CLASH ! - English Version

Foreword

"CLASH! »Is a Wargame system with figurines that acts as a bridge between players of level, experience and even from different periods. "CLASH! Does not pretend to be a "better" or more historic rule than any other. There is already no shortage of excellent rules that will allow you to recreate historic battles in great detail.

"CLASH! »Is not intended to be used in competition, nor by players who put their will to win before that of having a good time with their partner. To anticipate and prevent any dispute, while keeping a minimum of likelihood, it should be MUCH longer.

"CLASH! Does not place the player in the shoes of a general-inchief who sees passively unfolding the plan which he designed at the start with little or no possibility of making it evolve. On the contrary, the player embodies his entire army and makes decisions for each officer. Order rules will soon be available as an option in a supplement for those who prefer to focus on the chain of command.

"CLASH! Does not emphasize combat formations. You will see in practice that in most cases, adopting historical training is simply the best and most effective way to place your units.

"CLASH! Is above all easy to learn, fun, easy to play, open to everyone. The idea is to put the figurines out the shelves and on the table and play against any opponent wether historical or not.

"CLASH! "Leaves a bit of improvisation to the players. In several places, the rule PROPOSES solutions, but if this solution does not seem suited to their situation, they are also warmly recommended to deviate from it by mutual agreement

.This rule is divided into 3 parts: the first part, the rule itself, is deliberately as short as possible. All definitions, details and special cases are referred to in the second part, the appendices. For any questions, this is where you should refer. Finally, the third part, options, brings together specific additions and variants which generally will only be useful to you very occasionally.

Important: for a first reading, it is advisable to start by reading Appendices B, C and D to familiarize yourself with the troops.

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Rules

"CLASH! Is a rule with a simple base. It is played with figurines, grouped in constituted units. Each figurine represents a certain number of real men, therefore a unit can represent from a troop to a regiment or more, generally a company, a squadron or equivalent

Game Preparation

You will have prepared your game using Appendix A which includes everything from choosing the troops and preparing the table to deployment. In particular, appendix A4 indicates the material necessary for the game, in particular the strip called "measure stick".

Reminder: a sheet for each unit is very useful but not compulsory. In everything that follows, we will assume that we will refer to this file, or to an equivalent list. **See Appendix F.**

Phases

The game is alternative with a reaction capacity. The player whose turn it is is called the "active" player. Each game turn is as follows:
• The active player places a number of tokens next to each unit equal to the number of possible actions for that unit, then the other player places ONE token next to each of his units.
• The active player plays his units as he wishes, spending 1 token to perform an action on a unit, until he has played all his tokens. He can play one or more actions with one unit, move on to another and then return to the first if there are still tokens left. It is forbidden to transfer tokens from one unit to another.
• Before making an action, the player announces aloud the chosen action (see detail below)
• The possible actions are of 4 types: Movement, maneuver, shoot or special action.
• At his will, at the moment when the phasing player announces the action, the other player can make an interruption, ie play the token of one of his units to make an action for this unit.
• Certain actions can be followed by a morale test of a particular unit. • When all the tohave been played, both players play the handto-hand combat.
• End of phase = morale test. Place morale markers. • Verification of possible victory conditions.
• Actions of isolated figures. Isolated figures (generals, messengers, etc.) are considered a unit by themselves. They have the number of actions of their troop type plus 1 but cannot make shooting actions. Reminder: if

the special figurine is within 1/2 measure of a unit on its side, it will be counted with the unit for enemy fire (see shooting). "
• Go to the next phase (the other player is now « active »).

Movement Action

The player can move each of the figurines of the unit for ONE measure strip. The movement is done by each figurine. The figures do not need to touch, but the stick is the longest distance possible. For the terrain effect, see appendix E.
- • If the terrain is difficult, even a very small part, use the half measure stick.
- • The bases of 2 figurines can never overlap, wether friends or enemies. On the other hand, one can "pass over" if one places the figurine further.
- • No figurine can move more than one measure per action, but none is required to make full movement.
- • No part of the base of the figurine can move more than one measure. (Pay particular attention to the outside corner in the event of rotating movement.)
- • It is up to the player to maintain (or not) the cohesion of his unit.
- • In the event that a unit figurine is in contact with the enemy, no unit figurine can no longer move. Only maneuvering actions are authorized (see below)
- • For the artillery, it is the servants who move. The teams are not represented, but at least 2 servants whose bases are side by side are needed to move the weapon.

Maneuvering action

The maneuver always concerns a maximum of 6 figures per unit. Depending on the type, armor and training of the unit, these 6 figures are shared between "redeployment" and "rotation". When the player decides to make a maneuvering action, he can make as many "redeployments" and "rotations" as possible for the unit according to his description.

Redeployment consists in taking a unit figurine and placing it elsewhere (or in the same place), in contact with another unit figurine, in the position and orientation of its choice, even if it exceeds by far the capacity of movement, and this as many times as the capacity of "redeployment" of the unit. Rotation is simply the fact of turning a figurine of the unit on the spot.

This is why the description of the unit always carries two figures whose total is equal to 6, for example 3/3. If only one number is indicated in maneuver, it will be that of "redeployment" and the "rotation" will be the difference to 6. If for example the army list notes "2" in maneuver, the description of the unit will mention " 2/4 ".

Note that these maneuvers are possible even if the figurine is in contact with an enemy, provided that the unit does not completely break contact with the enemy. The terrain effect (Appendix E) only plays out where the figurine is placed.

Special Actions

To Mount or dismount

A mounted cavalry or an infantry unit mounted on animals or vehcles can be replaced by the corresponding figures on foot. The mounts are considered to remain available. If the unit routs while on foot, it can never recover its mounts. Mounting or dismounting takes one action. If the unit begins its turn dismounted and mounts, it retains its initial number of actions, even if the number of actions of the mounted unit is greater than when dismounted.

