

Campaign Rules

Battlefield Attrition:

If using these rules to play a campaign attrition can be easily incorporated. Following a battle note the number of stands lost by each unit. That unit starts the next battle with that number of hits. A unit which was wiped out would therefore start with 3 stands. A unit which had lost 1 stand would begin the battle carrying a single hit.

Variable Generals

Used in a campaign setting to generate variable generals in an army. Each army is allocated a command level exactly like the standard game. However some generals might 'kick the trend' and be significantly better or worse than their colleagues. Roll 1D6 for each general generated on a 1 the general is **inert** if a 6 he is **dynamic**. An inert General is one level worse than his nation command rating, a inert general in command would render a good command structure average, a dynamic general would improve an average rating to Good. If a inert general commands a Poor structure the command die roll suffers a -1, a dynamic general would +1 to the command roll of an army with a good command rating.

Orders

Wars are won and lost by the commander's plans, and the way his sub-commanders interpret the orders he uses to implement them. This simple system simulates the effects of orders and units' commitment to them. Orders are sent to units by personal contact or by messengers.

Once new orders are received by sub-commanders or individual units, you should write down the new orders on a scrap of paper and keep them.

At the beginning of the campaign, any sub- or mid-level commander can start with an Garrison Order. After the campaign begins, only the commander can change these orders. Each player should fill out an Order Card for all his mid-level commanders and sub-commanders and place them in a stack off the board.

If troops have no orders, they default to Garrison (defined below.)

Intercepting Orders

There are two ways to capture enemy orders. The first is by capturing a leader.

Dispatching Orders

When a commander wishes to change the orders of a mid-level commander or sub-commander, he may do so in one of two ways: by contact or by messengers.

Contact

To give new orders by contact, the player simply moves the commander figure so that they are in the same location. From the moment the two figures make contact, all of the sub-commander's units in command may act as if they were under the new orders.

Messengers

A leader may send up to 1d3 messengers in a turn. To do so simply place a messenger stand on the board in contact with the leader sending the message, then move the courier normally. The messenger may take any route you wish in reaching the target sub- or mid-level commander. When the messenger makes contact, the leader's orders are changed from that point on. Since messengers move a variable amount, you will rarely be sure just how long it will take for your directives to go into effect.

You should place an Orders Card under a messenger as he makes his way across the field to the target leader. If a messenger is shot by enemy snipers before he makes it to the target leader, the orders are left at the spot and the first player to move a figure there may read them as defined under Intercepting Orders, above.

Sub-Commander Orders Brigades

Sub-commanders never have to give orders to Brigades as long as they are in command. While in command the Brigades may move and act as the controlling player sees fit and within the guidelines established under the sub-commander's Orders.

A Brigade that has wandered out of command must be given orders by the same methods described above. That is, either the sub-commander must move into contact with the Brigade or he must dispatch a messenger with new orders.

The Orders

There are eleven kinds of orders that can be given to sub-commanders and units in *Fields of Honor*. These represent the primary instructions that the commander gives his junior officers. Players can and should add secondary orders or conditions as they like. The clearer the orders, the more likely it is that units will behave as you wish.

If a unit cannot follow its orders for some reason, it will first attempt to reinterpret them to understand the

commander's intentions. If the orders still make no sense, the group or unit defaults as if they were out of command (see above.) This can sometimes occur if a commander tells a leader to attack a particular target that was present when the orders were dispatched, but has since vanished. There are many other ways for orders to become confused, so anticipating a local situation is a skill you'll need to develop to avoid disaster. The orders descriptions uses the term 'troops,' throughout. Unless otherwise indicated, this means that a group of units, a unit, or a detachment can receive these orders and must follow the appropriate prohibitions.

Advance

Troops that are told to advance do just that. They proceed directly to a predetermined point on the field, fighting anything that gets in the way as the sub-commander sees fit. Once the troops have reached their objective, they default to Garrison orders.

- No more than half the troops in the group may ever voluntarily increase the distance between themselves and their objective. They must move at least half of their move rate towards the objective every turn.

