ITACS
Improved Tactical System

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Game Rules

[1.0] Introduction

ITACS or Improved Tactical System is a hex-and-counter wargaming system which simulates tactical battles from the earliest times until the end of the 16th Century. It is designed to include some of the flexibility of miniatures style games along with the ease of use and faster game play of the hex based wargaming world.

ITACS has been inspired by various tactical warfare games covering the period from ancient to early modern times.

ITACS contains a number of rules including the basic movement and combat rules, terrain effects, leadership, morale, etc. There are also scenarios for ITACS, each of which may contain scenario specific rules that apply only to that scenario.

[2.0] Equipment

ITACS is designed to be played online using the **VASSAL** game system, although players may choose to print out copies of the counters and maps should they so choose, and play face to face.

Game pieces and maps from other tactical games can also be used to play ITACS. You may also create your own counters and maps as well as any number of **scenarios** to use these maps.

All of the maps, game charts, tables, etc, are included in the VASSAL game file.

[2.1] Distribution and Copyright

The game rules and standard VASSAL module file may be freely distributed under the **Creative Commons Attribution 4.0 International (CC BY 4.0) license**. This license may be seen here: https://creativecommons.org/licenses/by/4.0/

The game images in these rules are for example purposes only. You may create or adapt your own counters or maps for use in this game.

You may print copies of the game rules, game counters, and game maps for use in face to face play if you wish. No royalties are required for printing the game rules and maps for your own use.

The game is normally distributed as a ZIP file containing:

- These rules as a PDF and/or an ODT file;

- One or more VASSAL vmod files which contain the game, counters, and maps for the scenarios of the game; and

- One or more Hexographer .hxm files which are the data files used to create the base game maps (stored as PNG files inside the VASSAL module).

A copy of **VASSAL** is required to play this game. VASSAL can be downloaded at: http://www.vassalengine.org/ A copy of VASSAL is not normally distributed along with this game.

A copy of **Hexographer** is recommended to be used to create maps for this game, by players who wish to create their own scenarios. Hexographer may be downloaded (for free) or a Pro version may be purchased at: http://www.hexographer.com/ A copy of Hexographer is not normally distributed along with this game.

The game designer is Del (del@babel.com.au).

[2.2] Dice

Most combats in IPS are resolved using 2 x 6 sided **dice**. The VASSAL combat engine contains a die roller that is suitable for this.

[2.3] Maps

Each scenario has one or more **maps**. There are some cases where the same map is used for many different scenarios.

Each map has many different terrain features on it. The meaning of these terrain features is covered on the Terrain Effects Chart.

Each hex on the game maps is intended to represent between 20 and 200 metres from side to side depending on the scenario.

[2.4] Units

There are a number of different **units** in the game. Unit counters are of a number of different types, including infantry, cavalry, leaders, artillery, etc. Each unit represents something between 50 and 400 men and horses depending on the unit type and the scenario.

Each unit has the following characteristics which are included on the unit counter.

[2.4.1] Standard Combat Unit

Units of class A, B and C are standard combat units. They may move, attack, but they may not fire missiles.
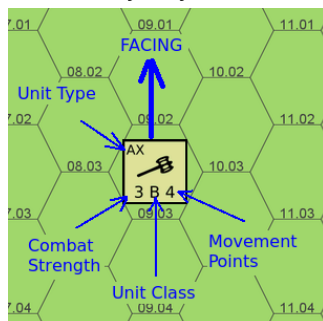
[2.4.2] Combat Unit with Missiles

Units of class Ff and Mf are combat units with missiles. They may move and fire with missiles. Some may also attack during melee combat.
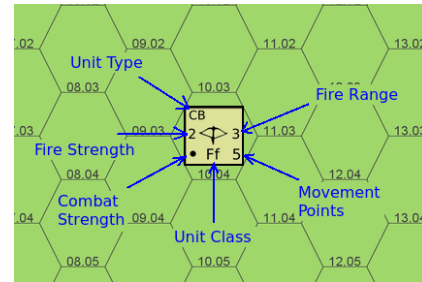
[2.4.3] Leader Unit

Leader units may move, but may neither attack in melee or missile combat. They do have some special abilities listed in section [6.1].
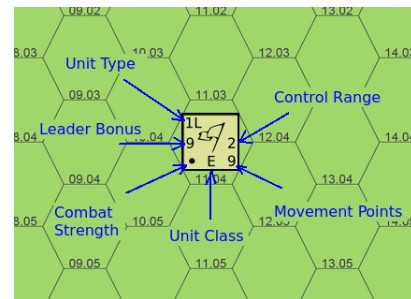
[2.4.4] Unit Classes

The **unit class** is represented by a letter code at the bottom of the unit. These are the unit classes in ITACS:

Unit Class	Meaning
A & B	Infantry
C	Cavalry
D	Other
E	Leaders
Ff	Missile Infantry
Mf	Mounted Missile Troops

Unit classes have some effect on movement and combat. Unit classes do not affect stacking, formations, or any other part of the rules where unit classes are not mentioned.

[2.4.5] Unit Types

Each unit has a **unit type** which is in the top left corner of the unit.

Unit types are used for identification purposes, and in some cases different fleet types can carry other different types of unit.

Every unit of the same unit type can be considered identical from the point of view of the rules. *For example there is no difference between any PP unit and any other PP unit.*

[2.4.6] Fire Strength and Combat Strength

The **fire strength** of a unit is the unit's attack capability in missile combat.

The **combat strength** of a unit is the unit's attack and defence capability in melee combat.

As well as a plain printed combat strength, a unit may have a dot (.) as a combat strength, or it may have a combat strength listed in brackets like this: [4]

- A unit with a dot for a combat strength does not add anything to the combat strength of other units stacked in the hex. For this purpose it has a combat strength of zero (0). *For example, a stack of 2 PP units and one LB unit has a combat strength of 12.*

- One or more units with a dot for a combat strength, when stacked together, have a combat strength of 1. *For example a stack of 3 LB units has a combat strength of 1.*

- A unit with a combat strength in brackets [ ] has its full combat strength as an attacking unit, but only half of its combat strength when it is a defending unit. *For example, a HC unit attacks with a combat strength of 4 but defends with a combat strength of 2.*

Units without a fire strength have a fire strength of zero (0) and may not attack during the missile combat phase.

[2.5] Unit Facing

Each unit, when placed on the map faces one hexside. The hex in front of that hexside is the unit's FRONT hex. There are two adjacent hexes either side of the FRONT hex which are considered SIDE hexes. The other 3 hexes adjacent to the unit are considered REAR hexes.

An example of unit facing is shown below, showing FRONT, SIDE and REAR hexes.
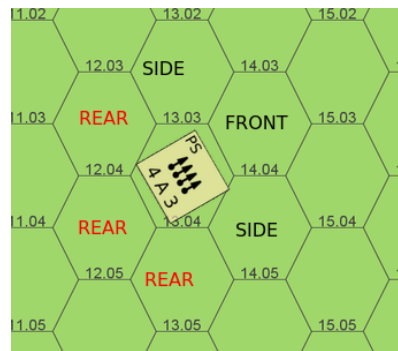
[2.6] Formations

A formation is a number of hexes, each of which is connected to at least one other hex in the formation, all of which contain units of the same unit type. For example, two adjacent hexes each containing 2 AX units is one formation. There are some rules that apply to formations listed in the game rules below.

The following combinations are formations:

- Two adjacent hexes each containing 2 AX units.

- Two adjacent hexes., one containing one AX unit and one containing 3 AX units.

- Two or more adjacent hexes each containing one PS unit and one AX unit.

The following combinations are not formations:

- Two adjacent hexes, one of which contains 2 PS units and one of which contains 2 LB units.

- Two hexes each containing 2 PS units, with an empty hex in between.

Leaders do not affect formations. A leader unit is not considered part of a formation and does not stop multiple adjacent hexes being part of one formation. For example if 2 adjacent hexes each contain one PS unit, and one of those hexes contains a leader unit but the other hex does not, it is still considered one formation.

Units in a formation do not have to all have the same facing.

An example of a valid formation is shown below. Each hex contains one LB and one PS unit.
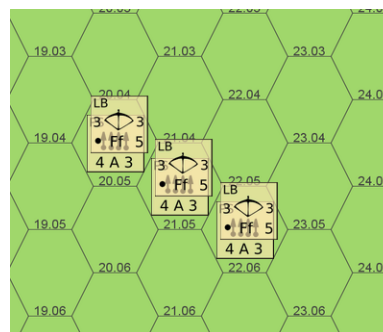
Below is not a valid formation because there are two hexes containing only PS units, and one hex containing only SD units.
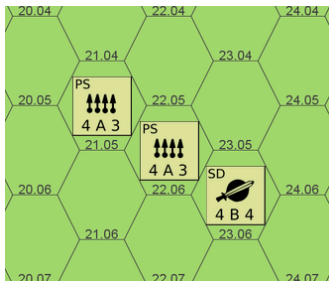
The units below are not in a valid formation because there are empty hexes between the PS unit in 23.04 and the other PS units. The two stacks in 21.05 and 22.06 are a valid formation, however.
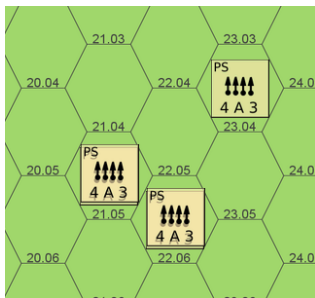
[2.6.1] Square Formation

In certain scenarios some unit types (specifically SD, PS and PP units) may form square formation. This is done by moving 4 units into a single hex, and changing their facings so that each unit is at 90 degrees to another unit in the square. The stack below is an example of square formation.
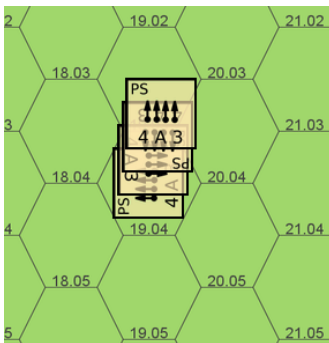
Square formations have the following advantages and limits:

- Units in a square formation defend with the full strength of all 4 units in the hex.

