making an assault. Cavalry units may move up to 4 hexes. You must also write down the number of the unit you want to attack. You can only target an enemy unit that is in Line of Sight of the attacking unit when the order is issued. When a unit with Assault Orders moves, it has no Zone of Control. Assault orders are resolved at the same time as other movement orders. To see if any units run into each other, you must resolve all movement 1 hex at a time (see Movement). Your assault movement may be interrupted by an enemy unit that fires on or attacks your unit.

If your unit can move adjacent to the target unit, your assault succeeds and you engage that enemy in melee combat.

If a unit with the Assault order encounters another unit during movement (see Encounters), the assaulting unit must continue to move towards the target unit and engage it in melee combat. If two units with Assault orders encounter each other, roll 1 die for each unit and add its current Fortitude to the result of the roll. The unit with the higher total moves into the encounter hex. If the totals are equal, roll again.

Note: You can only receive bonuses for flank and rear attacks when you execute an Assault order.

March

This order tells your unit to move carefully across the battlefield. You must write down the exact path your unit will take when it moves. Infantry units may move 1 hex. Cavalry units may move up to 2 hexes. Some types of terrain can prevent your unit from executing a March order (see Terrain). Your movement may be interrupted by an enemy unit that fires on or attacks your unit.

If your unit moves into an enemy Zone of Control or Defense Zone, it must stop moving and engage that enemy (see Movement).
**Move and Fire**

This order instructs your unit to move across the battlefield and fire its ranged weapons at the enemy. You may only issue this order to cavalry units with ranged weapons, such as mounted Samurai archers. Infantry units may not execute a Move and Fire order. Note that mounted Samurai archers are not included in this Starter Set, but may be purchased separately.

You must write down the exact path your unit will take when it moves. Your unit may move up to 4 hexes. You must also underline the exact hex that your unit will fire from during its movement, and write the number of the enemy unit you want to attack. The target enemy must be within your weapons' range and in Line of Sight when you make the attack.

**Example:** A unit of mounted archers has been assigned the Move and Fire order. It will move 2 hexes to the right, fire its weapons, and then move 2 hexes towards the rear.

The unit must spend 1 Ammunition point. Some types of terrain can prevent your unit from executing a Move and Fire order (see Terrain). Your movement may be interrupted by an enemy unit that fires on or attacks your unit.

**Special Orders**

These orders include a number of activities that are not directly related to movement or combat. Not all units can execute all of these orders. You can only issue a special order to a unit if it appears on the Order Chart of its Unit Card. All special orders are executed during the Special Orders Step of the Execution Phase:

**Ambush**

This order tells your unit to hide from the enemy. A unit that executes the Ambush order becomes “hidden”. You may only issue this order to a unit that is not engaged in melee combat, and there must be no enemy units within 2 hexes. You can only issue this order to a unit that is in certain types of terrain (see Terrain).

When you execute this order, remove the unit model from the game board, and place it on its Unit Card. You must write down the hex number where the unit is located, and the direction that the unit is facing.

A hidden unit has a Defense Zone and a Kill Zone (if it has a ranged attack):
- If an enemy unit enters the Kill Zone of a hidden ranged unit, and is within 2 hexes range, the hidden unit immediately fires its weapons. If several enemy units move to within 2 hexes range (and are in the Kill Zone), you must choose which single enemy unit to shoot at. Your unit must spend 1 Ammunition point to make this attack.

**Receive Supplies**

This order allows a ranged unit to refill its Ammunition points. You may only issue this order to a unit that is adjacent to a Peasant Transport unit. You may give this order to multiple ranged units that are adjacent to the same Peasant Transport. You must also give the Receive Supplies order to the Peasant Transport unit.

The ranged unit cannot have more Ammunition than it began the game with (7 arrows per unit).

Each Peasant Transport only has a limited supply of Ammunition that it can give to other units. This Ammunition supply is shown on the Peasant Transport card. When a unit receives supplies from the Peasant Transport, you must cross off 1 Ammunition point on the transport's Unit Card for each Ammunition point added to the other unit. If the Peasant Transport runs out of supplies, it cannot give any more Ammunition to other units.

**Join Up**

This order allows you to combine two damaged units. You must issue this order to two units of the same type that are in adjacent hexes, and may do so only if the total number of models left in both units (combined) is not larger than the full strength starting size of one unit of this type. You must also write down which hex the joined unit will be located in after the order is executed.

Place the models from the smaller unit in the base of the larger unit. Remove the empty model base and it’s matching Unit Card from the game.

When two ranged units join together, the new unit has Ammunition points equal to amount of Ammunition the larger of the two joined units had.