Ambush

Though most commonly employed by American Indians, Boers, or Zulus, any army can attempt to set up a tactical ambush if they desire. In this case, troops are sent to a place of cover—such as woods along a road or a deep nullah. Once they reach that point they are removed from the table with the commander making a note of their position. The commander may spring the trap whenever he wishes. If an enemy unit moves over the spot where ambushers are still hidden, they are automatically placed on the table. Both sides may then Opportunity Fire if they wish.

Troops that will charge into melee must still make a normal charge test as usual, though at a -1 bonus.

Should they fire it is considered Opportunity Fire.

If the owning player misjudged and the enemy is out of charge or small arms range, he must still conduct his ambush. This usually results in lost first fires and chargers failing to reach their target.

Patrol

- No more than half the ambushers can move from their position until they have attacked or received new orders.

Attack

When troops are given the order to attack they seek out the closest enemy and attack as the sub-commander sees fit. The troops may be given more specific secondary orders, such as to take an objective or attack particular enemies.

- At least half the troops in the group must move half or more of their movement rate toward an enemy until they are within small arms range. They may not withdraw until forced to do so or given new orders.

Bombard

Artillery pieces (including machine guns and rockets) can be given bombard orders. The guns move to a particular position and open fire.

If no target is specified, the artillery will fire on the enemy in the following order of priority:

- The nearest firing or advancing threat •Cavalry or Artillery, your choice •Infantry or Artillery, your choice

A commander or sub-commander can give the guns secondary orders to fire on a particular target, superseding the priorities above. Until these orders are changed however, the artillery may not switch targets. If the original target is no longer available, the artillery must return to the priority list above.

- No more than half of the artillery may move from its position until the unit is given new orders.

Garrison

Troops may be left behind to hold an objective against enemy attacks. Troops without orders default to this command. The troops may then configure themselves as desired but may not move from the general area or break cohesion. •

- No more than half the troops may leave the area until they receive new orders, or they are driven from the area by the enemy. If driven off, the troops will either attempt to retake the ground or retreat to the nearest safe point and remain in observance until they receive new orders (player's choice.) Troops with Garrison orders may charge an approaching enemy, but they may never pursue.

Troops can be sent to a specific point and then return, or continue walking a predetermined route. Once they become engaged the troops may act as they wish though they must return to their patrolling duties once the threat is dealt with.

- A patrol must avoid engagement if faced with an enemy force that outnumbered it by 2 to 1 or more. It must engage anything smaller than that.

Probe

Probing involves moving into contact with the enemy to gauge its strength. Once troops have fired one volley or been fired upon, they may follow any subsequent orders.

- Probing attackers must withdraw out of engagement range if they sustain more than 10% casualties. They may never charge.

Seek Targets of Opportunity

This order can only be given to cavalry troops or irregular infantry (mobs and skirmishers). The troops move to a prescribed area and look for enemy units to charge (or fire upon). Though they may charge anything they wish, the typical target of their attack is weakened enemies or their flanks.

After a successful charge the troops will generally pursue unless given secondary orders to return to a particular point.

- If infantry present their flank within half of cavalry's charge range, at least half of them must charge. Irregular infantry must fire or charge. Similarly, if any enemies rout within one half of either troop type's charge range, they must charge into pursuit.

Scout

The troops are told to go to a particular point, observe the enemy, and then back up out of engagement range. This is usually used when the commander knows that an unseen enemy is nearby and wants reconnaissance before committing to the attack.

- The troops must withdraw if attacked by an enemy force larger than itself.

Support

Troops may be sent to support friendly troops in line of sight or that have sent a messenger. The troops must then march to the friendly troops and effectively become part of its Command until reclaimed by its own sub-commander.

If infantry is told to support artillery, the owning player can place the infantry stands around or between artillery batteries. That way, any charge that reaches the guns will hit the supporting infantry as well. The drawback is that the infantry take half as many casualties as the artillery they are supporting (round down). (Do not figure up a new KN for the infantry, simply place one casualty on the infantry for every casualty taken by the batteries.) The opposite is not true, a player who fires on the infantry will not damage the batteries.