- Units in a square formation may attack any unit in any adjacent hex, but with only the strength of a single unit. They are not required to attack.

- Units in a square formation do not have "REAR" hexes and cannot be rear attacked.

- If an attacking unit or formation suffers an "AD" or "A1X" combat result while attacking a square formation in melee combat, then the attacking unit must break. Place a Break marker on the attacking unit and it must make a rout move at the end of the combat phase.

- A square formation may move 1 and only 1 hex during each of its movement phases. It may not enter river hexes, any impassable hex, and may not use road movement or cross bridges.

Square formations may only be formed from 4 identical units that are not disrupted. *For example, 4 PP units may form a square, but 2 PP units and 2 PS units may not form a square.*

Square formations may be created from 4 identical units even if the stacking limit for the scenario is less than 4.

If a square is Disrupted or suffers any unit loss due to melee or missile combat, then it is no longer a square. The 4 (or remaining) units may remain in the hex until their next movement phase, at which point they must move to comply with the stacking limits for the scenario (which may be 4 or less than 4).

A leader unit may stack in a hex containing a square formation. That is in addition to the 4 units in the square.

More than one square formation in adjacent hexes do not combine together into a "big" square formation. Each stack of 4 units in one hex is one square formation.

[3.0] Terrain

The map is comprised of hexes. Each hex contains one type of terrain, which affects movement and combat in the hex.

Each type of terrain has the following effects on the game:

- Movement Point Cost. This is the cost in movement points for any unit to enter the hex.

- Missile Combat Modifier: This number is added to the missile combat dice roll when the unit in the hex is attacked by missile combat troops. This is often a negative number, meaning that the dice roll is reduced.

- Melee Combat Modifier: This number is added to the melee combat dice roll with the unit in the hex is attacked by units in an adjacent hex during the melee combat phase. This is often a negative number.

- Notes: Any special notes about the terrain.

The standard game terrain is described in the Terrain Chart in section [10.3].

[3.1] Special Hexes

[3.1.1] Road Hexes

Road hexes are hexes that contain a road running through the hex. A unit moving along a road pays only 1 movement point per hex, regardless of the background terrain in the hex.

For example, the MS unit in hex 26.29 below can move 3 hexes to hex 29.28 along the road. This is despite that the swamp and marsh hexes are each 3 movement points to enter.

Road hexes do not affect the missile or melee combat modifiers of the underlying hex.

[3.1.2] Stream Hexes

Streams are a special type of terrain that runs through existing terrain. *For example the following shows a stream running through a clear terrain hex.*
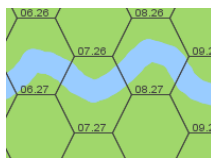
Stream hexes cost 1 extra movement point to enter, in addition to the movement cost of the background terrain. *For example as shown, the stream hexes in clear terrain hexes each cost 2 movement points to enter.*

Streams have a melee combat modifier and a missile combat modifier that are added to the modifiers for the background terrain. *For example the above hexes have a missile combat modifier of +2, adding +2 for the stream and 0 for the clear terrain hex.*

[3.1.3] Hill and Forest Hexes

Hill, Forest, Jungle, Forest Hills and Jungle Hill hexes have special effects on missile combat, as described in section [4.2.3].

[3.1.4] Walls

Walls are present in certain scenarios. Wall hexes are shown with elevation hexsides to show the direction that the wall can be entered from (if any). Units may move onto a wall hex only from the direction where there are no elevation hexsides.

Wall hexes have a stacking limit of 1 unit per hex regardless of the stacking limit of the scenario. Only infantry units (class A, B, Ff) and leaders (class E) may enter wall hexes, entry or movement by cavalry (class C, Mf) is not permitted.

Units may attack enemy units on a wall hex during melee combat only if the attacking units are on a siege tower or ladder, or on an adjacent wall hex. Similarly, units on a wall hex may not attack units in adjacent hexes unless those defending units are on a siege tower or ladder, or on an adjacent wall hex.

The melee terrain modifier of the wall hex (-6) does not apply if the attacking units are on an adjacent wall hex. It only applies if the attacking units are on a ladder or siege tower.
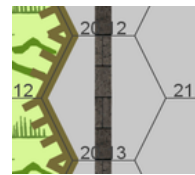
[3.2] Special Hexsides

Some hexsides also affect unit movement and combat as follows.

[3.2.1] Scarp / Elevation Hexsides

An example scarp hexside is shown below.
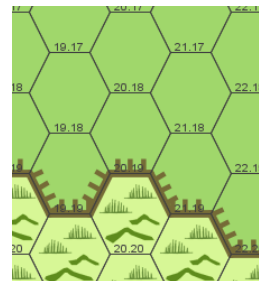
Scarp hexsides have an "up" direction and a "down" direction. The "down" direction is in the direction that the hashes are pointing. For example, from hex 20.20 to hex 20.19 is a "down" direction.

Movement in either the up or down direction is not permitted. Melee combat in either the up direction or the down direction is not permitted.

Missile combat gains a +2 missile combat modifier when firing from the "up" side to the "down" side. *For example a unit firing from hex 20.20 to hex 20.18 would have a +2 missile combat modifier.* The modifier is -4 from the down side to the up side. These are in addition to any missile combat modifiers of the target hex. *For example, a unit firing from 20.18 to 20.20 would have a -8 combat modifier – -4 for the scarp hexside and -4 for the grassy hills hex.*

[3.3] Hexographer

I have used the Hexographer program (available at http://www.hexographer.com/) to build the terrain for the maps included in the standard game file. This is a custom application designed for building game maps. It contains a wide variety of map terrain types and symbols.

I have no association with the developers of Hexographer but I recommend purchasing a copy of this program if you plan on building maps or scenarios for ITACS.

[4.0] Sequence of Play

[4.1] Game Turns

Each game is played in multiple game turns. Each player takes turns in playing one game turn. During the player's game turn they may take each of the actions listed in their game turn, one at a time, until the last action is reached.

The first player is the player listed in the scenario to move first. That player plays the first game turn, and then the second player plays the second game turn, and so on. Each player takes turns in alternating game turns until each player has played the maximum number of game turns allowed by the scenario.

You can use an on-map marker to indicate which game turn number is currently being played. Another marker indicates the maximum number of game turns that can be played.

Once both players have each played one game turn, the game turn number is increased by one.

During a player's game turn the player is referred to as the "attacker" and the opponent is referred to as the "defender".

[4.1.1] Game Turn Sequence

During each player's game turn they take the following actions, in this order:

1. Missile Combat
2. Movement
3. Defensive Fire
4. Melee Combat
5. Recovery

Each of these actions is described in detail in the following sections.

[4.2] Missile Combat

Each of the attacker's combat units with missiles may attack one hex within their fire range. All units that are firing on the same hex have their fire strength added together to resolve the combat – no hex may be attacked more than once each player turn by missiles and there is no limit to the number of missile combat units that can attack one hex. No unit may attack units in more than one hex.

[4.2.1] Unit Facing and Combat

Each unit, when placed on the map faces one hexside. The hex in front of that hexside is the unit's FRONT hex. There are two adjacent hexes either side of the FRONT hex which are considered SIDE hexes. The other 3 hexes adjacent to the unit are considered REAR hexes.

During missile combat a unit may attack through any of its FRONT or SIDE hexes with the exception of certain unit types as described in the scenario, or in the rules on special unit types.

[4.2.2] Terrain Modifiers

Depending on the terrain that the defending units are in, there may be a modifier to the missile combat. This is shown on the Terrain Chart in section [10.3]. This terrain modifier is added to the dice roll in missile combat. This terrain modifier is often a negative number, which will reduce the dice roll number.

[4.2.3] Hill and Forest Hexes

Hexes containing Hill, Forest, Grassy Hill, Forest Hill or Jungle Hill hexes **block line of sight** for troops firing in missile combat.