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Harnessing or Uncoupling artillery and moving « with bare hands »

Harnessing or uncoupling artillery and moving to odds and ends To move a wheeled artillery, you must first harness it, which takes action. Likewise the artillery must be uncoupled (one action) to be put in battery before shooting. However, an artillery on wheels can be moved by at least 2 servants on a length of serving base by pushing it and pulling it "with bare hands", therefore without coupling.

Scrum Break

It is a special movement action of a unit that is in hand to hand combat at the start of the turn. This unit MUST take a morale check. If it is neither routed nor enraged, it has the right to make one or more movement actions in the opposite direction of the maximum number of its enemies, provided that it can place all its models, but it MUST be positioned in the opposite direction. of its movement, so its back to the enemy, and these are the only actions that it will be able to take this turn. If the unit routs, it's immediate. If she is "enraged" she cannot disengage. The units of the 2 camps then play normally.

This is the only way for a unit to be replaced in melee, but can allow its enemy (s) to penetrate the front thus cleared.

Shooting Action

It is an action which allows the figurines of a unit to shoot at enemy figurines. Conditions are required:

1) Only a figurine that has a shooting weapon can shoot.
2) Shooting is impossible for a figurine in contact with an enemy.
3) The target is within range and the shooter has a direct view of it depending on the terrain (Appendix E).
4) A figurine can shoot all around itself (there is no direction of the figurine).
5) The shooting is always done in a straight line and can never pass over the base of any friendly or enemy figurine (except to shoot this enemy). So, if 2 figures are side by side, this limits the possibilities of shooting.
6) It is always possible to split the fire of a unit on one or more enemy units, but a model can only fire on one enemy unit.
7) Reminder: for artillery, it is the servants who count, not the model of the device. Some weapons (such as artillery or repeating rigfles) may count several shooters per shooting figure. The weapon factor, the range in ½ measures and the possible number of shots in the round are indicated in the description of the unit.

How to Shoot

To calculate the shooting factor, just add the shooter's weapon factor plus the modifiers, of the following table then add the modifiers due to the target (including the armor if the weapon does not cancel it). The result is called « modified factor »

Veteran of Superior Shooter	-1
Raw Shooter	+1
Point blank (½ measure)	-1
Targeting Officier	+1
Targeting Général	+3
Shooting at any OD (open order)	+1
Personal weapons shooting at close order unarmoured infantry (OS)	+1
Artillery targeting close order infantry (OS)	-1
Target behind light cover	+1
Target behind medium cover	+2
Target behind hard cover	+3
Each armor level (unless shooting weapon denies armor)	+1/n

Shooter rolls one die per shooter. For every result equal to or greater than the modified factor the target looses one figurine.
If the modified factor is greater than 6, every die that made 6 is rolled again :
If modified factor is 7 : 4 and over kills a figure.
If modified factor is 8 : 5 and over kills a figure.
If modified factor is 9 : only a 6 kills a figure.

Removing casualties

The targeted player removes as many figurines (or lives for figurines having several lives) as there are losses, starting with the back rows if there are any, then with the most committed side. It is possible to make more losses than there are figurines in range and in sight. When models have more than one life, a model is removed each time the total life of a model is lost.

Shooting on Special Figurines

You can only fire a unit specifically on a special model if it is isolated more than 1/2 measure from any unit on its side. Otherwise, it will be counted with the unit (even if no other model of the unit is in range and in sight).
Special figures within a unit are only removed if they are the last or if they are specially targeted. Only a sniper can specifically fire a special figure and a special figure can only be the target of only one sniper.

Morale test after shooting

Immediately after firing, if the unit has lost at least 3 figures or 1 special figure, it must take a morale check (see below).

Interruption

As we have seen, the non-active player can do one (or more) interruption action for each of his units, by consuming the corresponding token (s). Generally, this player makes this interruption when the phasing player announces aloud the action he wants to do but before he has touched his figures or dice. However, this announcement can also be made by warning courteously before the end of the preceding action. If the phasing player completes all of the actions for all of his units, the remaining actions for the other player (which were not interrupted) are lost.

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Hand-to-hand combat (or melee)

For each unit which has at least one figurine in base-to-base contact with an enemy figurine, there is a possible fight, but never compulsory. It is the « active » player who attacks and decides which units to fight. However, if the player decides to fight, each of his models in contact with an enemy must fight.

Who fights ?

Unlike shooting, hand-to-hand combat is a series of one-on-one battles of an attacking figure against a defending figure, and both can become a loss. If a figurine (such as a chariot or elephant) counting several fighters is in contact with several enemies, even from different units, he can distribute his dice at the player's choice, in several separate fights, but this is not compulsory. If he wants, he can concentrate everything on a single enemy. On the other hand, he can never count as more than 1 support in 1 fight.

The factor of the melee weapon is indicated in the description of the unit. Any figurine in contact with an enemy figurine can fight, but a single attacking figurine will really fight against the defender. Other figurines possibly in contact with the same enemy will bring their support, provided that, because of this support, no enemy figurine is left without opponent (even without carrying out the combat). Similarly, a figurine with a long weapon (indicating possible support), in direct contact with the rear of the base of the one who is fighting, can be counted in support, and the same for some weapons for those in direct contact with the back of the base of the one who supports.

If an attacker is in contact with the side of the opponent's base, he rolls 2 dice, 3 for the back.

Combat Process (For each and every protagonists)

For the attacking figurine, as for the defender, the melee weapon factor is modified by the table behind, then the modifiers due to the target (including the armor if the weapon does cancel it) and to the terrain (Annex E). The modified factor is obtained.