Another way that support orders may be used is to give a sub-commander the authority to give orders to another sub-commander. The only restriction is that the secondary unit's orders must be in the spirit as that of the primary.

- When Brigades are attached to other units they may not receive any morale bonuses from their new leader. They must also wait one turn before acting on any new orders given them by the new sub-commander. Units supporting artillery batteries are exempt from this rule as long as they are in command, as are Command that take orders from other Command.

Withdraw

If troops are told to withdraw they must attempt to head back towards their own deployment zone, but may stop once they are no longer engaged or cannot be fire upon.

- A withdraw order may never take the troops closer to the enemy or the enemy's deployment zone. Half or less of the group may attempt to stand and form a rear guard, but the rest must move at least half of their movement rate toward the deployment zone.

Receiving and Following Orders

Troops must follow orders once they receive them, no matter how bad you regret them. If you told the Highlanders to charge the Sikhs hidden in the jungles of Sobraon, and then find out that the Sikhs there are loaded with artillery, the unfortunate Highlanders will try their best to storm the line until told otherwise. Players should attempt to be fair and impartial when interpreting their own orders. If a group was told to attack a unit that it cannot see, it will look for the next most likely target in an attempt to decipher their commander's wishes.

- In essence, you should always check a unit's orders upon arrival to see if they can actually see their objectives.

Once a group or unit completes its orders, it effectively has Garrison orders for its current position— unless it has secondary orders as well. Detachments attempt to rejoin their parent unit instead (see below.)

Detachments

Detachments are any component of a Brigade taken from the parent unit and given a specific set of orders. Any Brigade may detach up to 50% of its force and send each of the components on one of the missions outlined above.

Detaching a component must take place at the beginning of a unit's normal move. Reattaching is conducted as soon as the component reaches the parent unit. Neither slows the Brigades down in any way.

Components of a detachment move and fire in the normal way, though they will always have at least 1 attack die for small arms fire or melee. Note that even if the detachment and other components of its Brigade fire at the same target, their attack dice do not add together. Each roll is treated separately, thus

diminishing the attack's combined effectiveness.

Detachments must always be given one of the orders outlined above. If the detachment completes its mission, it may then return to the parent unit and fight as it wishes along the way. A detachment which routs and then rallies away out of cohesion distance is considered out of command with all the effects that incurs.

Note that any conditions conferred upon the detachment are lost when it reattaches to the parent unit. This includes shaken morale, the loss of initial volley, etc. Only the detachment's casualties remain. This represents the assimilation back into the parent unit and makes detaching smaller probing forces a viable alternative to rushing the main body into unknown circumstances.

If a mob forms a detachment, the detachment must remain out of cohesion distance. Otherwise it is reattached to its parent unit. This prevents mobs with weak fire power from breaking into smaller detachments just to gain more attack dice.

Disobeying Orders

When a sub-commander disobeys his orders it sows dissension in the ranks. Whenever you move a unit in violation of its orders, your force permanently loses 5 Victory Points. If a unit has orders to garrison a hill, for example, and then rushes off of it to attack an opponent with more than half of his Brigades, the force loses 5 Victory Points immediately. This loss is permanent and continues to be subtracted from the army's total until the end of the game.

Occasionally it will be worth it to violate a superior's orders—particularly if several worthy objectives are within a unit's easy grasp. You'll have to weigh the advantages and disadvantages of these decisions on your own.

Remember that most orders require that at least half of the Brigade stick to the letter of their intent. The other half may conduct operations that will reinforce or bolster the actions of their group.

Example of Orders

In the battle of Gettysburg, a player who assumes the part of Lee decides that Pickett's Charge could have worked.

The player first fills out the Order Card for the artillery commander, whose guns he has left in a grand battery. The Order Card reads: "Bombard the Union positions on Cemetery Ridge from your position on Seminary Ridge." The artillery bombardment should clear Cemetery Ridge for the Rebel infantry assault under Longstreet.

Longstreet, a corps (mid-level) commander, receives the following Order Card from General Lee: "Garrison the woodline for three turns, then Advance to the Union lines, converging your force on the forest at their center." Just so that Longstreet's player understands the overall plan, Lee's player writes "The artillery bombardment should clear the Union lines for your assault."