A missile combat unit may attack into one of these hexes but not through one of these hexes. *In the example below, neither the LB unit in hex 27.15 nor the CB unit in hex 24.17 can fire on each other, because of the intervening hill hex 26.16.*
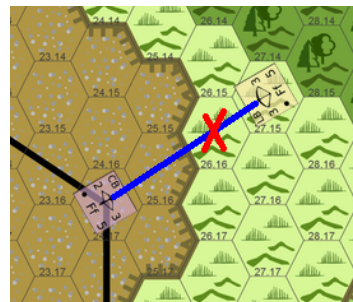
Additionally, units that are on Hill, Forest Hill, Grassy Hill or Jungle Hill hexes may add 1 to their fire range, when firing on units that are not on one of these hexes and there is no intervening hex that blocks line of sight. *In the example below, the LB unit may fire missiles at the CB unit even though it is 4 hexes away, because the LB unit has a +1 fire range due to being on a Grassy Hill hex. The CB unit may not fire at the LB unit because the CB unit is is in a Mud hex and it has a range of 3.*
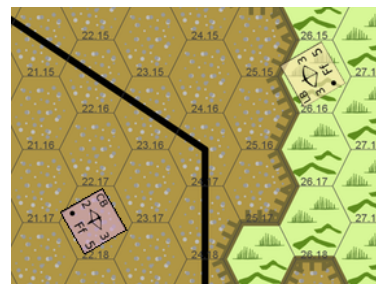
[4.2.4] Rear Attacks

Units being attacked through **rear hexes** (where a straight line from the centre of the firing unit to the centre of the unit being attacked passes through a rear hex) adds a +1 dice roll modifier for missile combat.

If there is more than one missile unit attacking, then the +1 dice roll modifier applies if any of those units are attacking through a rear hex.

[4.2.5] Shields

In most scenarios SD units and in some scenarios other unit types have **shields**. This gives a -2 dice roll modifier if the unit is not being attacked through a rear hex.

[4.2.6] Elite Units

In certain scenarios some units are indicated as Elite units. Elite units affect missile combat in the following ways:

- Elite units add 2 to the dice roll when attacking in missile combat.

- Elite units do not affect the dice roll when being attacked in missile combat.

[4.2.7] Missile Combat Results

To resolve missile combat, the following procedure is followed:

- Add together the fire strength of all units that are attacking.

- Calculate the range from the hex that is being attacked to the most distant unit that is firing (the unit that is the most number of hexes away from the target hex).

- Calculate any modifiers due to defending unit type, terrain, stacking, etc.

- Roll two dice and consult the Missile Combat Table in section [10.4] of the rules.

The possible combat results for missile combat are shown in the Combat Results Table in section [10.7] of the rules.

[4.2.8] Missile Combat Example

In the example below, the two LB units are attacking the hex containing the two MS units advancing down the road. Consulting the Terrain Chart and the Missile Combat Table we find the following dice roll modifiers:

- *Attacking Fire Strength (6): -1.*

- *Terrain Missile Combat Modifier (Mud): +2*

- *Stacking (2 units): -1*

- *Range (2 hexes): -1*

- *The MS units do not have a shield modifier and the LB units are not elite so there are no other modifiers. Neither LB unit is attacking the hex from the rear, so there is no modifier for that.*

The total modifier is -1 +2 -1 -1 = -1

Two dice are rolled, with numbers 5 and 2. The total is 7. To that we add the total modifier (-1) and the final result is 6.

We check on the Missile Combat Table and the combat result for a roll of 6 is DD.

Checking the Combat Results Table we find the result "The defender is disrupted by the combat. Place two D markers on top of the units in the defending hex.". So we place two D markers on top of the stack of MS units and the missile combat is finished. The MS units are disrupted. Note that the effects of disruption are covered in section [5.1].
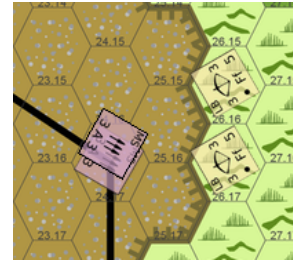
[4.3] Movement

During the movement action the attacker may move any or all of their units. A player is not required to move any units in their movement phase, or may choose to move some but not all of their units.

[4.3.1] Movement Costs

Each unit has a number of movement points. The unit may use up to but not more than the number of movement points that the unit has. For example, a SD unit has 4 movement points.

Each hex costs a number of movement points to enter. For example a clear terrain or farmland hex costs 1 movement point to enter the hex. All of the movement costs are stated on the terrain chart, and there may be movement point costs for different hex types for each scenario.

A unit may not enter a hex where the movement costs exceed the number of movement points that the unit has remaining. *For example a SD unit that has moved through 3 clear terrain hexes (each costing 1 movement point) may not then enter a forest hex (2 movement points).*

A unit does not have to spend all of its movement points when moving.

[4.3.2] Unit Facing and Movement

Each unit, when placed on the map faces one hexside. The hex in front of that hexside is the unit's FRONT hex. There are two adjacent hexes either side of the FRONT hex which are considered SIDE hexes. The other 3 hexes adjacent to the unit are considered REAR hexes.

To enter a hex, a unit may enter the FRONT hex or either of the SIDE hexes. When doing so the unit may choose to turn its facing to face the hex that it is entering. That will

create a new FRONT and 2 new SIDE hexes which can be entered.

Before or after moving into a hex the unit may turn in place to face any other hexside. Doing a change of face costs a unit 1 movement point.

[4.3.3] Stacking

Each scenario has a stacking limit defined for the scenario (which may be different for each side), however by default up to 3 units may stack in each hex, except in the case of square formations which may contain 4 units.

Leader units (class E) are separate from stacking. They can stack in a hex in addition to the 3 or 4 other units in the hex.

Some terrain types have a lower stacking limit, for example wall hexes.

Stacking limits apply both during (at all times) and after the movement phase. Stacking limits may be exceeded during the movement phase but not at the end of the movement phase, as follows:

- If a non-leader unit moves through a hex containing units that are at the stacking limit (for example, a unit moves through a hex already containing 3 SD units) then both the moving unit and the stationary unit are disrupted. Place a D marker on the moving unit, and place 2 D markers on the stationary unit, once all movement is finished.

- If a non-leader unit moves into a hex containing units that are at the stacking limit (for example, a unit moves into a hex already containing 3 SD units) then the moving unit must continue moving and leave the hex. If the moving unit does not have enough movement points to leave the hex then it may not enter the hex to make that move (that includes moves that are mandatory such as rout moves).

In the example below, the MC unit in 22.08 wishes to move through the hex 22.07 containing 3 CB units, and the stacking limit is 3 so the hex is fully stacked. After the cavalry unit finishes its movement in hex 22.05 one D marker is placed on the cavalry unit, and 2 D markers are placed on the CB units.
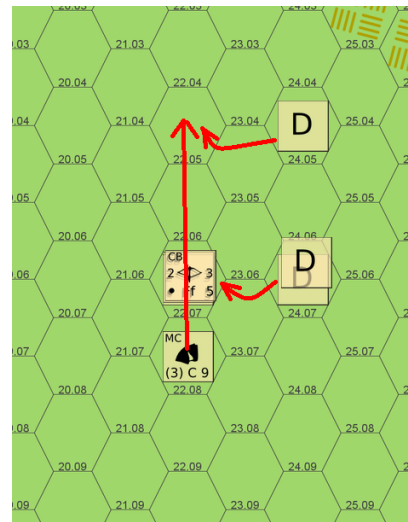
Units may be moved one at a time or in stacks, at the moving player's option, to enable stacking limits to be better maintained. For example, if there are 3 SD units in a hex then the moving player may move 1 of those units out of the hex, then move other units through that hex one at a time (so that stacking limits are not exceeded), and then move the original SD unit back into the hex (provided it has sufficient movement points).

In the above example, one CB unit could move to hex 21.06 allowing the MC to pass through without either stack gaining a D marker. The CB unit could then continue to move back to 22.07 and then change facing (+1 movement point) to face the same direction as the other CB units if desired.

Units may never enter a hex containing enemy units. Instead they may stop in an adjacent hex and attack the enemy units in melee combat.

[4.3.4] Movement Example

During the player's movement phase, the stack of LB units, each with 5 movement points, can move from the start hex to the end hex as shown on the example below.

The movement cost for each hex is shown on the map. Each Mud hex costs 2 movement points, and the final hex costs 1 movement point – although it is also a mud hex, the unit is now moving along a road. The total movement cost is 2 + 2 + 1 = 5.

Note that the unit automatically turns to face the direction in which it has moved, after moving into each hex. Changing facing again at the end of movement would cost 1 extra movement point, but the LB unit has already spent all 5 movement points and so cannot change face.
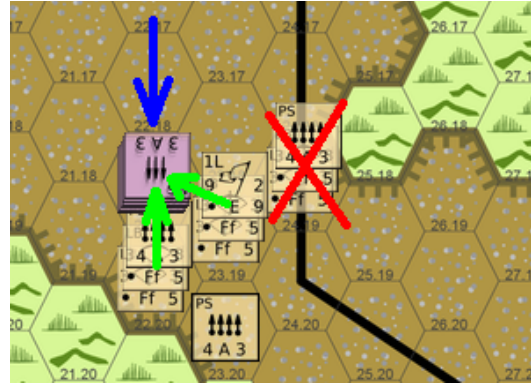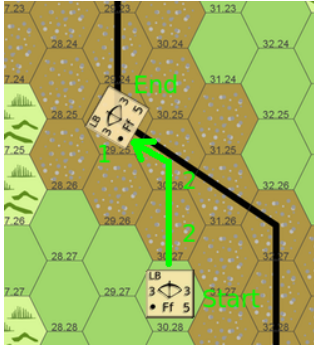
[4.4] Defensive Fire

Defensive Fire happens after all of the attacker's units have finished moving, before any melee combat happens.