Veteran Attacker	**-1**
Raw Attacker	**+1**
Superior Attacker	**-2**
Fanatic Attacker	**-2**
Fanatic Target	**-1**
For every supporting Figurine	**-1**
Defender is unarmoured close order Infantry (OS)	**+1**
Defender behind light cover	**+1**
Defender behind medium cover	**+2**
Defender behind hard cover	**+3**
Each armor level (unless weapon denies armor)	**+1/lev**
Defender is officer	**+2**
Defender is General	**+3**
For every supporting rank of spears or pikes faced by attacking cav.	**+1/rank**

Both players roll one die per fighter. For every result equal to or greater than the modified factor the target looses one figurine. If the modified factor is greater than 6, every die that made 6 is rolled again :
- If modified factor is 7 : 4 and over kills a figure.
- If modified factor is 8 : 5 and over kills a figure.
- If modified factor is 9 : only a 6 kills a figure.

Removing casualties

The killed figurines are removed. When models have more than one life, a model is removed each time the total life of a model is lost. The removed figurine can be replaced by a figurine of a rear rank immediately behind it (and in close contact with it), but this substitute figurine will not fight (and will not be fought) this turn.

Fight on Special Figurines

Unlike in shooting, if one of the figures is fighting against a special figure, an officer or even a general, the special figure can be removed, even if it is not the last one in the unit.

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Morale Test

A morale test must be made made at the end of a phase, after hand-tohand combat, for a unit which:

• Lost in action 3 figures or 1 special figure;

• is reduced to less than 5 figures ;

• sees a friend routed within 2 measures of one of his figures;

• saw a friendly unit or general destroyed on the turn. You can also do a test at will (in particular to stop a rout or restart a blocked unit)

The morale test as done as follows: roll 1 die, then apply the following Modifiers:

For every figurine lost that turn	-1
H morale	-1
C Morale	-3
For each friendly unit routing ar less then 2 measure sticks	-2
Animals close 1 measure stick to a fire	-2
Officier inside unit	+1
E morale	+1
F morale	+3
For each rifendly unit in sight 2 measure stick close	+1
Behind medium cover	2
Behind hard cover	+3
Less then 5 figurines remaining in unit	- (5 minus the number of remaining figurines)
General in sight within 2 measures (doubled when touching one figurine of the unit)	+ ou – 2 (à volonté)

The tested unit gets the morale state defined by the table below :

8 & +	**I**mpétuous : (mandatory movement of at least half of the actions towards the enemy in the closest sight, until coming to the combat)
3 to 7	Disciplined : Obéy to orders.
0 to 2	Hésitants : the unit can no more volutarily move towards the enemy
Négative (<0)	Routing : every action must be a mandatory movement towards own table side.

According to the Test Result, a marker indicating the status of the unit is immediately placed near the unit. We recommend a rectangular marker so as not to confuse it with the round activation tokens (see appendix D).

Victory

Victory is planned either in the scenario (for example a goal to take and to hold) or by agreement between the players. Otherwise, see below in Appendix A.

Arbitration and interpretation.

This rule, voluntarily short and succinct can in certain particular cases raise questions of interpretation, especially between players accustomed to more precise rules. Here's how to resolve these questions:
1) give yourself a minute to find a solution that works for both players.
2) If after a minute you do not agree, leave it to a third person whose opinion will prevail even if it displeases the two players.
3) Set the question with "rock, paper, scissors."
4) Avoid playing CLASH! with picky people !!

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Appendices

Appendix A – Preparing a game

The first thing to know is what type of game you are going to play. Indeed, this can determine the troops (see Appendix B) that you will choose and the terrain, as well as the victory conditions.

A1 – Scénario Game

This is to play a scenario planned in advance. It may or may not be a historical scenario. In particular, there are ready-made "generic scenarios" or "minute scenarios". Otherwise, a player can prepare a scenario and submit it to his partner in advance. I advise that it is the other player who chooses which side he wants to play. Anyway, a good scenario must plan in advance:
• the troops (in detail or only trends and budget);
• terrain map ;
• troops deployment areas;
• victory conditions;
• the specific rules internal to the scenario (for example if in a snowstorm ...);
• The first player in active phase (usually the "attacker")

A2 – Match Game

The "Match" formula consists of defining a maximum "budget" for each army according to the figures; the place and the time available. From 300 points, you can have an interesting game between light armies and little technology, At 1000 points, you'll make beautiful battles that will take the whole evening. You will quickly learn to calibrate the number of points that corresponds to your preferred way of playing.
The first player in active phase (called the "attacker") is determined with "rock, paper, scissors."

Terrain Map

Either you set up the field together, or one of the players sets the field and the other chooses the side (and also who plays first), or finally you each choose 3 or 4 elements of ground and you put them alternately starting with the attacker.

Armies deployment

The simplest system is to alternately put one or two units starting with the attacker. The defender can also put down his army and then cover it with a sheet so that the other can put his own next. Both can also make a plan. In the absence of scenario, an area of 20 cm (2 measures) on either side of the middle of the table is set where no units can be deployed.

Victory conditions

In "Match Game", the side which lost more than half of its initial points at the end of its turn has lost. Just add the cost of the destroyed or routed units.

A3 - Game « on the spot »

This is what happens when you decide to play "like this" with the troops you have on hand. In this case, put your figurines in front of you and group them into "units" to see what you have by defining which of your figurines will have the status of generals or officers, and calculate their value (possibly approximate). The player with the most expensive army is the attacker, the other the defender.

Terrain Map

Either you set up the field together, or one of the players sets the field and the other chooses the side (and also who plays first), or finally you each choose 3 or 4 elements of ground and you put them alternately starting with the attacker.