Since Longstreet is a mid-level commander, he will need to pass on these orders to his sub-commanders. The player decides that Pickett's Division will lead the charge. Major General George Pickett's Order Card reads: "Garrison for 3 turns, then Advance to the Union line on Cemetery Ridge, converging your brigades on the forest at their centre."

When the time comes, Pickett can move the brigades in his division however he wishes, with the condition that they all march at least half their move rate toward Cemetery Ridge every turn. If Pickett is as badly mauled as his history dictates, he will only be able to withdraw when Lee sends new orders through Longstreet, or when his brigades begin to rout of their own accord.

Personalities

Not every general has the luxury of competent subordinates. Those that are blessed with able and firm men are at a distinct advantage over their enemies. These rules try to simulate the personalities of famous men through the orders system described above. You will need to use the orders rules if you wish to make use of personalities.

Below are described seventeen personality traits. Some are good, some are bad, but most depend on the situation. Famous sub-commanders are sometimes assigned these personality traits in the Army Lists. All of the effects described below assume that the Brigades are in command when the sub-commander exercises his abilities. Should a unit ever be out-of-command, the influence of the leader's personality will not affect them.

If a mid-level commander is assigned a personality, he can only exert this influence when attached to a particular Command commander serving beneath him. As long as he wishes to exert his influence on a particular Command, he may not send orders or lend morale bonuses to other Command under his command.

Brash

Brash sub-commanders tend to take a lot of personal initiative. If attached to a particular unit, a brash leader and his unit may charge or attack any enemy regardless of their orders. The attached unit also receives an increase their Melee of 1 die.

Cautious

Sub-commanders may be cautious for several reasons. Sometimes they don't want their superiors to do well and intentionally attempt to ruin their plans. Other times a cautious leader may simply shrink at the sight of the terrible price his men must pay. A few are even afraid of personal risk. Regardless of the reason, cautious sub-commanders are slow to get their men into action.

A cautious sub-commander must wait 0-5 turns (1d6 -1) before acting on any new orders—including those he might start a scenario with. This includes any orders given to him on a strategic level (such as in a campaign.) A cautious sub-commander's reluctant troops suffer a +2 penalty when attempting to charge. The commander who sent the orders may send them again in the next turn to get a lower roll, and the current lowest total is the one the sub-commander will use.

Cautious mid-level commanders are an exception to the normal rules. Their orders are always delayed 0- 5 turns whether they are attached to a Command sub-commander or not.

Headstrong

Headstrong sub-commanders are often a bane to those leaders who plan their strategies carefully. These men believe that their plans are far more brilliant than that of their superiors, and aren't afraid to take control when they feel the time is right.

In the Morale Phase of each turn, roll a d6. On a natural roll of 5 or 6, the headstrong commander decides to follow his own instincts. Roll on the table below to find out what the commander's new orders are. These new orders may be changed only when he receives new orders from his superior. Even then the owning player will have to begin checking as above again in the Morale Phase.

If a mid-level commander is Headstrong, the owning player will have to check as above every turn as usual. Should he change his orders, he will then dispatch messengers to his Command sub-commanders reflecting the new directive.

New Orders

1-2 Advance. The sub-commander must advance to the nearest objective worth victory points.

3-4 Attack. The sub-commander must launch an attack on the last enemy unit to have caused the most casualties. Roll randomly if there are multiple targets. The leader feels that these men or guns are the strength of the enemy position and will stop at nothing to attack them.

5-6 Garrison. The commander feels it is foolish to leave his position and pulls his unit back to a defensible position.

Inspiring

An inspiring sub-commander uses his oratory skills or personal bravery to keep his men steady in the face of overwhelming odds.

Inspiring sub-commanders add +1 die to all units under their command when checking Morale.

Quick

Some commanders know how to push their men to the limit, and stop just before breaking their spirit. Quick sub-commanders understand this concept when it comes to marching and "getting there the fastest with the mostest," as Nathan Bedford Forrest's famous quote goes.