The rules for defensive fire are as follows:

- The defender's units may fire at any of the attacker's units that are in adjacent front or side hexes. The attacker's units must be in adjacent hexes, defensive fire cannot happen at a longer range.

- All defending units that are firing on a single attacking hex have their fire strength added together, the same as for regular missile combat.

- All of the combat resolution happens in exactly the same way as regular missile combat.

The attacker's units need not have moved to come under defensive fire, they just need to be in an adjacent hex.

[4.4.1] Disruption After Defensive Fire

Ff class units that fire defensively are disrupted at the end of defensive fire, unless there is a Leader unit in the same hex, or any other unit with a non-zero combat strength (i.e. a combat strength that is not a dot). Place one D marker on these units.

[4.4.2] Defensive Fire Example

In the example below, the stack of 3 MS units has just moved adjacent to the LB units as shown by the blue arrow.

The two hexes containing LB units marked with the green arrow choose to defensive fire on the MS units. Note that the LB units marked with a red X cannot defensive fire, because they are not adjacent to the MS units.

Checking the Terrain Chart and the Missile Combat Table we find the following dice roll modifiers:

- *Fire strength 12 (4 x LB units): +1*

- *Terrain missile combat modifier (Mud): +2*

- *Stacking (3 units): 0*

- *Range (1): 0*

The total dice roll modifier is +3. Perhaps the MS should have reconsidered their move?

The defender rolls 2 dice and the numbers are 3 and 6. The total is 9, with the +3 dice modifier becomes 12. The combat result for 12 is DX. A DX result on the Combat Results Table says "All defending units are destroyed and removed from the game". A bad day for the MS units.

Note that the LB units do not have a D marker and are not disrupted because in hex 22.19 there is a PS unit, and in hex 23.19 there is a leader unit, each of which prevents disruption for the LB units that they are stacked with.

[4.5] Melee Combat

Melee combat happens when attacking units wish to attack defending units that are in any of their front or side hexes.

Melee combat can involve units in one or more hexes. Multiple attacking units can attack multiple defending units as long as they are part of the same formation.

Units that are disrupted may not attack.

[4.5.1] Unit Facing and Combat

Each unit, when placed on the map faces one hexside. The hex in front of that hexside is the unit's FRONT hex. There are two adjacent hexes either side of the FRONT hex which are considered SIDE hexes. The other 3 hexes adjacent to the unit are considered REAR hexes.

In melee combat a unit may attack any unit in its FRONT hex or either of its SIDE hexes. It may not attack any unit in any of its REAR hexes.

[4.5.2] Single Hex Combat

Single hex combat occurs when there are units in one hex that are facing enemy units in an adjacent hex, and those units wish to attack the enemy units.

Combat is never mandatory. It is up to the attacker whether he wants his units to attack or not, even if there are enemy units in one or more adjacent hexes.

[4.5.3] Multi Hex Combat

Multi hex combat occurs when there are 2 formations that are in contact and participating in an attack. Multi hex combat works similarly to single hex combat, except that:

- The attacker announces that one or more of his formations are attacking a defending formation. Only one defending formation can participate in each multi-hex combat, although there can be multiple attacking formations in the combat.

- Attacking units participating in the attack must all be adjacent to at least one unit in the defending formation. Only those attacking units in the formation that are adjacent to the defending formation can participate in the attack.

- The defending units in the attack are all units in the defending formation that are adjacent to at least one attacking unit.

- All combat strengths of all attacking units are added together.

- All combat strengths of all defending units are added together.

In the example below, the formation of PS units is attacking the formation of SD units. The combat strengths of the two PS units in 17.04 and 18.05 is added together as the attacking combat strength. The combat strengths of the two SD units in 17.03 and 18.04 are added together as the defending combat strength. The PS unit in 19.05 is not part of the combat because it is not adjacent to one of the defending units. The AX unit in hex 20.05 is not part of the combat because it is in a different formation – only one defending formation can be in each combat.
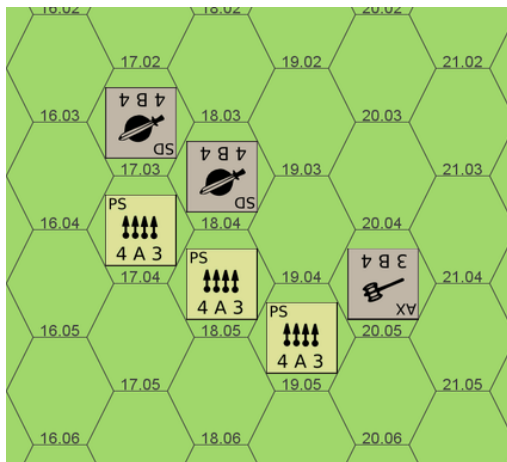
[4.5.4] Limits on Combat

Each defending hex may only be subject to one melee combat each game turn. If there are multiple attacking hexes attacking one defending hex, then all of the attacker's units must be combined together in a single attack.

All units defending in a single defending hex must be attacked together. Units in a hex cannot be singled out for individual attacks.

Each attacking unit may only attack once per game turn.

Not every unit in an attacking stack or formation need participate in the same attack on the same defending hex in a game turn. For example, two PP units can be stacked in a single hex, and each can attack a different defending hex.

In the above example it is also possible for the PS unit in hex 19.05 to attack the AX unit in hex 20.05 as a separate single hex combat.

A single attacking unit may not split its combat strength and apply parts of the combat strength to different combats.

[4.5.5] Withdraw

Under certain conditions, defending units may withdraw from hexes before combat commences. If the number of movement points of every defending unit exceeds the number of movement points of the fastest attacking unit by 3 movement points or more, then the defenders may withdraw one hex away from the combat.

If the defenders withdraw from the combat then melee combat does not occur.

Defending units may not withdraw in excess of stacking limits or through impassible terrain. Defending units may not withdraw into a hex that is adjacent to enemy units.

If units in one hex in a formation withdraw then all of the units in that formation may choose to withdraw or not at the defender's choice.

[4.5.6] Terrain Modifiers

Depending on the terrain that the defending units are in, there may be a modifier to the melee combat. This is shown on the Terrain Chart in section [10.3]. This terrain modifier is added to the dice roll in melee combat. This terrain modifier is often a negative number, which will reduce the dice roll number.

If a formation is defending in multiple terrains then the highest terrain modifier is used. That is, the terrain modifier that is most positive, or least negative.

For example, in the combat below, the two SD units are attacking the formation of the two PS units. One PS unit is in a swamp hex with a terrain modifier of -4. The other PS unit is in a clear hex with a terrain modifier of 0. The terrain modifier for the combat is 0, because 0 is "higher" than -4.
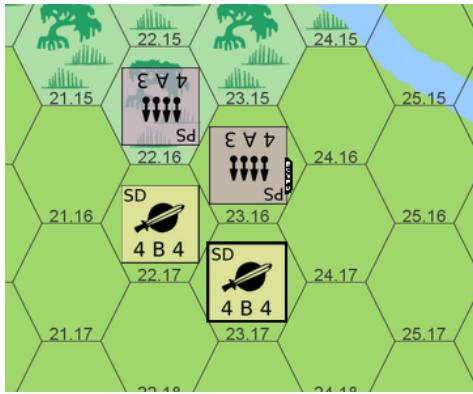
[4.5.7] Unit Modifiers

When a unit of classes A, B, or C, attacks another unit of a different class (A, B or C), then there is a unit modifier which is added to the dice roll in the combat. This is added to the dice roll in melee combat. This number can be negative, which will reduce the dice roll number.

This modifier is shown on the Unit Modifier Table in section [10.6] of the rules.

Where there are multiple units in the formation being attacked, which are of different classes (ignoring classes other than A, B and C) then the highest unit modifier is used. That is, the unit modifier that is the most positive or the least negative.

For example, the two B class SD units are attacking the formation of PS and SD units as shown below. The unit modifier for B class units attacking B class units is 0, the unit modifier for B class units attacking A class units is +2. +2 is higher than 0, so the unit modifier for this combat is +2.
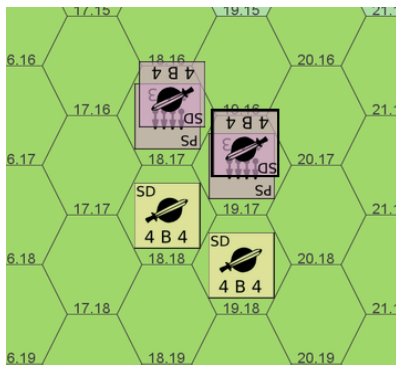
[4.5.8] Rear Attacks

Units being attacked through **rear hexes** (where one or more of the attacking units is in a rear hex adjacent to the defending unit) adds a +2 dice roll modifier for melee combat.

If there is more than one unit attacking, then the +2 dice roll modifier applies if any of those units are attacking through a rear hex.

Units in square formation do not have rear hexes – see section [2.6.1].

[4.5.9] Elite Units

In certain scenarios some units are indicated as Elite units. Elite units affect melee combat in the following ways:

- Elite units add 2 to the dice roll when attacking in melee combat.

- Elite units have 2 subtracted from the dice roll when being attacked in melee combat.

[4.5.10] Combat Procedure

The procedure for resolving combat is as follows:

- The attacker announces which of the defender's hexes or formations are to be attacked.