**Example:** Two damaged Samurai units in adjacent hexes are issued the Join Up order. The smaller unit only has 2 models left, so they are added to the larger unit. Together, they have a total of 6 models, so the combined unit is back to full strength!

**Important:** A hidden unit can only fire if the enemy is within 2 hexes range:
- If an enemy unit enters the Defense Zone of the hidden unit, the units are engaged in melee. The hidden unit attacks normally, but the enemy unit does not get to attack the hidden unit this turn.
- If an enemy unit approaches the hidden unit from any direction that is not in its Defense Zone, the units are engaged in melee combat, but it does not count as a Flank or Rear attack.

A hidden unit cannot be the target of any ranged attacks or the Assault order.

If the hidden unit is engaged in melee by any enemy unit, or if it makes any ranged attack, it is immediately revealed. Return the unit model to the game board in the space written on the Unit Card.

A Ninja unit (and only a Ninja unit) can detect a hidden unit by executing the Reconnaissance order within 2 or 3 hexes of the hidden unit.

Note that Ninja units are not included in this Starter Set, but may be purchase separately.
Note that the Peasant Transport unit is not included in this Starter Set, but may be purchased separately.

**Rest**

A unit with Rest orders does nothing during the turn, though it may fight in melee if attacked. Any unit that did not receive an order (for any reason), or which received an order that it cannot execute (such as shooting at a unit that is out of Line of Sight), automatically executes the Rest order instead.

**Reconnaissance**

This order can only be given to a Ninja unit. If there are any hidden enemy units within 3 hexes of the Ninja unit, all of them are revealed. Return the hidden units to the game board.

**Retreat Orders**

Units that are ordered to leave melee combat move during the Retreat step of the Execution Phase, after all melee combat is complete.

**Retreat**

This is the only order that allows a unit to voluntarily leave melee combat. You must write down the exact path your unit will take when it moves. Infantry units may move 1 hex. Cavalry units may move up to 2 hexes.

This order is only executed if your unit is not destroyed or Put to Flight during melee combat this turn (see Melee Combat).

If all units engaged in a melee combat are issued Retreat orders, the melee is abandoned and all units move without any combat rolls being made.

**SPECIAL UNIT ABILITIES**

Some units have special abilities that apply only to that unit. These are powerful and can sway a battle in a moment.

**Ninja Units**

Ninja are highly-trained assassins, often used to eliminate key enemy leaders during a battle. All Ninja units have these special abilities:

- **Agility**: Ninja units may enter types of terrain that are forbidden to other units, such as thick forests or steep slopes (see Terrain).
- **Spies**: Only Ninja units may execute the Reconnaissance order (see Orders).
- **Assassins**: If a Ninja unit inflicts casualties on an enemy unit that includes a Commander, the Commander must be taken as the first casualty (instead of the last – see Unit Commanders).

**Mounted Samurai Archers**

These units are very mobile, and can strike an enemy from a distance, making them an extremely valuable addition to your army. Only mounted Samurai archers can execute the Move and Fire order.

**General Staff Units**

Each army has 1 General Staff unit. This represents your generals and their staff, and must be protected. General Staff units have the following special abilities:

- **High Command**: General Staff units always count as having a Commander, as long as any models are still part of the unit. All rules that apply to units with a Commander also apply to General Staff units.

**TERRAIN**

Most battlefields are not simple, wide open, flat fields. Hills, trees, or buildings can all appear on a battlefield, and each type of terrain can influence a battle in different ways. Clever use of terrain can be the difference between victory and defeat, so consider the terrain carefully during the battle! Some types of terrain grant bonuses to unit abilities, such as Defense Value, for any unit that occupies the hex. Many terrain types also reduce movement, and some block Line of Sight.

Units may only execute an Ambush order if they are in the right kind of terrain. Any reduction to movement is applied only when the unit enters a hex with this terrain. 

**Example**: An Infantry unit assaults an enemy and must move into a hex with light woods. The unit can only move 1 hex when entering light woods, so it will only reach the enemy if it began its movement in a hex adjacent to the light woods.

**Plains**

Plains hexes do not block Line of Sight. You cannot issue the Ambush order to any unit that is in a plains hex.

**Light Woods**

Light woods hexes block Line of Sight. No unit can execute the Run order into or through a light woods hex.

If a unit executes an Assault or Move and Fire order into or through a light woods hex, its movement is reduced: infantry units may only move 1 hex and cavalry may only move up to 2 hexes. All units may execute an Ambush order when in a light woods hex.

**Heavy Woods**

Heavy woods block Line of Sight. No unit can execute Assault or Run orders into or through a heavy woods hex.

Cavalry units cannot move into or through a heavy woods hex.