All units in the sub-commander's group may move an extra d6 inches per turn. Add this to their base move before movement has begun.

Mid-level commanders must take control of a particular Command if they wish to exercise their influence as usual.

Reckless

Reckless sub-commanders always attempt to engage the closest enemy. If they have orders to the contrary, the owning player must roll a d6 at the start of every charge phase. On a result of 1-2, the sub-commander will violate his orders and rush to the attack, regardless of the odds or situation. Troops under a reckless leader always receive a -2 bonus when attempting to charge.

Reckless cavalry leaders that rush to the attack will always charge into melee.

Stalwart

Generals long for stalwart sub-commanders—those men who are given a task and will die if they cannot complete it. Through determination, a quick grasp of the situation, or raw grit, the leader and his loyal men manage to hold their ground or take their objective—or die trying.

Stalwart sub-commanders may grant any one unit under their control one re-roll per turn. The re-roll may be used for any purpose that requires die rolling, including casualty, morale, or small arms and artillery firing checks. Only the worst rolls cannot be avoided—usually any roll that consists of all 1's. Thus if a test calls for a 1d6 and a 1 is rolled, the commander cannot use his re-roll capability. Calamities are also unavoidable (see

the next section.)

Steady

A steady leader keeps his men firing calmly and accurately even under the most adverse circumstances. Whenever he is attached to a Brigade it may increase its Fire QR by one step when firing.

Taskmaster

Especially harsh sub-commanders believe the whip and cat-o-nine-tails are the tools to keep their men in line. There is a fine line between discipline and abuse, and these leaders have crossed it. Taskmasters always require that their men maintain well- dressed marching lines. Skirmishing and going prone are for cowards.

Troops in the Command of a Taskmaster are considered to always be in close order.

Timid

A timid commander shares something with many of his cautious counterparts—his men are so dear to him that he cannot bear to see them sustain heavy casualties. The horrors of war weigh heavy on such an individual's mind.

Whenever any Brigade under the sub-commander's control sustains 25% casualties, it must withdraw one full move. If the depleted unit is in melee, it will not withdraw but will not pursue either. Once the enemy have been beaten off, the unit will then withdraw.

Warrior

A few men are possessed of such skill or fury in mortal combat that they can personally sway the results of a major engagement. If their bloody swords or smoking pistols aren't enough to carry the day, their example often is.

Whenever a warrior is attached to a unit in melee, he personally joins in the fray and his example adds one extra die to the unit's attack roll.

Wildcard

Some men are as full of surprises for their commanders as they are their enemies. Wildcard leaders can sometimes pull off incredible victories. But they can also bring disastrous defeat. Dirty tricks and unconventional tactics are the weapons in their arsenal.

Wildcard leaders grant any one unit in their Command a re-roll once per turn exactly as per stalwart sub-commanders. However, wildcard sub-commanders must roll a d6 anytime they use this ability. On result of 5 or 6, the nearest enemy unit is granted 1 re-roll instead. The enemy's single re-roll may be used at any future point in the battle.

Random Personality Table 1d30

1	Politically unreliable	11	Quick
2	Bloodthirsty	12	Reckless
3	Brash	13	Stalwart
4	Cautious	14	Steady
5	Headstrong	15	Taskmaster
6	Honourable	16	Timid
7	Inspiring	17	Warrior
8	Invulnerable	18	Wildcard
9	Observant	19	Roll twice more
10	Perceptive	20-30	Average

Game set up

The game is played on a table 36BW x 48BW.

1. Determine Scenario

1-3	Pitched Battle
4	Meeting Engagement
5	Rearguard
6	Flank Attack

2. Go to relevant Scenario set-up.

Pitched Battle

3. Roll on Army table to determine number and types in army.

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	4	1	3	2
2	4	2	2	2
3	5	1	2	2
4	5	2	1	2
5	5	1	1	3
6	6	1	1	2

4. Determine Defender: Roll Die highest decides.
5. Roll on Base line table to determine army base line for defender. (Attacker opposite)

Roll	Base Line Edge
1-2	North
3-4	South
5	West
6	East

6. Each player rolls on Pre-battle events table.

+1 if command is Good

-1 if Command is Poor

Roll	Event
0-1	Bogged Down
2	Traffic Congestion
3-5	Normal deployment
6-7	Flank March (Attacker) Forward Deployment (Defender)

Bogged Down. Two units (at least one must be Artillery) have become irretrievably delayed on appalling roads and do not arrive on the battlefield.