- The attacker indicates which attacking units are going to attack each defending hex or formation.

- For each attack, the total combat strength of all attacking units are added together, and the total combat strength of all defending units are also added together.

- The attacker's strength is divided by the defender's strength to obtain a combat ratio. The combat ratio is checked against the Melee Combat Table and a **combat dice roll modifier** is obtained.

- 2 x 6 sided dice are rolled. Add the numbers on the two dice to the combat dice roll modifier, and then add the terrain modifier, elite unit modifier and unit modifiers. The Melee Combat Table is consulted to obtain the combat result.

[4.5.11] Combat Results

The possible combat results for melee combat are shown in the Combat Results Table in section [10.7] of the rules.

[4.5.12] Break After Combat

At the end of the combat phase, any unit that suffers a combat result that includes the words "**must break**" immediately makes a rout movement. This is in addition to any movement that they may have had in their previous movement phase.

At the end of the combat phase, each unit that participated in combat against an enemy unit with fewer movement points than the unit, may voluntarily break. This can happen whether the unit is the attacker or the defender.

Each time a unit in a formation breaks (either forcibly or voluntarily), then all other units in that same formation may also voluntarily break.

Units that are required to break as a result of combat must make a rout move immediately after the combat phase. Units that voluntarily break may choose to make a rout move immediately after the combat phase, or may delay the rout move until their next movement phase.

[4.5.13] Melee Combat Example

*In the example below, the formation of 6 SD units is attacking the two PS units stacked together.*

The total attack strength is (6 x 4) = 24. The total defence strength is 8. This gives a combat ratio of 24:8 or 3:1.

Checking the Terrain Chart, the Melee Combat Table, and the Unit Modifier Table we find the following dice roll modifiers:

- *Combat Ratio (3:1): +2*
- *Clear Terrain: 0*
- *Unit Modifier (Unit Class B attacking Unit Class A): +2*
- *Note that two of the SD units are adjacent to the PS units through a rear hex. This gives a modifier of +2.*

The total dice roll modifier is +6. This is not looking good for the spearmen!

The dice are rolled and come up with 4 and 1. The total on the dice is 5, however with a +6 modifier that becomes a total of 11. Checking Melee Combat Table an 11 is a **DX** *result. On the Combat Results Table a DX result states "All defending units are destroyed and removed from the game". The spearmen are dead.*
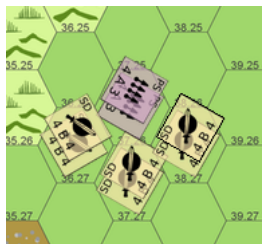
[4.6] Recovery

During the recovery phase, one D marker is removed from every hex in the game that currently contains a D marker.

Units in a hex that still contain one or more D markers are still disrupted. Units that are in a hex that no longer contains a D marker are not disrupted. The effects of disruption are listed in section [5.1].

[5.0] Unit States

There are several markers that can be placed on top of a stack of units in a hex to indicate the state of those units. The states are:

- Disruption
- Break
- Rout

These states are described in the following section.

A state marker applies to all of the units in a hex. For example if a unit enters a hex that contains a Disruption marker, then that unit is also disrupted.

Leaders can affect state markers, and some state markers are removed automatically during the game.

[5.1] Disruption

Disruption is a state where units in a hex are unable to continue to operate normally. Any unit in a hex that contains one or more "D" (disruption) markers are disrupted. It does not matter how many D markers are in a hex, all of the units in the hex are disrupted.

Disruption applies to every unit in a hex. If a unit moves from a hex that does not contain a D marker into a hex that does contain a D marker, then that unit becomes disrupted (and must stop moving).

Disrupted units may not move, except that they may voluntarily break. If disrupted units voluntarily break, add a Break marker to any D markers already in the hex, and the unit makes a rout move during the current movement phase or in its next movement phase if it is not currently the unit's movement phase. See section [5.3.1] for rout movement.

Leaders can remove D markers. At the end of the movement phase, if a leader is in a hex with one or more D markers, one of those D markers is removed. At the same time, a leader may also remove one D marker from each other hex, containing units of the same formation, that are within the leader's control range (in hexes).

A unit in a hex that contains 3 or more D markers must rout. Place a Rout marker on top of the hex (in addition to the D markers).

[5.2] Break

Units may break either voluntarily or forcibly as result of combat. Each time a unit suffers a disruption result due to combat, it may voluntarily break regardless of any other combat results. Also, units that are currently disrupted may voluntarily break at any time (during the movement phase or in any other phase).

At the end of the melee combat phase, each unit that participated in combat against an enemy unit with fewer movement points than the unit, may voluntarily break. This can happen whether the unit is the attacker or the defender.

Place a **Break** marker on top of each hex that contains units that break whether they do so forcibly or voluntarily.

Units that are required to break as a result of melee combat must make a rout move immediately after the melee combat phase. Units that voluntarily break may choose to make a rout move immediately after the combat phase, or may delay the rout move until their next movement phase.

Each time a unit in a formation breaks (either forcibly or voluntarily), then all other units in that same formation may also voluntarily break.

If a unit with a Break marker makes a Rout movement and is not disrupted, then it may move one movement point less than its full movement allowance, and then change facing up to 180 degrees. This is an exception to the normal requirement for rout movement.

[5.2.1] End Of Break

At the end of the attacking player's movement phase, remove all Break markers from hexes containing the attacking player's units. Also remove all Break markers from any hex at any time the units in that hex make a rout move (for example, immediately after combat). This happens regardless of whether the unit has actually moved or not, or whether there are any enemy units or leaders in the hex or adjacent hexes.

[5.3] Rout

Units may rout as a result of combat, or due to some other circumstance in the game (e.g. Combat Result or Panic). Any time that a unit is forced to rout, place a **Rout** marker on top of the unit.

A Rout marker affects all units in a hex. If a unit moves from a hex that does not contain a Rout marker into a hex that does contain a Rout marker, then it must also rout.

Exception: Leaders are never affected by Rout markers and are never forced to rout. They may voluntarily remain with a unit while it conducts a rout move.

[5.3.1] Rout Movement

Every unit that is in a hex containing a **Rout** marker at the start of its movement phase must make a **rout move** during that movement phase. That rout movement is mandatory even if there is a leader unit in the same hex.

A unit making a rout move must attempt to move up to its maximum movement allowance away, and the maximum number of hexes away, from enemy units. Each hex that the unit enters must be further from the nearest enemy unit than the hex that the unit currently occupies. If there are no hexes that are further from the nearest enemy unit then the unit stops moving, and gains one D marker.

Units that are making a rout move do not pay extra movement points for a change of facing. They may move in any direction without penalty, and always end up facing away from the nearest enemy unit.

Note that units who rout as a result of melee or missile combat never do so immediately (unlike units that Break). They always make the rout move in their next movement phase, not in the current phase.

[5.3.2] End Of Rout

At the end of the movement phase, if a leader is in a hex with a Rout marker, then that Rout marker is removed. In addition, all other hexes that are in the same formation that the leader is in, that also contain a Rout marker, have that Rout marker removed.

Units that rout as a result of having 3 or more D markers placed on them continue to rout even after all of the D markers have been removed. The only way to end a rout is by the use of a leader.

[5.3.3] Routing Off The Map

If a unit that is routed moves to a hex that is adjacent to the map edge, and that unit still has movement points remaining, then that unit leaves the map. It may not return to the map and is considered destroyed for the purposes of the scenario.

[5.3.4] Rout Example

In the example below, the two MS units have been attacked by the LB units in the missile combat phase. The LB units gained a combat result of "DD" meaning that the MS units must have 2 D markers placed on top.

During the melee combat phase they are attacked again by the PS units. The PS units also gain a DD combat result, meaning that 2 more D markers are placed on the units.

The MS units now have 4 D markers and therefore must rout.

A Rout marker is placed on top of the units and they begin to make a rout move.
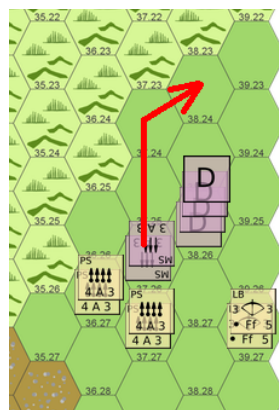
The only feasible rout move for the MS units is the one shown by the red arrow. This is the only move where they can continue to move away from the nearest enemy unit and also move their maximum number of movement points (3) as well as the maximum number of hexes. Moving into the Grassy Hills hexes might seem like a good option but it would cost too many movement points.

Note that if a leader does not move into the hex with the MS units soon, the MS units will continue to rout and will eventually move off the map edge, counting as destroyed when they do.

[5.4] Panic

Panic is a special case of Rout where the Rout marker is applied to all units in a player's army. Some scenarios have a **Panic Level** listed for each army in the scenario. When the number of victory points accumulated by the enemy player equals or exceeds the Panic Level, then all units in the player's army panic, and a Rout marker is placed in every hex containing those units.

The effects of Panic are identical to those of Rout – each unit must make a rout move, and the Rout marker can be removed by leaders.

Panic only occurs once per game. The first player to have their army equal or exceed the Panic Level has their army panic. Both armies are immune to the effects of Panic from that point onwards in the game.