Infantry units may execute an Ambush order when in a heavy woods hex.

**Rice Fields**

Rice fields hexes do not block Line of Sight. No unit can execute the Run order into or through a rice fields hex.
If a unit executes an Assault or Move and Fire order into or through a rice fields hex, its movement is reduced: infantry units may only move 1 hex and cavalry may only move up to 2 hexes. You cannot issue the Ambush order to any unit that is in a rice fields hex.

**River**

River hexes do not block Line of Sight. Any unit can attempt to cross a river, but it must make a Loss Test. The Loss Test is made immediately when the unit enters the river hex. All units except Ninja units must spend their entire turn to enter a river hex (they can only enter the river from an adjacent hex). The unit moves out of the river hex normally during the next turn, but it can only use the March order (the unit may not run): infantry may only move 1 hex, cavalry may move up to 2 hexes.

If a unit crossing a river enters a hex adjacent to an enemy unit, it must enter melee after the Loss Test, and does not receive any benefits from the Assault order.

**Loss Test**

To make the Loss Test, roll 1 die for each model in the unit. Each die roll that is 1-10 means that one model has safely crossed the river. Each result that is 11 or higher means that the unit suffers 1 casualty (the soldiers have drowned). Defense Value has no effect on these casualties. If a unit suffers any casualties due to a Loss Test, the unit must make a Fortitude Test as normal (if using the Intermediate Rules).

**Ford**

Ford hexes do not block Line of Sight. A ford is a shallow part of a river than can be crossed more safely. A unit crossing a river at a ford hex does not make a Loss Test.

No unit can execute the Run order into or through a ford hex.

If a unit executes an Assault or Move and Fire order into or through a ford hex, its movement is reduced: infantry units may only move 1 hex and cavalry may only move up to 2 hexes.

You cannot issue the Ambush order to any unit that is in a ford hex.

**River**

River hexes do not block Line of Sight. Any unit can attempt to cross a river, but it must make a Loss Test. The Loss Test is made immediately when the unit enters the river hex. All units except Ninja units must spend their entire turn to enter a river hex (they can only enter the river from an adjacent hex). The unit moves out of the river hex normally during the next turn, but it can only use the March order (the unit may not run): infantry may only move 1 hex, cavalry may move up to 2 hexes.

If a unit crossing a river enters a hex adjacent to an enemy unit, it must enter melee after the Loss Test, and does not receive any benefits from the Assault order.

**Loss Test**

To make the Loss Test, roll 1 die for each model in the unit. Each die roll that is 1-10 means that one model has safely crossed the river. Each result that is 11 or higher means that the unit suffers 1 casualty (the soldiers have drowned). Defense Value has no effect on these casualties. If a unit suffers any casualties due to a Loss Test, the unit must make a Fortitude Test as normal (if using the Intermediate Rules).

**Ford**

Ford hexes do not block Line of Sight. A ford is a shallow part of a river than can be crossed more safely. A unit crossing a river at a ford hex does not make a Loss Test.

No unit can execute the Run order into or through a ford hex.

If a unit executes an Assault or Move and Fire order into or through a ford hex, its movement is reduced: infantry units may only move 1 hex and cavalry may only move up to 2 hexes.

You cannot issue the Ambush order to any unit that is in a ford hex.

**Bridge**

Bridge hexes do not block Line of Sight. No unit can execute the Run order into or through a bridge hex.

If a unit executes an Assault or Move and Fire order into or through a bridge hex, its movement is reduced: infantry units may only move 1 hex and cavalry may only move up to 2 hexes.

You cannot issue the Ambush order to any unit that is in a bridge hex.

**Ravine**

Ravine hexes do not block Line of Sight. Cavalry units cannot move into or through a ravine hex.

Infantry units cannot execute the Run order into or through a ravine hex.

If an infantry unit in a ravine hex executes an Assault order, its movement is reduced: the unit may only move 1 hex.

A unit in a ravine hex is visible only to units in adjacent hexes, and only has Line of Sight to the adjacent hexes.

**Rocky Ground**

Rocky ground hexes do not block Line of Sight.

No unit can execute the Run order into or through a rocky ground hex.

If a unit executes an Assault or Move and Fire order into or through a rocky ground hex, its movement is reduced: infantry units may only move 1 hex and cavalry may only move up to 2 hexes.

You cannot issue the Ambush order to any unit that is in a rocky ground hex.

If there is rocky ground on a hill hex, cavalry units cannot move up the slope into that hex.

**Village**

Village hexes block Line of Sight.

All units may execute an Ambush order when in a village hex.