Traffic Congestion. Three units (at least one must be Infantry) have been delayed during a chaotic march to the battlefield. Roll a die on the Delay Table below to find when they arrive on the army's base edge.

Flank March. Three attacker's units (at least one must be Cavalry and none Artillery) appear on either of the enemies flank: Choose which at start of game. Roll on delay table to determine which turn they arrive.

Delay Table

Roll	Turn
1-2	4
3-4	5
5-6	6

Forward Deployment. Three defending units (none may be Artillery) may deploy in advance of the rest of the army.

Infantry	8-16 Bw
Skirmishers, Cavalry	8-24 Bw
Dragoons	8-30BW

7. Defender deploys army within 8Bw of base edge
8. Attacker Deploys army within 8Bw of base edge
9. To Win: Two of 3 objective occupied by end of turn 15.

Meeting Engagement

1. **Determine Army Composition:** Roll on Army table to determine number and types in army.

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	4	1	3	2
2	4	2	2	2
3	5	1	2	2
4	5	2	1	2
5	5	1	1	3
6	6	1	1	2

2. **Determine Defender:** Roll Die highest decides.
3. **Determine Deployment Area:** Roll on Base line table to determine army base line for defender. (Attacker opposite)

Roll	Base Line Edge
1-2	North
3-4	South
5	West
6	East

4. **Defender's Initial Deployment:** Deploy 3 units (1 infantry, 1 cavalry, and 1 either Skirmisher or dragoon) within 4BW of base edge the skirmisher/draagoon may deploy 12BW from edge.
5. **Attacker's Initial Deployment:** Deploy 3 units (one infantry, One cavalry, and 1 either Skirmisher or dragoon) within 4BW of base edge the skirmisher/draagoon may deploy 12BW from edge.
6. **Determine March Columns:** Each player divides the 10 their units into 5 columns of two units each. Number the columns, they arrive in that sequence.
7. Start Game
8. **March Column Arrival:** At the beginning of each players turn roll a die on 4-6 the next column arrives at the friendly base edge.
9. **To Win:** Two of 3 objective occupied by end of turn 15.

Rearguard Action

1. **Determine Defender:** Roll Die highest decides.
2. **Determine Army Composition:** Roll on Army table to determine number and types in army.

Attackers Army

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	4	1	3	2
2	4	2	2	2
3	5	1	2	2
4	5	2	1	2
5	5	1	1	3
6	6	1	1	2

Defender's Army

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	3	1	1	0
2	3	0	1	1
3	2	1	1	1
4	2	0	1	2
5	2	0	2	1
6	2	1	2	0

3. Roll on Base line table to determine army base line for defender. (Attacker opposite)

Roll	Base Line Edge
1-3	West
4-6	East

4. **Attacker defines Advance guard:** Attacker chooses 4 units to enter on turn 1. Divide rest into 3 columns numbered in entry order. They enter from turn 2 onwards.
5. **Defender's Deployment:** Deploy within 24BW from base edge.
6. **Start Game:** Attacker moves first
7. **Attacker's March Column Arrival:** At the beginning of each attacker's turn roll a die on 3-6 the next column arrives at the friendly base edge.
8. **To Win:** Attacker must exit 5 units of defender's base edge by end of turn 15.

Flank Attack.

1. **Determine Defender:** Roll Die highest decides.
2. **Determine Attacker's army:** Roll on Army table to determine number and types in army.

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	4	1	3	2
2	4	2	2	2
3	5	1	2	2
4	5	2	1	2
5	5	1	1	3
6	6	1	1	2

3. **Attacker's initial pinning force:** Deploy 1 infantry, 1 Cavalry, and 1 Artillery within 4BW of Northern Edge.
4. **Determine Defender's Army:** Roll on Army table to determine number and types in army.