Armies deployment

You can use the above systems. Another is to make squares of paper to indicate the units by adding 1 decoy square for 3 units. Each poses a square alternately. When all are set, they are replaced by the units and the lures are removed.

Victory Conditions

The most interesting thing is to negotiate the conditions of victory according to the terrain, the troops and a minimum of likelihood. You can for example plan one or more objectives or a certain number of turns.

If you fail finding such an agreement, you might try the following system : after twice the number of actions it takes for the slowest attacking unit (excluding artillery) to go in a straight line from its deployment line to the edge of the table defender:

- If the defender's army <50% of the attacker: the defender wins if he keeps a non routed unit AND a portion of his table edge;
- • If the defender is between 50 and 75% of the attacker: the defender wins if his general-in-chief is still alive, on the table, and he keeps a portion of his table edge.
- • If the defender is greater than 75% of the attacker, the defender wins if he retains control of ALL of his table edge

A4 - Preparation of the necessary equipment (in addition to the models)

Check that you have the necessary equipment to play (and possibly complete it):
- a strip (a rod called "measure") with a length of 10 cm, (or 4 inches) marked in the middle, at least for each player;
- normal dice (a dozen);
- round tokens (for activation): check that you have as many action tokens as the total capacity of your army;
- Rectangular markers (for morale), in reasonable numbers. If necessary, make them with "the means at hand".
- Possibly special markers (as you like) to indicate the lives of figurines or models having several lives.

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Appendix B – Unit Types

The figurines are gathered in units which are generally of the same kind, with the same equipment. However, it happens, for historical reasons, that differently equipped combatants are in the same unit, for example lancers and shooters. In addition, one or more figurines of the unit are distinguished as being one or more officers to command them. The figurines have the following characteristics:

• Their type (I = Infantry, C = mounted troops, A = Artillery, M = model - see appendix B1)
• Their "ground order" and their base (depending on their type: OS = close order, OM = medium order, OD = open order or skirmishers - see appendix B2)
• Their armor (specifying whether or not there is a shield - see appendix B3)
• Their number of lives (see appendix B4)
• Their number of actions (based on their type and armor - see appendix B5)
• Their maneuverability (based on their type and armor - see appendix B6)
• Their combat training (see appendix B7)
• Their morale (see appendix B8)
• Their possible fire weapon (see appendix C1)
• Their melee weapon (even a penknife - see appendix C2)
• Their particular characteristics (see appendix B10)
• and there are special figures (see appendix B11)

The units are defined by :
• Its name
• The number of figurines at start (detailing the differnt types)
• the description of figurines

To help compose the armies, we produce lists of armies describing the figurines as well as the minimum and maximum number of these figurines. Each player must therefore have a written support describing in detail each of their units for the battle. These lists are available here:
Http://ac.bondurand.com
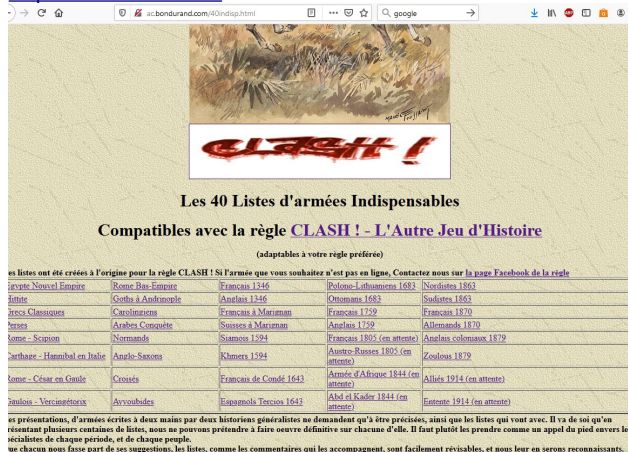
We advise to make for each unit a card of the type provided on the site, card placed in front of the player who will serve as a memory aid and also to follow the amount of his losses

Appendix B1 – Troop Types

The troops can of différent types : •
• Infanterie (Foot soldiers – marked I) •
• Cavalerie (Horse soldiers – marked C) •
• Chamellerie (Camel (or Dromedary) soldiers – marked D) •
• Artillerie (Balistic or powder engines – marked A) •
• Charerie (chariot vehicles – marked V) •
• Éléphants (with crew– marked E)

Infantry

Some infantries use mounts or other devices to move faster, which gives special types:
• Infantry mounted on horses (IC); •
• Infantry mounted on camels or dromedaries (called Méharistes and marked IM); •
• Infantry mounted on light chariots which are used only for transport (IT); •
• Infantry mounted on elephants (which are used only for transport - IE); •
• Infantry mounted on bicycles (IB); •
• Infantry mounted on wagons or wagons (IW); •
• Infantry mounted on trucks and other automobiles (IA)

Cavalry

Except those accostumed to Camels or Elephants, all equine breeds are deemed equivalent.

Camelry

Camels are equals to horses except : •
• they are limited to 4 actions; •
• Sand is no difficult terrain for them ; •
• Any other animal in a radius of a hal-measure adds 1 in combat dice.

Artillery

We consider in game only the servants who have a collective shooting weapon instead of an individual one. The weapons are only to indicate the type. There is only one type of servant, although some may sometimes have armor.
Some artillery are mounted to move faster, which gives special types:
• Artillery on elephants (see below - marked AE);
• Artillery on camels (marked AD);
• Artillery on wagon (marked AW);
• Artillery on automobile (marked AA)

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Chariotry

A chariot, whether light or heavy, is towed by horses or camels. It has as many lives as horses and has as many melee fighters as he has lives left. The combatants can be armed with weapons of shooting but the combat is always done by the shock of the horses and the momentum of the chariot, more violent for a heavy chariot. The horse (or camel) chariot factor depends on the type of chariot.