**Hills**

Hills are created using the plastic tiles. A hill hex can have any type of terrain on top of the hill. Simply place the right kind of terrain tile on the hill tile. The terrain on top of the hill determines any bonuses or penalties units receive for being in that hex.

You can create hills of any height by stacking 1 or more hill tiles in the same hex. The difference in number of hill tiles between two adjacent hexes determines how steep the slope is. The type of slope may apply a movement penalty to some units if they move between those hexes:

**Gentle Slope**

If the difference in height is 1 hill tile, there is a gentle slope.

Infantry units with the Run order may not move across a gentle slope.

If an infantry unit executes an Assault order across a gentle slope, its movement is reduced: the unit may only move 1 hex.

**Abrupt Slope**

If the difference in height is 2 hill tiles, there is an abrupt slope.

Cavalry cannot move up or down an abrupt slope.

Infantry units with Assault or Run orders may not move up or down an abrupt slope.

No unit may engage in melee with an enemy that is on the other side of an abrupt slope.
UNITS AND UNIT CARDS

Unit Abilities
In addition to the unit abilities in the Basic Rules, the front of each Unit Card shows some other information:

- **Attack Values**: The orders you assign to a unit may modify its Attack Values, as can the terrain your unit occupies. These modifiers always apply to both Attack Values.
- **If a unit has an Honor Marker, both of its Attack Values are increased by +1 (see Honor).**

Steep Slope
If the difference in height is 3 hill tiles, there is a steep slope. Only Ninja units can move up or down a steep slope. No unit may engage in melee with an enemy that is on the other side of a steep slope.

Hills and Line of Sight
Hills block Line of Sight for all units except those standing on the hill itself. If the firing unit is on a hill hex, its Line of Sight is blocked for only 1 hex behind any terrain that blocks Line of Sight, but not any hexes farther away.

Example: The archers on this hill cannot see the Ashigaru right behind the forest, but they can see the mounted Samurai farther away.

---

**INTERMEDIATE RULES**

Once you have mastered the Basic Rules, you are ready for even greater challenges. Now you will have to consider the morale and fortitude of your units. Sometimes, it will be the braver—rather than the stronger—unit that carries the day.

Fortitude
No matter how well trained they are, warriors on the battlefield are still human: they hope to survive the battle! The willingness of soldiers to continue fighting when things get tough is represented in the game by the unit’s “Fortitude”. Fortitude determines how a unit will react to the psychological impact caused by suffering casualties and enemy attacks on their flank or rear. A unit’s Fortitude can change during the game. You must always mark the current Fortitude value in the corresponding box of the Unit Card (see Fortitude Tests). A unit’s Fortitude immediately decreases when the unit suffers casualties (-1 Fortitude for each casualty).

- If a unit has a Commander, it receives a +3 bonus to its Fortitude.
- If a unit is within 2 hexes of a friendly General Staff unit, it receives a +4 bonus to its Fortitude.
- If a unit has an Honor Marker, its Fortitude value increases by +2.
- The unit’s orders and the terrain it occupies may also modify its Fortitude (See Orders and Terrain Modifiers).

Order Modifiers
Below the unit’s abilities is a row of boxes you can use to write down the ability modifiers the unit receives from the orders you have issued to that unit (see Orders).
Unit Conditions
Beneath the Order Modifiers row is a chart showing all of the different conditions that may apply to that unit, as well as the modifiers that those conditions apply to the unit’s abilities.

The Order Chart
The columns of the Order Chart show the ability modifiers that apply to the unit for each order.

The Course of the Battle
Each turn is now divided into three phases:
1. Morale Phase
2. Planning Phase
3. Execution Phase
The Planning Phase and Execution Phase are played the same as the Basic Rules.

The Morale Phase
All units that are Hesitant, Shaken, or Panicked must make a Fortitude Test. If a unit passes this test, its Morale Level will improve. If it fails, the Morale Level does not change (see Unit Morale).

UNIT MORALE
Morale represents a unit’s willingness to risk its life and continue fighting the enemy. A unit can have one of four different Morale Levels, which may change over the course of the game. The Morale Level for each unit is shown by adding red Morale Markers to the Unit Flag. The more markers, the worse the unit’s Morale Level:
• Normal (0 Morale Markers)
• Hesitant (1 Morale Marker)
• Shaken (2 Morale Markers)
• Panicked (3 Morale Markers)

A unit’s Morale Level affects its ability to fight, and may restrict the orders that you may assign to that unit:

Normal
A unit at the Normal Morale Level has no modifiers and acts normally.