[6.0] Special Unit Types

[6.1] Leaders

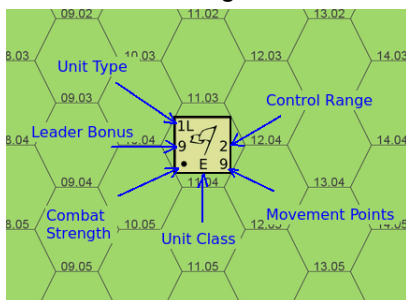There are 4 types of leader units in the game – often referred to as "leader levels". These are levels 1, 2, 3, and 4. These are represented by unit types (on the counter) of 1L, 2L, 3L and 4L

Each leader has two special characteristics which are **leader bonus** and **control range**.

The leaders' bonuses and ranges may be used in any one or all of the following situations during a game turn:

[6.1.1] Disruption and Rout Recovery

At the end of the movement phase, each leader if may remove one D marker from any hex that the leader is in. At the same time, a leader may also remove one D marker from each other hex, containing units of the same formation, that are within the leader's control range (in hexes).

At the end of the movement phase, if a leader is in a hex with a Rout marker, then that Rout marker is removed. In addition, all other hexes that are in the same formation that the leader is in, that also contain a Rout marker, have that Rout marker removed. This is regardless of the number of units in the formation or whether they are not in the leader's control range.

[6.1.2] Movement

Leaders have no effect on movement.

[6.1.3] Melee and Missile Combat

During the melee combat phase leaders may add their leader bonus to the total combat strength of the units in the formation that the leader is stacked with. The leader bonus in this case may not exceed the total combat strength of the formation that is being used in the combat.

Leaders have no effect on missile combat.

[6.1.4] Leader Capture, Recovery and Death

If the units that a leader is stacked with are eliminated due to missile combat, then the leader remains in the hex, unaffected.

If the defending units that a leader is stacked with are eliminated due to melee combat, then the leader is captured by the attacking units. Stack the leader under the attacking units' counter to indicate that the leader has been captured.

If defending units holding a captured leader are then eliminated by melee or missile combat, then the leader walks free and may rejoin his side's forces. If the leader's captors are eliminated in melee combat then the leader may be moved to an adjacent hex containing units on the same side as the leader.

A unit holding a captured leader may elect to kill that leader instead of holding the leader captive – in that case the leader is eliminated and removed from the game. Note that this may prevent that side meeting its victory conditions in some scenarios, e.g. where the victory conditions state that a certain leader must be captured.

[6.2] Horse Archers

Horse Archers are units of the Mf class containing a horse symbol as well as a bow symbol. They have a Fire Strength and Range Allowance printed on the unit.

Horse Archers have different facing rules to other units. They treat the two hexes either side of the FRONT hex as SIDE hexes, and also the two hexes either side of those hexes. They only have one REAR hex, as shown in the example below.
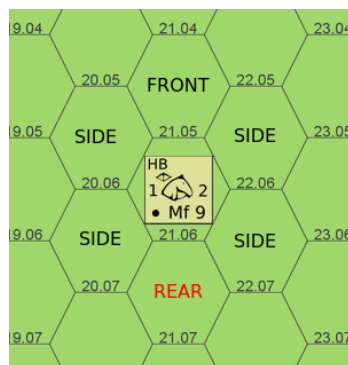
Horse archers may choose to **fire missiles** instead of attack in melee combat, at the end of the movement phase. This happens instead of melee combat, and after **defensive fire**. Resolve this attack in exactly the same way as missile combat, except that it is done after movement, and not before. Horse archers that have fired during the missile combat phase (prior to movement) may not fire again after movement, they may only do so once per turn.

If the Horse Archers are in clear, grass, farmland, mud, sand, sand dunes, hills or grassy hills terrain then they may choose to break voluntarily after firing missiles (see section [5.2]), if they are in contact with units that have more than 3 fewer movement points than the Horse Archers have

(usually this means units with more than 6 movement points). However in any other terrain or when faced with faster moving troops they are automatically disrupted after firing missiles – place 2 D markers on the Horse Archer units that fire missiles after movement in these cases.

[6.3] Feudal Cavalry

In most scenarios European Heavy Cavalry units (type HC) are required to charge towards the nearest enemy unit in line of sight in each of their movement phases.
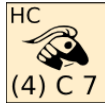
At the beginning of each movement phase, each HC formation must determine which enemy formation is (a) within 14 hexes and (b) meets the line of sight rules as per missile combat (i.e. not blocked by a forest, mountain, or jungle hex).

If there are no enemy formations within the 14 hex range or within line of sight then the HC unit need not charge.

The "closest" unit in a formation to formation line is determined by whichever formation has units that have the fewest hexes between its closest unit and the closest unit of the HC formation. The entire HC formation then charges at that unit.

To prevent a charge, a leader must be stacked in the formation. Roll 2 dice, and if the total is less than or equal to the leader bonus, then the HC unit does not need to charge.

Charging HC units move in a straight line between their current position and the closest enemy unit, disregarding friendly units in the way. If a HC unit passes through a friendly unit then both become disrupted as per the rules in section [4.3.3].

If a HC unit ends in a hex containing a friendly unit at the end of its movement points, and there are more units stacked in that hex than the stacking limit allows, then the friendly unit that the HC ends with becomes disrupted (place 2 D markers) and must break (add one Break marker).

Feudal Cavalry sighting determination and movement must be completed before any other movement is done during the movement phase.

[6.4] Cavalry Conversion

Cavalry units (class C) may convert to certain types of infantry units by dismounting. This is done during the movement phase.

To dismount, the cavalry unit remains stationary for the entire movement phase. At the end of the phase the cavalry becomes an infantry unit – a HC unit becomes a PS unit, a MC unit becomes a SD unit, and a LC unit becomes a MI unit.

A unit that began the scenario as a cavalry unit and then converted to an infantry unit may also make the reverse conversion – from a PS to a HC, from a MC to a SD or from a LC to an MI.

Units that began the scenario as PS, SD or MI units may not convert to cavalry units unless specifically stated in the scenario.

Units may not convert if disrupted, or if adjacent to an enemy unit.

[6.5] Archer Conversion

Certain types of archer units (class Ff) may convert to infantry units in the same way as cavalry conversion. The unit remains stationary for one movement phase and then converts.

LB units can convert to AX units, and CB units can convert to MI units. Units that started the scenario as LB or CB units and later converted may also return back to their original unit type, also by remaining stationary for one movement phase.

Units that started the scenario as AX or MI units cannot convert to LB or CB units.

[6.6] Throwing Weapons

In some scenarios, certain units may each fire defensively once per game using throwing weapons, despite not ordinarily being considered missile troops. Throwing weapons have a fire strength of 2 and a range of 1, however they may only be used in defensive fire.

Typical throwing weapons include the "francisca" throwing axe used by Frankish AX units, as well as javelins and throwing spears used by some MS units.

[6.7] Fleets

Fleets are class D units marked with a ship icon. There are several different types of ship (HF, LF, and VF).

Each fleet unit has a combat strength and a movement factor.

Fleets are the only units that may enter Sea hexes, in fact they may only move in Sea hexes. VF and LF units may also enter river hexes unless prohibited by the scenario.

There is no facing for fleets, they may move in any direction up to the limit of their movement.

[6.7.1] Stacking

Fleets may only stack 1 fleet counter per hex, regardless of the stacking limits of each scenario.

[6.7.2] Carrying Land Units

Fleets may carry up to 3 units. VF fleets may only carry infantry (classes Ff, A and B) units. LF fleets may carry 3 class Ff, A and B units, or instead it may carry 1 class C or Mf unit. HF fleets may carry up to 3 units of classes Ff, Mf, A, B or C.

A fleet that is adjacent to a land hex may load and unload units. Loading or unloading units costs the fleet 10 movement points, regardless of the number of units loaded or unloaded. Loading or unloading units costs the unit all of its movement points – i.e. it must begin or end the movement phase in the land hex that the fleet is adjacent to.

[6.7.3] Fleet Combat vs Land Units

A fleet that is adjacent to a land hex may be attacked by enemy units in that hex. The fleet defends with its combat strength plus the strength of any A or B (not C) class units loaded on the fleet. There is a combat modifier of 0 for attacking a fleet in a sea hex.

A fleet that is adjacent or near a land hex may be attacked by enemy missile units in that hex. This is done in the same way as any other missile combat – the terrain missile combat modifier for the sea hex (0) is used. A fleet counts as 1 unit for determining the stacking modifier for the hex.

[6.7.4] Land Unit Combat From Fleets

Class Ff (but not Mf) units may fire missiles from fleets as if they were on a clear terrain hex, however only one Ff unit may fire missiles per fleet unit, regardless of how many Ff units are on the fleet.

Land units (A, B, C) may not attack in melee combat while being carried on a fleet.

[6.7.5] Fleet to Fleet Combat

Fleet units may engage enemy fleet units in adjacent hexes during the melee phase. The fleet's combat strength is used to attack and defend against enemy fleets as if they were land units.

There are no terrain modifiers for fleets attacking other fleets.

One land unit being carried on each fleet participating in Fleet to Fleet combat may add half of its combat strength to the fleet's combat strength, regardless of the number of land units being carried on each fleet. In some scenarios, certain units are designated as "marine" units, in which case all marine units aboard each fleet counter may add their full combat strength to the fleet's combat strength.

