

RULES

Setup

First decide on the caps and limits, as well as the type of game. If it is your first time it is best to play one battalion VS another without the over-world (this is called Skirmish Mode).

The most important thing to decide is how many points to use. Again if you are new 50 or 100 points should be a good number.

Other important points are stat caps, (which are completely optional), and board size (how many Fields if playing with over-world and how many Spaces each Field has). However the Board you use will likely decide that for you.

Battalions, Units and the Army

You spend your points on Units, and arrange them into (a) Battalion(s).

All Battalions share the points but not all points have to be spent, though it is a good idea to spend all available points.

Units have 4 stats, Strength (increases ability to defeat enemies), Dexterity (increases how far it can move), Intelligence (increases attack range) and Constitution (increases chances of surviving attacks).

The four could also be called Attack, Movement, Range and Defence. Each unit must have between 1 & 5 (or whatever the caps are set as) points in each stat, and the unit must cost at least 1 point.

Additionally each battalion must have one unit as the designated leader / hero / officer / whatever, they must be worth the most in the battalion. To be exact they must be at least worth 50% more (round up) than the next most "expensive" unit within the battalion.

Movement on Over-World

Players take turns to move all their respective battalions.

Each battalion may go as far as the Dexterity (Movement) of the unit(s) with the least Dexterity (Movement), but not all of the movement has to be used nor does it all have to go in the same direction.

No two armies may occupy the same Field.

After moving, the Battalion must face the same direction it moved. In the case of multiple directions being moved, the direction faced is the direction of the last movement.

To initiate Combat the battalion must attempt to move into a Field occupied by an enemy Battalion.

Combat

Combats normally lasts 10 (can be changed) Combat Turns. This is called the Combat Period.

After each 5 (again changeable) Combat Turns there is a turn for movement outside the fight. This can be used to have more Battalions join the Combat (just have them attempt to move into one of the Fields used the Combat), prevent the enemy from retreating (being next to a Battalion stops it from retreating in that direction), start another Combat (using the same rules as normal) or just set things up for later. This turn for movement is just like any other movement turn save for the fact Battalions in a Combat can't move.

Commands in all Combats are acted upon simultaneously.

There are 5 commands, Advance, Fall Back, Flank Left/Right and Hold Ground. For all except Hold Ground you should add a number to your order. Each command does the following:

Advance/Fall Back/Flank: Your units move in that direction (towards enemy if advancing, away if falling back, to the respective left/right if flank) an amount equal to their Dexterity (movement), the number added to the order or until they meet an obstruction, then attack the nearest enemy in that direction. This can reach as far as their Intelligence (range) but may only hit one unit.

Hold Ground: Your units attack the nearest unit(s) in its range (determined by Intelligence) horizontally and vertically (but not diagonally); they can't attack units if they move out of range but attack first against moving units. If both sides have their command as Hold Ground neither may use the Hold Ground command next turn.

If two opposing units attempt to move into the same Space, both units are, for that combat turn, considered to be in both that Space they want and the one of which is adjacent and moved through or stood in before moving. If one is defeated the survivor takes the space. On the other hand if both survive they stay on their respective sides of the Space. The adjacent Space is considered filled even if the unit survives and the opponent doesn't.

For the actual fighting, the defending unit's Constitution (Defence) is compared to the total Strength (Attack) of all the units that attack it; if the attacker's total is higher, then the defending unit is destroyed, if not, for each unit that attacked, the Constitution of the defender is lowered by 1. (The Constitution is returned to normal when the Combat ends).

To retreat simply move the unit across the boundary between Fields into one of the unused Fields. That unit is safe. If you retreat a leader the whole battalion (even those that fled into a different Field) retreats into the same Field, ending the battle unless there are other friendly battalions left.

Other

After combat, the armies placement on the map depends on where the leader is at the end of it. If there are two or more leaders on the Field it goes to whoever was defending it. If none were defending, then whomever has the most units (by worth) gets it.

When retreating without the leader all units must leave the Field for it to be considered retreated.

Whichever Field more worth (by unit points) has all the other surviving members of the Battalion "regroup" to that Field. In the case of a tie the Player decides.

If a battalion is attacked from multiple sides, they must designate which Battalion they are moving in correlation to.

A Combat lasts until the most recently added has been battling for the required Combat Period or only one side has units in the Combat.

Glossary/Technical Name Translation

Army: All of a player's Battalions and Units.

Battalion: A group of Units that are moved together. Makes up the Army

Board: The whole play area; made up of Fields.

Combat Period: How long a Combat lasts.

Field: Where Battalions reside and move through, makes up the Board and is made up of Spaces.

Skirmish Style / Skirmish Mode: A simplified version without the Over-World. Just two Battalions going at it until one side lose all of their units.

Space: Makes up Fields and is where each unit stands.

Unit: A single "piece" that makes up a Battalion.