Hesitant
A unit with 1 Morale Marker is Hesitant. A Hesitant unit suffers these penalties:
• -2 Attack Value;
• -1 Defense Value; and
• -1 Fortitude.
During the Morale Phase of each turn, every Hesitant unit must make a Fortitude Test. If the unit passes the test, it becomes Normal (remove the Morale Marker from the Unit Flag). If it fails this test, its Morale Level does not change.
Hesitant units may be given orders normally.

Shaken
A unit with 2 Morale Markers is Shaken. A Shaken unit suffers these penalties:
• -3 Attack Value;
• -2 Defense Value; and
• -2 Fortitude.
During the Morale Phase of each turn, every Shaken unit must make a Fortitude Test. If the unit passes the test, it becomes Hesitant (remove 1 Morale Marker from the Unit Flag) and can be given orders normally. If it fails this test, its Morale Level does not change.
Shaken units will move during the Retreat Step of the Execution Phase, starting in the turn that the unit became Shaken. The unit will execute the Flee order every turn, as long as it remains Shaken (see Flee). This order is executed automatically, and is not listed on the Unit Card.
If a Shaken unit is engaged in melee combat, and fails any required Fortitude Test before combat (such as being assaulted on a Flank side), it becomes Panicked before the fighting begins. If it fails a Fortitude Test because of casualties it has suffered, it becomes Panicked after the fighting for the turn.

Panicked
A unit with 3 Morale Markers is Panicked. A Panicked unit suffers these penalties:
• Its Attack Value is reduced to 0;
• Its Defense Value is reduced to 0; and
• -3 Fortitude.
During the Morale Phase of each turn, every Panicked unit must make a Fortitude Test. If the unit passes the
test, it becomes Shaken (remove 1 Morale Marker from the Unit Flag) and must be given the Flee order. If it fails the test, its Morale Level does not change.

Panicked units will move during the Retreat Step of the Execution Phase, starting in the turn that the unit became Panicked. The unit will execute the Panic order every turn, as long as it remains Panicked (see Panic). This order is executed automatically, and is not listed on the Unit Card.

If a Panicked unit is engaged in melee combat, and fails any required Fortitude Test before combat (such as being assaulted on a Flank side), it immediately surrenders – before the fighting is resolved – and is removed from the game board (the unit is treated as destroyed). If the unit passes the test, it continues to fight, but with the penalties listed above.

If a Panicked unit suffers any casualties during melee combat, it immediately surrenders and is removed from the game board (the unit is treated as destroyed). The unit does not get to make a Fortitude Test to avoid surrendering.

**Commander Abilities**

In addition to the abilities explained in the Basic Rules, a unit with a Commander gains a +3 bonus to its Fortitude.

**Melee Combat Modifiers**

The orders assigned to the attacker can increase or decrease the unit’s Attack Value. The defender’s orders can increase or decrease its Defense Value (see Orders).

If the attacker has an Honor Marker, it receives a +1 bonus to its Attack Value (see Honor).

The attacker’s Attack Value may be modified by the unit’s Morale Level. The defender’s Defense Value may also be modified by its Morale Level.

If a unit with the Assault order attacks an enemy from the Flank or Rear, it receives the bonuses listed below.

**Flank Assault**

If a unit with the Assault order attacks an enemy from a flank side, it receives these benefits:

- The defender must immediately make a Fortitude Test with a -3 penalty. Note that this penalty is applied to this test only.

  🦅 +2 +1 +1

  - The attacker receives a +2 bonus to its Attack value, +1 to its Defense value, and +1 to its Fortitude.

**Rear Assault**

If a unit with the Assault order attacks an enemy from the rear side, it receives these benefits:

- The defender must immediately make a Fortitude Test with a -5 penalty. Note that this penalty is applied to this test only.

  🦅 +3 +2 +2

  - The attacker receives a +3 bonus to its Attack value, +2 to its Defense value, and +2 to its Fortitude.

**Combined Assaults**

If a unit is assaulted from both flanks, or from the flank and the rear at the same time, it must make 2 Fortitude Tests (1 for each attack).

**ENDING MELEE COMBAT**

Units engaged in melee combat must continue fighting until one of the following occurs:

- The unit is issued the Retreat order;
- The unit is completely destroyed;
- The enemy unit is completely destroyed or retreats;
- **The unit is Put to Flight; or**
- **The enemy unit is Put to Flight.**

If a unit destroys an enemy unit in melee combat, the winning unit receives 1 Honor Marker.

**Put to Flight**

A unit engaged in melee combat will be Put to Flight if it is Hesitant or Shaken and it fails a Fortitude Test for any reason. After combat is resolved for the turn, during the Retreat Step of the Execution Phase, a unit that was Put to Flight will make a Flee or Panic move (see Unit Morale).
This unit of Samurai cavalry has engaged some Ashigaru spearmen. The Samurai are attacking!