If a fleet is disrupted then it may move but only at half of its regular movement allowance. Fleets never rout or break.

[6.7.6] Fire Ships

LF units (only) may be designated as "fire ships". This happens at the start of the attacker's movement phase – the attacker designating which of his LF units will become fire ships.
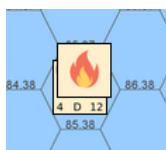
Fire ships move at half of their normal movement allowance.

Fire ships may engage enemy fleets in adjacent hexes in melee combat. Each fire ship may engage only one enemy fleet. The result of that combat is automatic – both the fire ship and the enemy fleet are destroyed immediately.

Fire ships are automatically destroyed at the end of the third game turn after they are designated as fire ships (including the game turn they are designated). *For example, a LF unit designated as a fire ship at the start of game turn 8 movement phase is automatically destroyed at the end of game turn 10.*

[6.7.7] Combat Effects on Transported Units

If a fleet counter that is loaded with infantry units is destroyed in melee or missile combat, and there are adjacent land hexes where the infantry can stack, then these infantry may move to the land hex. They become immediately disrupted (place 2 D markers on the units).

If a fleet counter that is loaded with cavalry (class C or Mf) units is destroyed in melee or missile combat then the cavalry units are also destroyed.

If a fleet counter is destroyed in combat and there are no land hexes that are adjacent to the fleet, or all such land hexes are fully stacked, then any units loaded on the fleet are also destroyed.

[6.8] Chariots

Chariots are units that can carry certain other units. Each chariot can carry 1 class Ff unit as well as one leader (class E) unit.

Ff units that begin adjacent to a chariot can mount the chariot. This then gives them 9 movement points while they are being carried by the chariot.

While being carried, the Ff unit together with the Chariot counts as a Horse Archer and has all of the Horse Archer abilities shown in section [6.2] including extra side hexes, and the ability to fire after the movement phase. Like Horse Archers the Ff unit together with the Chariot can choose to break after missile combat if in the correct terrain type and not in contact with units that have 6 or more movement points – in which case they are disrupted instead.

Chariots are counted as cavalry units for the purposes of the Terrain Chart – for example they cost extra movement points to move into Forest Hills hexes.

[6.9] Elephants

Elephants are powerful combat units that have a tendency to turn on their owners.

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(8) D 6
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Elephants move and fight like other units. In some scenarios, each elephant unit may also carry one Ff class unit that can fire from the elephant. In these scenarios the unit will begin the scenario already stacked and mounted on the elephant unit, and can not dismount or re-mount like some types of cavalry units.

[6.9.1] Terrain

Elephants moving through Hills, Jungle, Forest Hills and Jungle Hills hexes pay the movement costs for infantry, not for cavalry.

[6.9.2] Rampaging

If an elephant unit is Disrupted (1 or more D markers) due to combat or missile fire then for the remainder of the scenario the elephant unit remains disrupted (the D marker can never be removed) and the elephant **rampages**.

Rampaging elephants move in a straight line, in a randomly chosen direction based on their current facing, as follows. Each turn, roll 2 6 sided dice and add the results together and compare with this diagram:
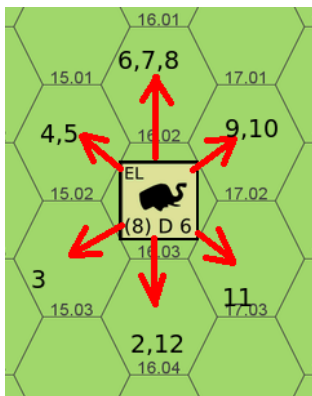
A rampaging elephant will continue to move its full movement points in the chosen direction (after turning to face that direction) and attack any unit (friendly or enemy) that it comes into contact with. At the start of the next movement phase, the elephant chooses a new direction, and moves and attacks again.

Elephants never break and never rout.

[6.9.3] Stacking

Elephants can stack only one per hex, regardless of the stacking limit of the scenario. No other units may stack in the hex with the elephant except the unit being carried.

[6.10] Elite Units

In certain scenarios some units are indicated as Elite units. Elite units affect combat (melee combat and missile combat) in the following ways:

- Elite units add 2 to the dice roll when attacking in melee or missile combat.

- Elite units have 2 subtracted from the dice roll when being attacked in melee combat. Elite units do not have any subtractions from the dice roll when being attacked in missile combat.

[7.0] Victory Points

Each unit costs a certain number of **victory points**.

The cost of a unit in victory points is equal to half of the combat strength of a unit, plus the fire strength of the unit, if any. *For example, a PP unit costs 3 victory points, and a LB unit costs 3 victory points.*

The cost of a unit in victory points is doubled if the unit is a cavalry unit (class C). *For example a HC unit costs 8 victory points.*

Every time a unit is destroyed, the unit cost in victory points is awarded to the enemy. This happens whether the unit is destroyed in missile combat, melee combat, or is routed at the edge of the map.

[7.1] Panic Level

In some scenarios, the army has a **panic level**. If the number of victory points awarded to the enemy is equal to or more than this number, then the entire army panics. Each unit in the army receives a **Rout** marker. For other effects of panic, see section [5.4].

[7.2] Victory

Each scenario has one or more **victory conditions** that apply to each side. The side that achieves their victory conditions wins the scenario. There may be extra victory conditions such as "if both side A and side B achieve their victory conditions, then side A is the winner" – in that case side B would need to both achieve its victory conditions and also prevent side A from achieving their victory conditions.

If there are no victory conditions listed for a scenario then the following conditions may be used:

- A **marginal victory** is where one side achieves more victory points than the other side, but not more than twice as many victory points.

- A **substantive victory** is where one side achieves more than twice as many victory points as the other side, but not more than 3 times as many.

- A **decisive victory** is where one side achieves more than 3 times as many victory points as the other side.

[8.0] Scenarios

Each scenario in ITACS comes with a sheet specifying the following:

- Starting forces and set up positions for each side.

- Playing order (which side moves first).

- Panic Level for each side (see section [5.4]).

- Number of game turns to be played by each side.

- Victory conditions for each side.

- Scenario specific rules.

In order to avoid packing out this game rules with many scenario specific rules, they have been put into a separate document, also distributed along with the game files.

[9.0] Glossary

Attacker: The player playing the current game turn.

Break: Units voluntarily or forcibly run from battle a short distance to recover their organisation, usually just after a melee combat. Units that break usually only do so for one game turn.

Cavalry: Any unit where the troops are riding horses, e.g. Light Cavalry (LC), Heavy Cavalry (HC), Horse Bowmen (HB), etc.

Combat Bonus: The strength of a leader unit, which is added to the strength of any units that the leader is stacked with, while in melee combat.

Combat Strength: The strength of a unit when attacking or defending in melee combat with adjacent units.

Control Range: The range at which a leader unit can effect control over the other units on its own side.

Defender: The player who is not playing the current game turn.

Defensive Fire: The defender can make this one action during each of the attacker's game turns. It allows missile fire units to shoot missiles at attacking units as they approach.

Disruption: A state where the units in the hex are unable to continue to operate normally. They may not move (except when they break, rout, or panic), and they may not attack enemy units, but they may defend against attacks by enemy units.

Fire Range: The maximum range in hexes that a unit with missiles may fire those missiles.

Fire Strength: The strength of a unit when firing (missile combat) at defending units over a range.

Fleet: A group of ships that carry troops over water. Examples are Light Fleets (LF), Heavy Fleets (HF), etc.

Formation: A group of hexes each containing one or more combat units on the same side that participate in melee combat together.

Game Turn: The basic unit of time in the game. Each game turn is broken into a number of phases. Players take turns where each one plays one game turn.

Horse Archers: Units that are riding horses and also have bows or other missile weapons. Examples are Horse Bowmen (HB), Oriental Cavalry (OC), etc.

Leader: A single person who controls the flow of a battle, usually by standing with a unit and giving orders. Leaders can inspire their troops to greater courage (preventing or stopping routs) or victories by adding to the unit's combat strength.

Melee Combat: Combat which occurs when one or more units in adjacent hexes are engaged in combat.

Missile Combat: Combat which occurs when one or more units attack other units at a distance – that range could be one or more hexes.

Movement Points: The property that allows units to move. Each unit has a number of movement points that can be spent during each movement phase. The Terrain Chart lists the number of movement points needed to enter each hex. Units may not spend more than their allocated movement points each game turn, which limits how far units can travel on the map.

Phase: A part of a game turn, such as melee combat phase, missile fire phase, etc. Used to separate out the different actions taking place in a game turn.

Rout: Units panic and run away from the enemy after combat, usually after being defeated in melee combat or coming under heavy missile fire. Units that rout will continue to run away until they are rallied by a leader, or they leave the map.

Scenario: One game played under the ITACS rules, comprising a map, some units, and rules for each side to obtain victory.

Square Formation: A group of 4 PS, PP, or SD units in the same hex, standing in a square to prevent flank or rear attacks.

Stacking Limit: A number that states the maximum number of units that can be in the same hex at the same time.

Terrain Modifier: A number that is added (may be negative) to a melee combat or missile combat dice roll due to the terrain that the defending units occupy. This makes defending easier (or harder) in certain terrain types.

Unit Class: One of A, B, C, D, E, Ff, Mf, printed at the bottom of the unit.

Unit Type: The code shown at the top left corner of the unit – PS, SD, HC, etc.