Light chariot (lightly built and fast vehicle - marked VR)
The light chariot only carries an armed fighter and an unarmed coachman. He uses the factor "horse (or camel) of light chariot". If it is pulled by camels (marked VM), in addition to the particularities of the light chariot, it has those of camels.

Heavy chariot (heavily built vehicle - marked VL)
The heavy chariots is mounted by one or more combatants. He uses the factor "horse (or camel) of heavy chariot". It can also have in addition as many shooters as horses -1, which only count for shooting and have an infantry shooting weapon

Very heavy chariot (animals and vehicle very reinforced - marked VT)
It is a particularly reinforced heavy chariot, therefore slower and more solid. For everything else, it's like the heavy chariot.

Scythed Chariot (marked VF)
It is a heavy chariot with only 1 driver and equipped with scythes on the sides. He counts his opponent's armor factor as a bonus in combat.

Shooting crew (marked ET)
It is a shooter on a heavy chariot, which is used to indicate shooting weapons.

Éléphant

There are 2 types of elephants, the small elephant (ELP), loxodontas cyclotis, which has 4 lives; the big elephant (ELG), elephas maximus, which has 5 lives; Unless we know precisely, the elephant will be a large elephant. As for the bush African elephant (loxodonta africana), it is generally not domesticable. All elephants have the following features:

- according to the protection they carry there can be normal elephants (animals not or slightly protected - marked EN) and heavy elephants (heavily protected animals - marked EL); •
- The elephant can carry shooters (ET) in a number equal to its life number -1 and lose 1 with each life lost. These shooters can be light artillery servants. •
- A normal elephant has armor of 1, a heavy elephant has armor of 2. •
- The elephant has a combat factor of 4 (6 in bad terrain) but ignores the armor and the shield. •
- He has as many fighters as he has lives left. •
- Any friend or foe mounted on an animal other than an elephant within a radius of 1 rolls die at +1. •
- When the elephant has consumed its lives, it disappears.

Appendix B2 – Ground Order & Basing

The troops are either in normal order or in dispersed order. The latter generally corresponds to rapidly moving troops, scouts, harassers, and skirmishers. They are marked OD = Dispersed order.

The other troops are said to be OM = medium order. However, there are troops that stand very close to each other, specially trained for this. They are said to be in OS = close order.

The troops are fixed on bases, in principle individual. We give below our recommended base sizes. These bases are designed to place on each a figurine from 20 to 28mm. To play with 15mm figures, you can put two per base. For smaller scales, as much as you can.

These bases are indicative. You can use your figures as they are but it is still preferable that the bases are large enough to place the figures side by side. If you prefer round bases, the diameter should be greater than or equal to the depth indicated.

You may also be using figurines on multiple bases. This will limit your ability to maneuver, but is it important? In practice, it is likely that your opponent has multiple bases too, which should limit the problem. Otherwise, take it into account in the scenario. In addition, it may interfere with your casualty management. Agree in advance on a clear system with your opponent. Remember that CLASH! IS NOT a competition rule.

Type	Largeur	Profondeur
Infanterie en OS	2 cm	2 cm
Infanterie en OD	3 cm	3 cm
Cavalerie/chamellerie en OD	3 cm	5 cm
Char 1 ou 2 chevaux	4 cm	6 cm
Char 4 chevaux	6 cm	6 cm
Infanterie en OM	2,5 cm	2,5 cm
Cavalerie/chamellerie en OM	2,5 cm	5 cm
Servants d'artillerie	2,5 cm	5 cm
Char 3 chevaux	5 cm	6 cm
Éléphants	6 cm	6 cm

Annexe B3 – Body Armour

This is the name of the various protections, metallic or not, that the troops can wear. To bring them together, there are 4 levels of armor:

0 = no armor
1 = medium armor, reinforced leather or metal on the chest.
2 = heavy, partial metallic armor.
3 = very heavy, metallic armor covering most of the body.

When a troop has an effective shield, it can increase the level of armor by one, without exceeding 3. It should be pointed out separately (B yes or no) because some weapons cancel the use of the shield, and therefore decrease. a the level of armor when used in the turn (examples: heavy crossbow or two-handed weapon).

ARMÉE ALLEMANDE. CAMPAGNE DE 1914
42   Automobile blindée armée d'un canon Krupp contre dirigeables et aéroplanes

Annexe B3.1 – Armoured Vehicles

In Fantasy or early 20th century, some vehicles may be given "armor" that is not canceled out by guns in range and combat. This "armor" protects all of the miniatures inside.

Annexe B4 – Multiple « Lives »

As we have seen, some figurines can have several "lives". Historically, these were the battle chariots and the elephants and possibly certain characters. In fantasy, wa can find more. The number of lives must be indicated in the description of the unit and be indicated on the tabletop by special markers (appendix D).

