Commands & Colors
MEDIEVAL









By Rodger B. MacGowan ©2019

RULE BOOK

Game Design by

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INTRODUCTION

The *Commands & Colors: Medieval* game allows players to recreate important engagements of early medieval history. The stylized battlefield scenario maps emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, a unit may represent a Byzantine infantry or cavalry *Banda* of soldiers, while in other scenarios a unit may represent just a few brave Warriors. Still, the battlefield tactics you will need to execute to gain victory conform remarkably well to the strengths and limitations of the various medieval unit types, their weapons, the terrain, and history.

Commands & Colors: Medieval is based on the highly successful Commands & Colors game system and by design it is not overly complex. The Command cards drive movement, create "fog of war" and present players with many interesting challenges and opportunities, while the battle dice resolve combat quickly and efficiently.

In this core game, the focus is on early medieval battles between the Byzantine Empire and Sassanid Persians (528-586). In addition, some key battles between the Huns and Romans are included, which act nicely as a bridge between C&C Ancients and the early medieval period, as well as a gateway into the rest of the medieval core game scenarios. However, as we dug deeper into the early medieval time period, we found it truly was a "Dark Age" of history with only very sketchy information at best, for a good many battles of the age.

Finally, the Byzantine Empire during this period of medieval history was in constant transition and reorganization. Its army tended to mirror its eastern adversaries by deploying an increasing number of super heavy cataphract armored cavalry formations and more missile troops. Yet, it was how the Byzantines adapted their battlefield tactics in relation to the enemy they faced that is perhaps the chief reason for the longevity of the Empire. Although the Byzantine army fought on other frontiers, against a multitude of opponents including Visigoths, Moors, Ostrogoths, Franks, Alemanni, it is beyond the scope and space of this one package. Additional expansion modules will be forthcoming.

I truly believe, that *Commands & Colors: Medieval* will provide even the most veteran Commands & Colors players many new challenges and experiences.

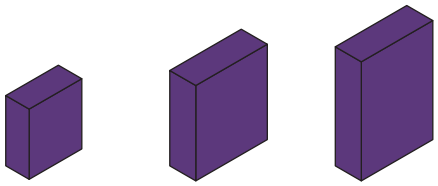
Welcome and Enjoy!
Richard Borg

Experienced *Commands & Colors Ancients* players please note this icon ► will proceed a game rule section and/or game concept that has been updated for the medieval game.

CONTENTS

1 Medieval Core Rule Book and 19 medieval battle scenarios
1 Oversize Mounted Battlefield game board (11 hexes deep by 13 hexes wide)
4 Punchboard Sheets containing:
- 45 double-sided Terrain Tiles,
- 18 Victory Banner Tokens
- 14 Inspired Action tokens
- 12 Bow/Non-Bow Weapon markers

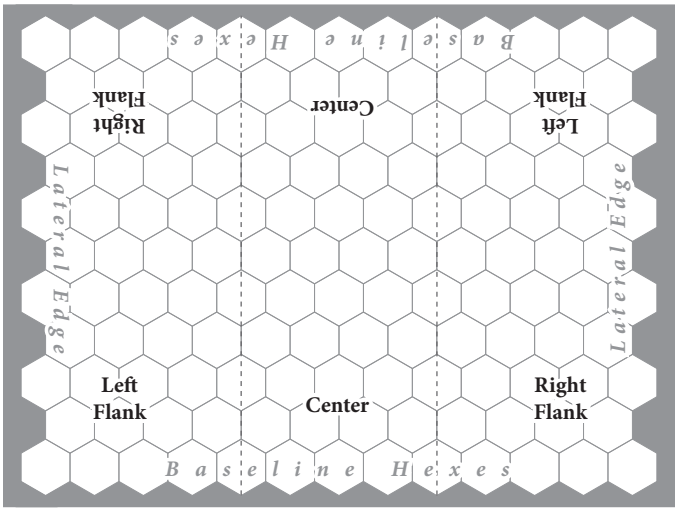
65 Medieval Command cards
8 Battle dice
2 Unit Reference Sheets
2 Inspired Action Reference Sheets
5 Block Label sheets
330 blocks (including spares): Purple Byzantine/Rome Empire units, Tan Sassanid Persians/Hun units comprising:
- 148 small purple and tan blocks for foot units
- 168 Medium purple and tan blocks for cavalry units
- 14 rectangular purple and tan blocks for Leaders



Foot Blocks 16 x 16 x 8 mm | Mounted Cavalry Blocks 21 x 21 x 8 mm | Leader Blocks 21 x 26 x 8 mm

- All foot infantry blocks are 16x16x8mm in size.
- All mounted cavalry blocks are 21x21x8mm in size.
- All Leader blocks are 21x26x8mm in size and are placed so the 26mm edge runs vertically.