Victory Points: Points awarded to the enemy when one of your units is killed in combat or routs off the map.

[10.0] Charts and Tables

[10.1] Unit Classes

Unit Class	Meaning
A & B	Infantry
C	Cavalry
D	Other
E	Leaders
Ff	Missile Infantry
Mf	Mounted Missile Troops

[10.2] Unit Types

Later editions of the ITACS game rules and new scenarios may introduce different unit types, but the ones included with the basic game include the following

[10.2.1] Infantry (A and B)

Type	Meaning	Type	Meaning	Type	Meaning
MI	Militia Infantry	MS	Militia Spearmen	PS	Professional Spearmen
PP	Professional Pikemen	SD	Swordsmen	AX	Axemen
BI	Barbarian Infantry	HL	Halberdiers		

[10.2.2] Cavalry (C)

Type	Meaning	Type	Meaning	Type	Meaning
LC	Light Cavalry	MC	Medium Cavalry	HC	Heavy Cavalry
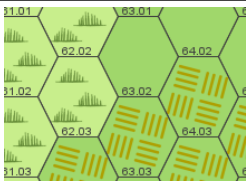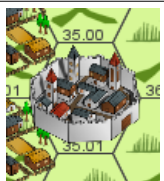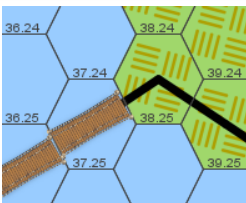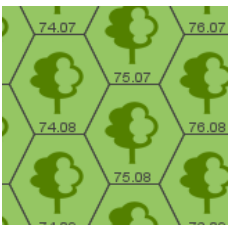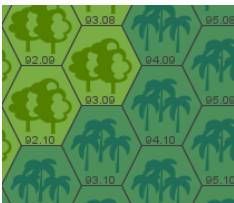
[10.2.3] Other (D)

Type	Meaning	Type	Meaning	Type	Meaning
LF	Light Fleet	HF	Heavy Fleet	VF	Viking Fleet
EL	Elephant	CH	Chariot	LD	Ladder
ST	Siege Tower				
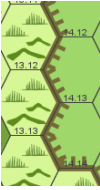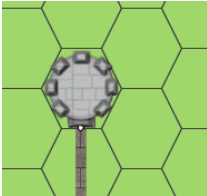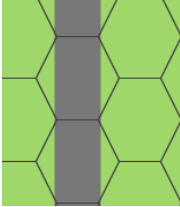
[10.2.4] Missile Troops (Ff and Mf)

Type	Meaning	Type	Meaning	Type	Meaning
CB	Crossbowmen	LB	Longbowmen	BW	Bowmen
IB	Improved Bowmen	AE	Arquebusiers, Early	AL	Arquebusiers, Late
HB	Horse Bowmen	OC	Oriental Cavalry	BC	Byzantine Cataphracts
LA	Light Artillery	HA	Heavy Artillery	BL	Ballistae
CT	Catapults	TB	Trebuchets		

[10.3] Terrain Chart

Terrain Type	Images	Movement Cost	Missile Combat Modifier	Melee Combat Modifier	Notes
Clear, Farmland, Grassland		1	0	0	
Village		1	-4	-4	For any mounted (class C or Mf) units defending in a village hex, the melee combat modifier is 0, not -4.
City		1	-6	-4	For any mounted (class C or Mf) units defending in a city hex, the melee combat modifier is 0, not -4.
Road, Bridge		1	Road: N/A Bridge: +4	Road: N/A Bridge: -4	Any units moving along a road or bridge hex pay 1 movement point per hex, regardless of the terrain type. Missile and melee combat modifiers for roads are as per the background terrain.
Woods		2 (A, B, Ff, E) 4 (C, Mf)	-3	-2	Cavalry units (class C and Mf) pay 4 movement points to enter these hexes.
Forest, Jungle		3 (A, B, Ff, E) 6 (C, Mf)	-6	-4	Cavalry pay 6 movement points to enter these hexes. Blocks line of sight.

Terrain Type	Images	Movement Cost	Missile Combat Modifier	Melee Combat Modifier	Notes
Swamp, Marsh, Moor		3	+1	-4	Cavalry pay 6 movement points to enter these hexes.
Mud		2	+2	-2	
Sand, Sand Dunes		1 (A, B, Ff, E) 2 (C, Mf)	+1	-1	1 movement point for infantry and leaders, 2 movement points for cavalry (class C, Mf)
Water, Lake, Sea		1	0	N/A	Only ships (some class D units) can enter these hexes. No infantry/cavalry movement allowed.
Hills, Grassy Hills		3	-6	-4	+1 Fire range. Blocks line of sight.
Forest Hills, Jungle Hills		4 (A, B, Ff, E) 8 (C, Mf)	-10	-4	8 movement points for cavalry. +1 Fire Range. Blocks line of sight.
Stream, River		+1	+2	+2	Costs and modifiers are cumulative with the background terrain. e.g. A stream hex in clear terrain costs 2 movement points to enter.

Terrain Type	Images	Movement Cost	Missile Combat Modifier	Melee Combat Modifier	Notes
Scarp, Elevation (Hexside)		N/A	+2 / -4	N/A	Movement is not allowed. Missile combat modifier is +2 for firing down, -4 for firing up. Melee combat is not allowed.
Wall		2	-12	-6	Stacking limit 1 unit per hex. Cavalry units may not enter. Melee combat allowed only using ladders / siege towers, or from adjacent wall hexes.
Tower		2	-9	-4	Entry and exit only allowed from adjacent wall hexes unless the scenario states otherwise. Cavalry (class C and Mf) units may not enter.
Trench		2	-8	-4	Cavalry (class C and Mf) units may not normally enter trench hexes unless charging in accordance with the Feudal Cavalry rule.
Mountain		N/A	N/A	N/A	This terrain is impassable – movement is not permitted.

[10.4] Missile Combat Table

Combat Results		Die Roll Modifiers

Combat Results

Die Roll	Result
<= 0	-
1	-
2	DD
3	DD
4	DD
5	DD
6	DD
7	DD
8	DD
9	D1X
10	D1X
11	DX
12 +	DX

Die Roll Modifiers

Attacking Fire Strength

Strength	Modifier
1-2	-3
3-4	-2
5-6	-1
7-8	0
9+	+1

Terrain Missile Combat Modifier

See Terrain Chart

Stacking

Number of Units in Defending Hex	Modifier
1	-2
2	-1
3	0
4	+1

Range

Range to Defending Hex	Modifier
1	0
2	-1
3-5	-2
6+	-3

Other Modifiers

- Shield Defence Modifier -2 for SD units or others with shields
- Rear Attack +1
- Elite Unit Attacking +2

[10.5] Melee Combat Table

Combat Results		Die Roll Modifiers		
Die Roll	**Result**	**Attacking Combat Ratio**		
<= 0	**A1X**	**Ratio**		**Modifier**
1	**AD**	1:2		-1
2	**AD**	1:1		0
3	***D**	2:1		+1
4	**DD**	3:1		+2
5	**DD**	4:1		+3
6	**D1X**	5:1		+4
7	**D1X**	6:1		+5
8	**D2XB**	7:1 or more		+6
9	**D2XB**			
10	**DX**	**Terrain Melee Combat Modifier**		
11	**DX**	See Terrain Chart		
12 +	**DX**	**Unit Modifier**		
		See Unit Modifier Table		
		Other Modifiers		
		• Rear Attack +2		
		• Elite Unit Attacking +2		
		• Elite Unit Defending -2		

[10.6] Unit Modifier Table

Defending Unit Class	Attacking Unit Class		
	A	B	C
A	0	+2	-4
B	-2	0	+2
C	+2	-2	0

[10.7] Combat Results Table

The possible results for melee or missile combat are as follows:

Combat Result	Meaning
-	No effect, the attacker and defender units are each unaffected by the combat.
AD	The **attacker** is **disrupted** by the combat. Place two D markers on top of the units in the attacking hex. For effects of disruption see section [5.1].
DD	The **defender** is **disrupted** by the combat. Place two D markers on top of the units in the defending hex. For effects of disruption see section [5.1].
*D	**Both** the attacker and the defender are **disrupted** by the combat. Place two D markers on top of the units in the defending hexes, and also on top of the units in the attacking hexes.
D1X	One of the **defending** units is **destroyed** and removed from the game. All of the remaining defending units are **disrupted**. Remove one defending unit (defender's choice of unit) and place two D markers on top of the remaining units in the defending hexes.
D2XB	If there is only one **defending** unit, then it is **destroyed** and removed from the game. If there are **two or more defending** units, then two of the defending units are **destroyed**, and the remaining units are **disrupted** and must **break**. Remove two **defending** units (defender's choice of units) and place two D markers and a **Break** marker on top of the remaining units in the defending hexes. Also remove one **attacking** unit (attacker's choice of unit) and place two D markers on top of the remaining **attacking** units. **Note**: if there is only one defending unit then the attackers do not lose a unit and are not disrupted.
DX	All **defending** units are **destroyed** and removed from the game.
A1X	One of the **attacking** units is **destroyed** and removed from the game. All of the remaining attacking units are **disrupted**. Remove one attacking unit (attacker's choice of unit) and place two D markers on top of the remaining units in the attacking hexes.