Annexe B5 – Nombre d'actions

Armure	0	1	2	3
Infantry OS	2	2	2	1
Infantry OM	2	2	2	1
Infantry OD	3	3	2	1
Servants	2	2	2	1
Cavalry OM	4	4	3	2
Cavalry OD	5	5	4	2
Camelry OM	4	4	3	2
Camelry OD	4	4	4	2
Very Heavy Chariots				2
Heavy Chariots				3
Light Chariots				4
Armored Éléphants				2
Normal Éléphants				3

Mounted Infantry gains 1 bonus action (see Army Lists)

Annexe B6 – La Manœuvre

We have seen above how a maneuvering action takes place. The maneuver always concerns a maximum of 6 figures per unit. The distribution between "redeployment" (the big maneuver over long distances) and simple "rotation" depends on the flexibility and lightness of the troop. For example :

Exemples	Redep.	Pivot
Artillery, infantry OS with armour 3	1	5
infantry OS or undrilled OM or with armour 2	2	4
Infanterie in OD or drilled OM +Heavy Chariots	3	3
Infanterie in OD with armour 0 or 1	4	2
Heavy Cavalry +Light Chariots	5	1
Light Cavalry with armour 0 or 1	6	0

Appendix B7 – Combat Training

A troop may be more or less trained or used to fighting. Effects are given in the rule. So we have

- D :Drafted = untrained soldiers drafted at the last minute to fight, camp servants or armed civilians
- R: Raw = poorly trained soldier ●
- N: Normal: normal units; ●
- V: Veterans = highly trained soldiers ●
- S: Super = exceptionally well trained soldiers

Appendix B8 – Moral

A troop has more or less good morale, which is felt in the morale tests. They are classed in categories :

- M : normal units;
- E: Enthusiasts: units with higher than normal morale; ●
- F: Fanatics: units of soldiers who are particularly angry with the enemy - in addition to morale, this plays on hand-to-hand combat; ●
- H: Reluctant: units with below-average morale; ●
- C: Cowards: troop not wanting to fight, forced to come or made up of former enemies, able to desert at any time.

Annexe B9 – Les caractéristiques spéciales

Some troops may have special characteristics which influence the game. For example:

- Snipers: soldiers specially trained in shooting. •
- Coureurs des bois: this unit ignores the effects of wood which, for it, is like plain; • "
- Agile troop: troop which, if it finds itself in contact with an enemy only on its rear or its flank, can pivot for free to face between actions and combats; •
- Arab horse: is not disturbed by a camel; •
- Indian horse: is not disturbed by an elephant; •
- etc.

.These characteristics are always noted in the description of the unit.

Appendix B10 – Special figurines

These are specially identified figurines, which have particular characteristics and which are either in the units or isolated.

Officer

In a unit, you can have officers at a rate of 1 maximum per fraction of 10 men. The effects are described in the rules.

General

It is an independent figurine, at a rate of 1 maximum per fraction of 10 units. The effects are described in the game.

Messenger

It is a special figurine used if the optional rule on orders is played.

Holy Symbol bearer

It is a special figurine used to hold a sacred symbol.

Hero

It is a special figurine representing a hero (generally not in historical play). In general, he counts as a super-fighter (several fighters or shooters) or can have several lives. It can also have a particular effect (example Joan of Arc)

Magician (in fantasy game)

It is a special figurine representing a magician. All this will be specified in a future supplement. Or can be found on Army Lists

There can also be particular figures to make the units look pretty, but without any particular effect. These are, for example, officers, flag bearers or musicians. The particularity is that, when they have been removed following shooting or combat, they can be exchanged with remaining miniatures from the same unit, always for the sake of appearance.

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Annexe C – Les armes
Annexe C1 – Armes de tir

N°	Weapon	Range	Factor	Shot/phase	Shot/fig	Notes
10	**Individual weapons**					
11	Darts, throwing knives, stones or sticks.	2	5	3	1	
12	Javelots, javelines	2	4	2	1	
13	Bow, Light crossbow	4	5	2	1	
13b	Small Bow	3	5	2	1	
13c	Bad small bow	3	6	2	1	
14	Heavy Crossbow, Staff sling	5	4	1	1	Shooter counts as shieldless this phase
15	Sling, Spear-thrower	3	4	2	1	
16	Sarbacane	1	5	2	1	(poisoned)
17	Grenade - Firepot	1	4	2	1	Figurine targeted + 1/2 its neighbour
17b	Grenade offensive	1	4	2	2	Figurine targeted + 1/2 its neighbour Ignore armour
18	Ancient Flame-thrower	1	3	1	1	Ignore armour
19	Hand thrown stone	1	6	1	1	
20	**Ancient Individual Firearm**					
21	Hand rocket	3	6	1	1	Ignore armour
22	Haquebute	3	5	1	1	Ignore armour
23	Arquebuse	4	5	1	1	Ignore armour
30	**Ancient Artillery**					
31	Balista	6	5	1	1	Ignor armour
32	Stone thrower	6	5	1	1	Indirect Fire - Ignore armour
33	Heavy Stone thrower	14	6	1	1	Indirect Fire - Ignore armour
34	Bombards	6	4	1	1	Ignore armour
35	Haquebutes Organ	3	5	1	3	Ignore armour
36	Ancient Rocket Organ	6	6	1	3	Ignore armour
37	Arquebuses Organ	4	5	1	3	Ignore armour
38	Incendiary Bombs (on stone thrower)	'=	-1	'=	x2	Effect incendiary - Ignore armour
40	**Muzzle loaded firearms**					
41	Pistol	1	5	1	1	Ignore armour
42	2 Pistols	1	5	1/ arm	2 *	* * if shot together - Ignore armour
43	Matclock	4	5	1	1	Ignore armour
44	Flintlock	4	5	2	1	Ignore armour
45	Smooth Bore Muzzle loaded Percussion Gun	4	5	2	1	Ignore armour
46	Dragoon gun used mounted	3	5	1	1	Ignore armour
47	Dragoon gun used on foot	4	5	2	1	Ignore armour
48	So-called « Dane Gun »	3	6	2	1	Ignore armour
49	Kentucky Rifles	6	4	1	1	Ignore armour
50	Jezails and similars	5	5	1	1	Ignore armour
51	Smooth Bore Cavalry carbine used mounted	3	5	1	1	Ignore armour
52	Smooth Bore Cavalry carbine used on foot	3	5	2	1	Ignore armour
53	Muzzle loaded rifle	5	4	1	1	Ignore armour
54	Muzzle loaded rifled carbine	4	4	1	1	Ignore armour