Battlefield Game Board



The battlefield game board (hereafter referred to as the battlefield) is a hex grid, 13 hexes wide by 11 hexes deep. The battlefield is divided into three Sections by two dotted lines, giving each player

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a left flank Section, a center Section and a right flank Section. Where the dotted line cuts through a hex, the hex is considered to be part of both the flank Section and the center Section.

Note: Left Flank Section, Center Section and Right Flank Section will often simply be denoted as Section or Sections in these rules.

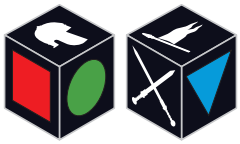
Terrain Tiles

These tiles represent a wide range of terrain features and are placed on the battlefield to recreate the historical battlefield for each scenario, see "Terrain" rules section.

Command cards

Units may only move or battle when given an order. Command cards are used to order a player's troops to move, battle, or do something special. For a description of all the Command cards, see "Command card" rules section.

Battle Dice



The game includes eight custom dice with one of the following six images laser-printed on each face.

Units, Leaders, and Blocks

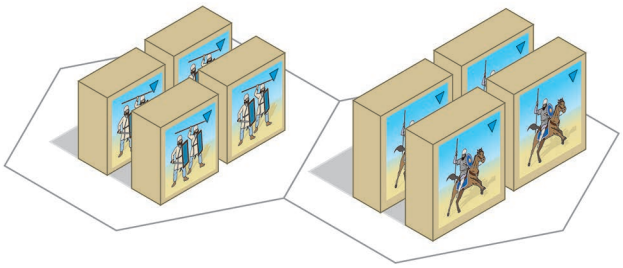
A unit is composed of a certain number of blocks:

Foot Units

All Light Bow, Auxilia, Warrior, Medium and Heavy Infantry units are composed of four small size blocks.

► Mounted Units

All Light Cavalry, Light Bow Cavalry, Medium Cavalry, Heavy Cavalry, and Super Heavy Cataphract Cavalry units are composed of four Medium size blocks.

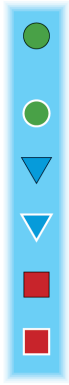


Leaders

- Any Leader is not a unit.
- A Leader is represented by one rectangular block.

Unit Symbols and Colors

To help identify a unit's type, colored symbols have been placed on each label.



Green circle: Light Bow Infantry, Light Cavalry, Light Bow Cavalry

Green circle with white border: Auxilia Infantry

Blue symbol: Medium Infantry, Medium Cavalry

Blue symbol with white border: Warrior Infantry

Red symbol: Heavy Infantry, Heavy Cavalry

Red symbol with white border: Super Heavy Cataphract Cavalry

Victory Banners

The 18 Victory Banners are used to track a player's quest for victory.



Bow/Non-Bow Weapon markers



In a few scenarios in this core game, a player's army will have cavalry units where some cavalry units are armed with bows and some not. How units are armed is detailed in the scenario special rules and is also indicated by block lettering on the scenario map. A player can place a marker with the proper side face up, bow or non-bow, on these units to help keep track which cavalry units have bow weapons and which do not. *Note: When all cavalry class units in an army are armed with the bows, there really is no need to place markers.*

Unit Reference Sheet

The unit reference sheet is provided that summarizes the characteristics of the units and leaders.

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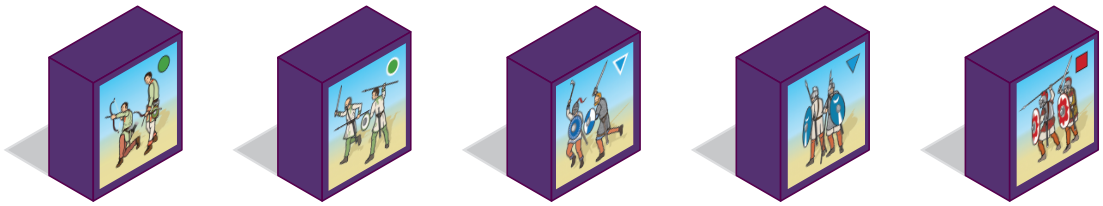
Byzantine/Roman Empire