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	4	1	3	2
2	4	2	2	2
3	5	1	2	2
4	5	2	1	2
5	5	1	1	3
6	6	1	1	2

5. **Defender suffers Attrition:** Roll on table and remove that number of units from defender's army.

Roll	Remove
1-2	3 units
3-4	2 units
5-6	1unit

6. **Determine Attacker's flanking force:** Roll on Army table to determine number and types in army.

Die Roll	Infantry	Skirmishers	Cavalry	Artillery
1	4	1	3	2
2	4	2	2	2
3	5	1	2	2
4	5	2	1	2
5	5	1	1	3
6	6	1	1	2

7. **Flanking force Suffers Attrition:** Roll on table and remove that number of units from attacker's army.

Roll	Remove
1-2	3 units
3-4	2 units
5-6	1unit

8. **Defender Deploys Army:**
9. **Start game;**The attackers flanking force appears on western edge on turn 1.
10. **Too Win:** Attacker controls 3 objectives by the end of turn 15.

SETTING UP TERRAIN TERRAIN

Assume the attacker is at the top of the table. The end of the process a 6x8 square table is generated.

1. Roll 1D6 to determine General Terrain Type (modify roll by Army Battle Tactics)
2. For each square 6BWx6BW in the central section (outlined) roll on terrain table cross referencing with the general terrain type.

3. The defender considers the terrain and determines if he would wish to deploy or push forward or pull back. If the defender wishes to push forward the top row of terrain is generated and the bottom row discarded. If the defender wishes to pull back the bottom row of terrain is generated and the top row discarded. The new table must be accepted.

4. The attacker now decides whether to attack in the centre or shift the emphasis to one flank or the other. If the emphasis shifts generate the required column of terrain and discard the opposite. The new table must be accepted.

GENERAL TERRAIN TABLE

#	Result
0-3	Open - The terrain is mostly clear.
4-5	Hilly - The terrain is mostly clear with hills dotting the field.
6-7	Rough - The terrain is thick with woods, rough areas, or other obstructing features.

-1 from Roll of Attacker better Command rating

+1 if Defender better Command rating

TERRAIN GENERATOR TABLE

#	Open	Hilly	Rough
2	Hill*	Broken Ground*	Populated*
3	Wood	Woods	Clear
4	Populated	Populated	Woods
5	Clear	Hill	Broken Ground
6	Clear	Clear	Woods
7	Clear	Clear	Clear
8	Clear	Clear	Hill
9	Clear	Clear	Broken Ground
10	Populated	Hill	Hill
11	Hill	Woods	Clear
12	Woods	Broken Ground	Populated

TERRAIN TYPE

Each terrain piece should be large enough to occupy the whole section of the table that it is in. If needed, instead of one large piece of terrain, multiple smaller pieces of the same type can be used instead.

The important thing is to understand that the whole section is composed of that type of terrain.

No matter what, make the terrain work for you with whatever you have. The types of terrain are as follows:

CLEAR: Open, flat, area without cover or concealment. Regardless of the actual ground cover, it's flat with wide open fire lanes.

BROKEN GROUND: Shallow folds in the ground, that prevent any units inside from seeing out or being seen from outside the gully. Units within 1BW of the edge of the gully can see and be seen and will count as being in cover.

HILL: Elevation of ground where the ridge-line, or highest point of the feature, blocks LOS to those units behind it. Units within 1BW of the ridge-line can see and be seen and will count as being in cover. Units closer to the ridge-line are considered uphill of those that are farther away.

POPULATED: This represents a village or similar populated area. Infantry can move into buildings at half its move and will count as in cover.

WATER: If you've generated water for the table roll 2d6, add the results together, and consult the Water Generator Table (page, 29).