**Step 1: Determine Attack Value:** Since the Samurai are attacking an infantry unit, it must use the Attack Value Against Infantry, which is 8. This is modified by the Samurai unit’s Assault orders (+2) for a final Attack Value of 10.

**Step 2: Roll Attack Dice:** There are 2 models in the samurai unit, so it rolls 6 dice. The die results are: 1, 3, 4, 9, 13, and 13.

**Step 3: Count Hits:** Each die that rolls less than or equal to the Attack Value (10) scores 1 hit, so the Samurai inflict a total of 4 hits on the Ashigaru!

**Step 4: Apply Damage:** The Ashigaru unit has not been attacked yet this turn, so it still has its base Defense Value of 1. The first hit reduces this value to 0 (which is marked on the Ashigaru Unit Card). The remaining 3 hits each cause 1 casualty, so 3 models are removed from the Ashigaru unit. This reduces the unit’s Fortitude by 3. Since the Ashigaru unit suffered casualties, it must make a Fortitude Test against its reduced Fortitude value. The roll is a 14: the unit fails the test!

All melee combat is simultaneous, so the Ashigaru unit will get to attack the Samurai unit at the same time, before the 3 casualties are inflicted. Since the Ashigaru unit had 4 models at the start of the fighting, it will roll 4 dice when it attacks.

---

**FORTITUDE TESTS**

When the stress of battle may cause a unit to lose the will to fight, it must make a Fortitude Test. The following situations force a unit to make a Fortitude Test:

- Each time the unit suffers casualties (after the attack is complete). Remember that the unit loses 1 Fortitude for each casualty before it makes the Fortitude Test.
- When the unit is attacked from one of its Flank sides. Remember that the unit suffers a -3 penalty to its Fortitude for this test only. This test must be made before the melee combat is resolved.
- When the unit is attacked from its Rear side. Remember that the unit suffers a -5 penalty to its Fortitude for this test only. This test must be made before the melee combat is resolved.
- If the unit is Hesitant, Shaken, or Panicked, and not engaged in melee combat, it must make a Fortitude Test during the Morale Phase each turn (see The Morale Phase).
- If your General Staff unit is destroyed, all of your units must make a Fortitude Test once the attack is resolved, with a -2 penalty. For the rest of the game, all of your units suffer a -2 penalty to Fortitude.

**Making Fortitude Tests**

When you must make a Fortitude Test, first determine the current Fortitude value of your unit. Remember to count all modifiers (if the unit has a Commander, bonuses or penalties for Orders you have given, if your General Staff is within 2 hexes, from suffering casualties, etc.) and mark the correct value on the Unit Card. Then roll the die: If the number rolled is less than or equal to the unit’s current Fortitude, it passes the test. If the result is higher, the unit fails the test.

**Example:** A unit of Ashigaru archers began the battle with a Fortitude of 10. This turn it has Fire and Retreat orders, which imposes a -1 Fortitude penalty, but it is only 2 hexes away from its HQ unit. The archers just suffered their first casualty, so they must make a Fortitude Test. The unit’s current Fortitude is 10 (base) -1 (Orders) +4 (HQ) -1 (1 casualty) = 12. If the die roll for the Fortitude Test is 12 or less, the unit passes. If the roll is 13 or more, it fails.

**Failing a Fortitude Test**

If your unit fails a Fortitude Test, its Morale Level will get worse:

- If the unit has an Honor Marker: The Honor Marker is lost (remove it). The unit suffers no other penalty.
- If the unit did not have an Honor Marker: The unit’s Morale Level decreases by 1 level:
  - If the unit was at the Normal Morale Level, it is now Hesitant.
  - If the unit was Hesitant, it is now Shaken.
  - If the unit was Shaken, it is now Panicked.
  - If the unit was Panicked, it may now rout or surrender.

To show that the unit’s Morale Level has decreased, add 1 red Morale Marker to its Unit Flag.

**Exception:** If a unit fails a Fortitude Test during the Morale Phase, or when testing to see if it must pursue an enemy unit that is Put to Flight, its Morale Level does not get worse (see The Morale Phase and Put to Flight).

**HONOR**

If a unit is victorious in melee combat, it may gain an Honor Marker. Each unit on the winning side of a melee combat receives 1 Honor Marker if the enemy unit is completely destroyed or if it surrenders (by failing a Fortitude Test when Panicked—see Unit Morale).

A unit may never have more than 1 Honor Marker at a time. Any additional Honor Markers are lost.
If a unit has an Honor Marker, it receives the following bonuses:
• +1 Attack Value
• +2 Fortitude

If a unit with an Honor Marker fails a Fortitude Test, the Honor Marker is lost instead of the unit losing a Morale Level. Do not put a red marker on the Unit Flag.