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N°	Weapon	Range	Factor	Shot/phase	Shot/fig	Notes
60	**Muzzle loading artillery**					
61	Canon moins 4 livres	6	5	2	2	Ignore armour
62	Canon 4 à 7 livres	8	5	2	2	Ignore armour
63	Canon de 8 à 11 livres	10	4	1	2	Ignore armour
63b	Caronnade 8 à 10 livres	4	4	1	2	Ignore armour
64	Canon 12 à 17 livres	12	4	1	2	Ignore armour
64b	Caronnade 11 à 20 livres	5	4	1	2	Ignore armour
65	Canon 18 livres et plus	12	4	1	3	Ignore armour
65b	Caronnade plus de 20 livres	6	4	1	3	Ignore armour
66	Fusées chinoises ou Congrève	8	5	1	2	Tir courbe - Effet incendiaire
66b	Fusées Congrève Lourdes	10	5	1	2	Tir courbe - Effet incendiaire - Ignore armure
67	Mortier ancien	10	6	1	3	Tir courbe - Ignore l'armure
70	**Armes à feu individuelles à chargement par la culasse**					
71	Revolver	1	4	2	1	Ignore l'armure
72	Revolver 2	1	4	2/ arme	2 *	* Si tirés ensembles - Ignore l'armure
73	MLC Carabine rayée à silex ou à percussion à chargement par la culasse	4	4	2	1	Ignore l'armure
74	Fusil par culasse 1 coup	6	4	2	1	Ignore l'armure
75	Fusil par culasse semi-automatique	6	4	2	2	Ignore l'armure
80	**Armes à feu collectives à chargement par la culasse**					
81	Lanceur salves moderne	6	5	1	3	Ignore l'armure
82	Mitrailleuse moulin à café	6	4	2	2	Ignore l'armure
83	Mitrailleuse type Gatling	6	4	2	3	Ignore l'armure
84	Mitrailleuse type Maxim	6	4	2	4	Ignore l'armure
90	Petit canon moderne (jusqu'à 52cm)	10	3	3	1	Ignore l'armure
91	moyen canon moderne (jusqu'à 80cm)	16	3	2	2	Ignore l'armure
92	gros canon moderne (jusqu'à 123cm)	20	3	1	2	Tir courbe - Ignore l'armure
93	Très gros canon ou Mortier moderne (Hors table)	40	4	1	2	Tir courbe - Ignore l'armure
94	moyen canon moderne (jusqu'à 80cm) à frein	16	3	2	3	Ignore l'armure
95	Petit Mortier moderne (jusqu'à 52cm)	6	5	3	1	Tir courbe - Ignore l'armure
96	moyen Mortier moderne (jusqu'à 90cm)	10	5	2	2	Tir courbe - Ignore l'armure
97	gros Mortier moderne (jusqu'à 123cm)	14	5	1	2	Tir courbe - Ignore l'armure

Annexe C2 – Arme de combat corps à corps ou mêlée

Infanterie et servants			Cavalerie		
Arme	Fact	Notes	Arme	Fact.	Notes
Arme de poing (AdP)	5		Arme de poing (AdP)	5	
Couteau/Silex etc...	6				
Lance ou baïonnette	4	+1 rang de soutien (RS) (**)	Lance	4	
Lance de plus de 2m	4	+2 RS (**)	Lance couchée - Kontos	3	Premier tour combat si attaque puis AdP (*)
Piques de + de 3m	4	+3 RS (**)	Lance couchée médiévale	2	Premier tour combat si attaque puis AdP (*)
Spécialiste AdP ou masse (AdP+)	4		Spécialiste AdP ou masse lourde de cavalerie (AdP+)	4	
Arme Lourde de Jet - Pilum - Bolas	4	Premier tour combat si attaque puis AdP (*)	Lance couchée – Kontos plus	3	Premier tour combat si attaque puis AdP+ (*)
Arme Lourde de Jet plus	4	Premier tour combat si attaque puis AdP+ (*)	Lance couchée médiévale plus	2	Premier tour combat si attaque puis AdP+ (*)
2 armes de poing	5	lance 3 dés pour 2 figurines – pas de bouclier			
Arme à 2 Mains	4	Pas de bouclier - Dénient un rang de soutien arrière	Arme à 2 Mains	4	Pas de bouclier
Hallebardes et assimilées	4	Pas de bouclier - Dénient les soutiens arrières	• L'éléphant a un facteur de combat de 4 (6 en mauvais terrain) mais ignore l'armure et le bouclier. Il a 4 vies et lance autant de dés qu'il lui reste de vies.		
Arme Lourde de Jet - Pilum - Bolas	4	Premier tour combat si attaque	• Le char lourd est monté par un combattant (avec une arme de poing ou une lance). Le char lourd a autant de vies que de chevaux -1 et lance autant de dés qu'il lui reste de vies.		
Hallebardes et assimilées	4	-1 contre troupes montées			

(*) Ne sert que pour l'Attaque. A la riposte, utiliser l'arme de poing (AdP) ou, si compté « + », le spécialiste à l'arme de poing (AdP+).
(**) Les rangs de soutien ne comptent que si le premier rang a la même arme.

Annexe D – Jetons et marqueurs

For the needs of the game there are "tokens" and "markers".

The "tokens" are used to activate the units. Placed next to each unit at the start of the phase, they are removed as the actions of the phase progress. You can use simple coins, tokens designed to mark the winnings of a deck of cards, or make it yourself to your taste. To distinguish them from the markers, we will choose them circular, about the size of a coin.

Markers are used to indicate the moral state of a unit. They are square or rectangular. One can use for example supernumerary bases of infantry on which one will have figured in a clear way, by an initial, a pictogram or a color code, the moral state indicated.