WATER GENERATOR TABLE *(2D6 Adding the scores together)*

#	Water
2	Lake/Sea - Water covers part of the right edge of sections three and nine and the entirety of right edge of section six. Water extends at least six inches onto the table.
3	Pond - Water is roughly 4BW x 4BW and is located in the section that generated the water result.
4	River - Water runs from the top edge of section one to the bottom edge of section seven. Water is 1BW wide.
5	River - Water runs from the left edge of section seven to the right edge of section nine. Water is 1BW wide. Automatic bridge
6	River - Water runs from the left edge of section four to the right edge of section six. Water is 1BW wide.
7	Pond - Water is roughly 9" x 9" is located in the section that generated the water result.
8	River - Water runs from the left edge of section four to the right edge of section six. Water is 1BW wide.
9	River - Water runs from the left edge of section one to the right edge of section three. Water is 1 BW wide. Automatic bridge
10	River - Water runs from the top edge of section one to the bottom edge of section seven. Water is 1BW wide.
11	Pond - Water is roughly 4BW x 4BW and is located in the section that generated the water result.
12	Lake/Sea - Water covers part of the left edge of sections one and seven and the entirety of left edge of section four. Water extends at least 3BW onto the table.

- **LAKE / SEA/POND:** Lake/Sea/Pond terrain features are impassable to all units, except for flyers.
- **RIVER:** After placing a river roll 1D6. On a roll of 1 the river is not fordable and a bridge one-stand-wide must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length.

WOODS: Either wooded areas or jungles. Movement is reduced to half speed through these areas for infantry and mounted may only move through it on a road. Those at the edge of the woods count as in cover and can see and be seen by those outside the feature. Those outside 1BW of the edge cannot.

Visibility inside these terrain features is limited to 4BW.

Deploy Objectives

In a pitch battle 3 objectives must be deployed in the defenders half of the table. Only one objective may be within 12 Bw of the rear edge of the table.

Each objective is placed in a Village, hill, wood or if no other option in the open field an objective may not be within 12 BW of another.

CAMPAGIN NOTES

These are ideas for adapting rules to a campaign setting.

Attrition:

When considering attrition a unit can carry forward its loses by counting how many complete stands were lost in a a battle and marking those as hit markers before the next battle. e.g. if a unit lost 1 stand and carried 2 further hits when a game finished then it is recorded as carrying 1 hit into its next battle. If a unit was totally lost in a battle it begins the next with 4 hits ie one stand lost.

Weather:

At start of campaign roll 2D6 to fine weather. Each 'day' roll on change table

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sept	Oct	Nov	Dec
2	Fog	Fog	Fog	Lgt Rain	Lgt Rain			Lgt Rain	Lgt Rain	Fog	Fog	Fog
3	Lgt Rain	Lgt Rain	Lgt Rain							Lgt Rain	Lgt Rain	Lgt Rain
4	Lgt Rain	Lgt Rain									Lgt Rain	Lgt Rain
5												
6				Lgt Rain	Lgt Rain	Lgt Rain	Lt. Rain	Lgt Rain	Lgt Rain			
7												
8												
9	Hvy rain	Lgt Rain									Lgt Rain	Hvy rain
10	Snow	Hvy rain	Lgt Rain							Lgt Rain	Hvy rain	Snow
11	Snow	Snow	Hvy rain	Lgt Rain	Lgt Rain			Lgt Rain	Lgt Rain	Hvy rain	Snow	Snow
12	Snow	Snow	Snow	Hvy rain	Hvy rain	Lgt Rain	Lt. Rain	Hvy rain	Hvy rain	Snow	Snow	Snow

Die	Change?
1-2	Move weather one box down
3-4	No change
5-6	Move weather one box up

If the move would move the box off the table move it to the opposite end ie weather is in box 2 and rolls a 1 move the box to 12. If the campaign enters new month simply move marker across with out changing the box number.

Weather Effects

Fog	Reduce line of sight to 12cm and reduce all command ratings by one level (poor is still poor)
Light Rain	Reduce all movement by 4cm
Heavy Rain	Reduce all movement by 8cm
Snow	Reduce all movement by 8cm and all command ratings by one level (poor is still poor)

BIGGER GAMES.

Option#1: Assume the Army generation tables are for a sub formation (a division with in a Corps) and dice for each Division on table.

Option#2 Assume each unit diced for has sub-units and split the unit ie assume an Infantry unit is a regiment and field its 3 battalions.