ORDER COMBAT MODIFIERS
The orders you issue to a unit may increase or decrease the unit’s abilities, such as Attack Value or Fortitude. These modifiers apply for the entire turn, unless the unit’s orders change (due to a failed Fortitude Test). A few orders are changed from the Basic Rules, and there are new orders that apply to units that fail Fortitude Tests.

Defensive Orders

All-Around Defense
Modifiers: -2 Attack; +1 Defense; -1 Fortitude

Defend
Modifiers: +1 Defense; +1 Fortitude

Fire and Retreat
Modifiers: -2 Attack; -1 Defense; -1 Fortitude
If the attacker suffers casualties from the defender’s fire and fails the resulting Fortitude Test, it must stop moving.

Ranged Combat Orders

Fire Ranged Weapons
Modifiers: None

Movement Orders

Assault
Modifiers: +2 Attack

March
Modifiers: None

Move and Fire
Modifiers: -1 Attack; -2 Firepower

Run
Modifiers: -1 Attack; -1 Defense; -1 Fortitude

Flee
Modifiers: -3 Attack; -2 Defense; -2 Fortitude
Units that are Shaken (units with 2 red Morale Markers on their Unit Flags) will execute the Flee order every turn, during the Retreat Step of the Execution Phase. The unit must move at its fastest rate towards your General Staff unit, following the shortest possible path (2 hexes for infantry and 4 hexes for cavalry). Units executing the Flee order can leave melee combat.

If the unit reaches a hex that is adjacent to the General Staff unit, it immediately becomes Hesitant and stops moving for the turn. Remove 1 Morale Marker from the Unit Flag (automatically: do not make a Fortitude Test).

If you have no General Staff unit (because it was destroyed), units executing the Flee order must move towards your edge of the game board instead.

Panic
Modifiers: Attack = 0; Defense = 0; -3 Fortitude
Units that are Panicked (units with 3 red Morale Marker on their Unit Flags) will execute the Panic order every turn, during the Retreat Step of the Execution Phase. The unit must move at its fastest rate towards the nearest edge of the game board, following the shortest possible path (2 hexes for infantry and 4 hexes for cavalry). Units executing the Panic order can leave melee combat.

If the unit reaches the last hex on the edge of the game board, the unit is routed and removed from the game (treat it as if it was destroyed).

Pursue
Modifiers: None
This order is given to a unit in melee combat if its enemy is Put to Flight, if there are no other enemies engaged with the unit and it fails its Fortitude Test. If there is another enemy unit in its Zone of Control, it immediately turns to face the strongest enemy and engages it in melee combat instead (see Ending Melee Combat).

You must write down the number of the enemy unit that your unit is going to pursue (your choice if there are multiple enemy units running away from that melee combat).

A unit with Pursue orders always moves directly towards the fleeing unit at maximum speed (2 for infantry or 4 for cavalry). If it can reach the enemy unit, it will engage that unit in melee combat again.

Special Orders

Ambush
Modifiers: +3 Attack; +1 Defense; +2 Firepower; +1 Fortitude
If an enemy unit approaches the hidden unit from any direction that is not in its Defense Zone, the units are engaged in melee combat, but it does not count as a Flank or Rear attack. The hidden unit does not receive the +3 Attack value bonus, but it still receives +1 Defense and +1 Fortitude.

If an enemy unit enters the Kill Zone of a hidden ranged unit, the hidden unit shoots with +2 Firepower.
Join Up
Modifiers: -2 Attack; -1 Defense; -1 Fortitude
If two Hesitant units join up, the combined unit is still Hesitant. If a Hesitant unit joins a Normal unit, the combined unit will be at the Normal Morale Level. After the two units join up, recalculate the unit’s Fortitude based on the new unit’s size.

Example: A Hesitant unit with 2 models joins a Normal unit with 3 models. The new unit will be Normal and include 5 models. The combined unit will only be at -1 Fortitude.

Receive Supplies
Modifiers: None

Reconnaissance
Modifiers: None

Rest
Modifiers: -2 Attack; -1 Defense; -1 Fortitude

Retreat Orders
Retreat
Modifiers: Attack = 0; +1 Defense; +1 Fortitude

SPECIAL UNIT ABILITIES
General Staff Units
Each army has 1 General Staff unit. This represents your generals and their staff, and must be protected. General Staff units have the following special abilities:
• High Command: General Staff units always count as having a Commander, as long as any models are still part of the unit. All rules that apply to units with a Commander also apply to General Staff units.