By default, if you use "chips of 50" of card game: green for rabid, yellow or blue for hesitant, red for the rout. But if you like "tables-dioramas" you can also use enthusiastic or injured figurines, as long as the code remains clear.

Finally, markers are needed to mark the different lives of figurines that have more than one. It can be simply square or rectangular markers or better special figurines, placed on the base of the figurine.
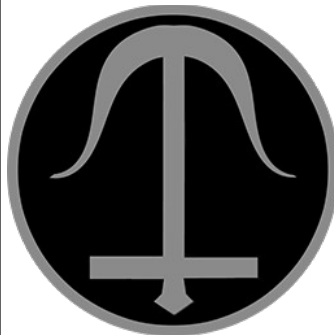
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Annexe E – Le Terrain

Quoi ?	Mouvement	Couvert	Vue	Note
Bois	½	Léger	5 cm	
Marais, Gué, Sable, Neige	½	-	-	Le sable est sans effet sur le mouvement des chameaux.
Rocailles, lac gelé	½	-	-	
Broussailles	½	-	-	
Colline	-	Léger si plus haut	bloque	
Bâtiment bois	- 5 cm	moyen	5 cm	
Bâtiment pierre	-5 cm	dur	5 cm	
Route, Pont	1 mouv double	-	-	
Montagne	Impassable sauf par route			
Lac / Fleuve	Impassable sauf par bateau			
Fossé	½ – Interdit véhicules	Léger si dedans	-	
Palissade, Muret, Porte en bois, Abatis	1 action infant. – Interdit autres	Moyen	5 cm	Rappel : le franchissement se juge à la figurine
Mur (par niveau de hauteur)	1 action infant. échelles – Interdit autres	Dur	Bloque	
Muraille	Considérée comme un double mur			

(*) une figurine sur une colline peut voir par dessus une figurine située plus bas mais pas par dessus un bois, un bâtiment ou un mur.

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Annexe F – Fiches d'unités

Pour garder sous la main la description de chaque unité, nous conseillons de faire une fiche pour chacune d'entre elles, à partir des listes d'armée. Nous donnons un exemple. Il suffit d'éditer la page suivante.

Nom de l'unité				Liste d'armée				Cataphractes 1				Séleucides			
(Dessin ou photo des figurines)				Logo ou drapeau ou note personnelle											
Nb Fig	(1)		Coût Fig	(2)		Coût Tot	(3)	Nb Fig	8/1		Coût Fig	(*)		Coût Tot	
Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor	Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor

Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor
(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)
C	OM	3	N	1	2	4/2	V	E

Arme de Tir	Port	Fact	T/to	T/fi
(Nom de l'arme de tir)	(13)	(14)	(15)	(16)
NON	0	0	0	0

Notes	(17)
Notes	

CàC	(Arme de combat)	Fact	(18)	C/fi	(19)
CàC	Kontos	Fact	3	C/fi	1

Notes	(20)
Notes	Premier tour combat 3 si attaque puis AdP 5

Spécial : (21)	Spécial :

Explications des chiffres :

(1)	Nombre de figurines normales et nombre d'officiers, marqués N/O		
(2)	Coût d'une figurines (calculé dans la liste d'armée) et d'un officier, marqués N/O ;		
(3)	Coût total, soit le coût d'une figurine normale multiplié par le nombre plus le coût d'un officier multiplié par le nombre d'officiers ;		
(4)	Type de la troupe (I = Infanterie, C = troupes montées, A=Artillerie, M = modèle – voir annexe B1)		
(5)	Ordre au sol - soclage (OS= Ordre serré, OM = ordre moyen, OD= Ordre dispersé – voir annexe B2)		
(6)	Armure (voir annexe B3)	(7)	Présence d'un bouclier (voir annexe B3)
(8)	Nombre de vies (voir annexe B4)	(9)	Nombre d'actions (voir annexe B5)
(10)	Capacité de manœuvre (noté redéploiement/rotation – voir annexe B6)		
(11)	Entraînement au combat (voir annexe B7)	(12)	Moral (voir annexe B8)
(13)	Portée du tir (voir annexe C1)	(14)	Facteur du tir (voir annexe C1)
(15)	Nombre de tirs possibles par tour (voir annexe C1)	(16)	Nombre de tireurs par figurine (voir annexe C1)
(17)	Notes sur l'arme de tir et les tireurs (voir annexe C1)		
(18)	Facteur de combat (voir annexe C2)	(19)	Nombre de combattants par figurine (annexe C2)
(20)	Notes sur l'arme de combat et les combattants (voir annexe C2)		
(21)	Caractéristiques particulières (voir annexe B10) et figurines spéciales (voir annexe B11)		

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Block 1 (top-left)

Nb Fig		Coût Fig		Coût Tot	

Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor

Arme de Tir	Port	Fact	T/to	T/fi

Notes	

CàC		Fact		C/fi	

Notes	

Spécial :

Block 2 (top-right)

Nb Fig		Coût Fig		Coût Tot	

Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor

Arme de Tir	Port	Fact	T/to	T/fi

Notes	

CàC		Fact		C/fi	

Notes	

Spécial :

Block 3 (bottom-left)

Nb Fig		Coût Fig		Coût Tot	

Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor

Arme de Tir	Port	Fact	T/to	T/fi

Notes	

CàC		Fact		C/fi	

Notes	

Spécial :

Block 4 (bottom-right)

Nb Fig		Coût Fig		Coût Tot	

Typ	Or	Ar	Bou	Vies	Act	Man	Ent	Mor

Arme de Tir	Port	Fact	T/to	T/fi

Notes	

CàC		Fact		C/fi	

Notes	

Spécial :

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