• Inspirational: Units close to the General Staff are less likely to break. When a friendly unit is within 2 hexes of your General Staff unit, it receives a +4 bonus to all Fortitude Tests (see Fortitude), +2 bonus to Attack Values, and +1 bonus to Defense Value.

• Rally Point: If a Shaken unit is able to move into a hex adjacent to a friendly General Staff unit, it immediately becomes Hesitant and stops moving. Remove 1 Morale Marker from the Unit Flag (See Flee).

• Dishonor: If your General Staff unit is destroyed, all of your units on the game board must immediately make a Fortitude Test with a -2 penalty. For the rest of the game, all of your units have -2 Fortitude (See Fortitude Tests).

ADVANCED RULES
TERRAIN MODIFIERS
In addition to its effect on unit movement, terrain can modify a unit’s combat abilities.

Plains
Modifiers: None

Light Woods
Modifiers: +1 Defense

Heavy Woods
Modifiers: +2 Defense

Rice Fields
Modifiers: None

River
Modifiers: -3 Attack; -2 Defense; -2 Firepower; -2 Fortitude

Ford
Modifiers: -1 Attack; -1 Defense; -1 Firepower; -1 Fortitude

Bridge
Modifiers: -2 Attack; -2 Firepower

Village
Modifiers: +1 Defense; +1 Fortitude

Rocky Ground
Modifiers: None

Ravine
Modifiers: None

Hill
Modifiers: A unit in melee gains +1 Attack Value if it is 1 level higher than the enemy it is fighting. A unit in melee suffers -1 Attack Value if it is 1 level lower than the enemy it is fighting.
Fighting battles is hard work, and just running around a battlefield in heavy armor will tire the hardiest of men. During the game, units gain Fatigue when they perform various actions. Fatigue can reduce the unit’s ability to perform.

A unit’s level of Fatigue is represented by Fatigue Markers. These grey markers are placed on the tip of the Unit Flag. 1 Fatigue Marker is gained when the unit:

- Executes an Assault order;
- Goes up a slope when executing any type of movement order;
- Executes a Move and Fire order;
- Executes a Retreat order (unless both sides retreat at the same time);
- Executes a Run order; or
- Crosses a River without using a Bridge or Ford.

The number of Fatigue Markers on the Unit Flag determines the penalties the unit suffers:

<table>
<thead>
<tr>
<th>Fatigue Points:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit Ability:</td>
</tr>
<tr>
<td>2 or 3</td>
</tr>
<tr>
<td>Attack</td>
</tr>
<tr>
<td>Defense</td>
</tr>
<tr>
<td>Fortitude</td>
</tr>
<tr>
<td>Firepower</td>
</tr>
</tbody>
</table>

If a unit has 4 or more Fatigue Markers, you cannot issue Assault or Run orders to that unit. If a unit has 6 or more Fatigue Markers, it can only execute the Rest order. If this unit is engaged in melee combat, it surrenders to the enemy at the end of the Melee Combat Step of the Execution Phase (remove the unit from the board and treat it as destroyed).

A unit can remove Fatigue Markers by executing the Rest or Ambush orders. Remove 1 marker each turn that a unit rests or remains hidden.

### ORDERS

**Assault**

Whether the assault succeeds or not, your unit receives 1 Fatigue Marker.

**Move and Fire**

Your unit receives 1 Fatigue Marker when it executes a Move and Fire order.

---

**Retreat**

After moving, your unit receives 1 Fatigue Marker. If all units engaged in a melee combat are issued Retreat orders, the melee is abandoned and all units move without any combat rolls being made. **The units do not suffer any casualties, and they don’t receive Fatigue Markers.**

**Run**

Your unit receives 1 Fatigue Marker when it executes a Run order.

**Ambush**

A hidden unit also recovers Fatigue. Each turn that the unit remains hidden, remove one Fatigue Marker from the Unit Flag.

**Join Up**

If either unit has Fatigue Markers, the new unit has Fatigue equal to the unit with the most Fatigue Markers.

**Rest**

This order instructs the unit to rest so it can recover from Fatigue. When the unit executes this order, remove 1 Fatigue Marker.

### TERRAIN

**River**

If a unit crosses a river, it receives 1 Fatigue Marker.

**Ford**

A unit crossing a river at a ford hex does not make a Loss Test and does not receive a Fatigue Marker.

**Bridge**

A unit crossing a river at a bridge hex does not make a Loss Test and does not receive a Fatigue Marker.

### HILLS

**Gentle Slope**

If an infantry unit moves up a gentle slope, it receives 1 Fatigue Marker.

**Abrupt Slope**

If an infantry unit moves up an abrupt slope, it receives 2 Fatigue Markers.