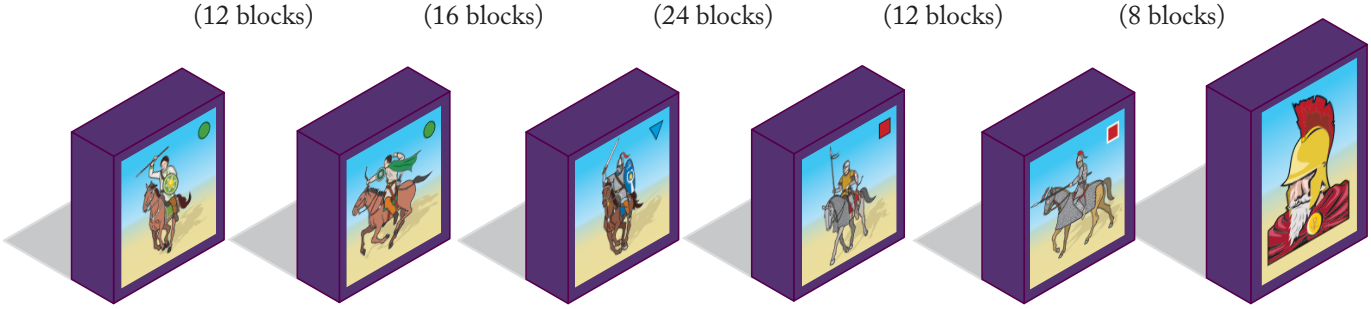
Light Bow Infantry **3 units** (12 blocks)

Auxilia Infantry **4 units** (16 blocks)

Warrior Infantry **6 units** (24 blocks)

Medium Infantry **3 units** (12 blocks)

Heavy Infantry **2 unita** (8 blocks)



Light Cavalry **2 units** (8 blocks)

Light Bow Cavalry **4 units** (16 blocks)

Medium Cavalry **5 units** (20 blocks)

Heavy Cavalry **5 units** (20 blocks)

Super Heavy Cavalry **3 units** (12 blocks)

Leader **6 leaders** (6 blocks)

Sassanid Persians/Hun



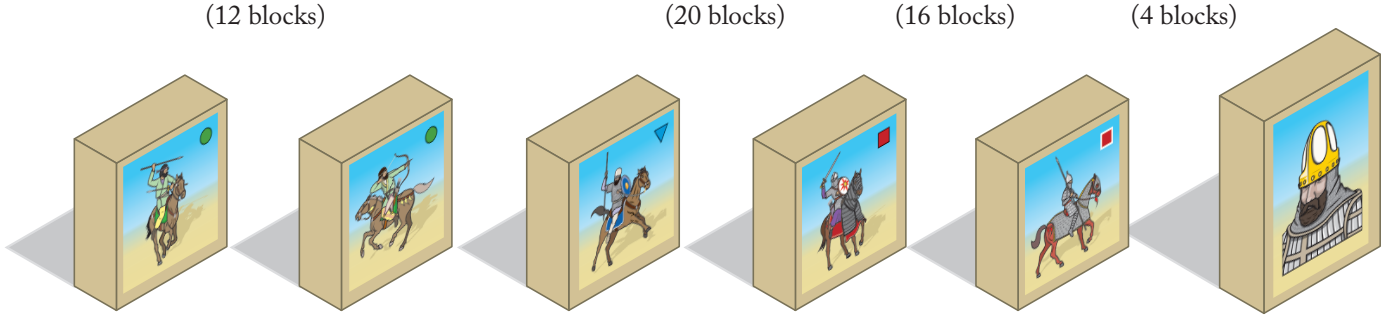
Light Bow Infantry **3 units** (12 blocks)

Auxilia **4 units** (16 blocks)

Warrior Infantry **5 units** (20 blocks)

Medium Infantry **4 units** (16 blocks)

Heavy Infantry **1 unit** (4 blocks)



Light Cavalry **3 units** (12 blocks)

Light Bow Cavalry **4 units** (16 blocks)

Medium Cavalry **6 units** (24 blocks)

Heavy Cavalry **6 units** (24 blocks)

Super Heavy Cavalry **2 units** (8 blocks)

Leader **6 leaders** (6 blocks)

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Applying the Stickers from the Label Sheets:

Apply appropriate unit stickers to the front and back of the blocks for each unit. Place the Byzantine/Rome Empire unit stickers on the purple blocks and Sassanid Persians/Hun unit stickers on the tan blocks. We suggest separating the blocks by color, then sort blocks by size. Start with the Byzantine/Rome Empire units. Pull out 12 small purple blocks. Find the Byzantine/Rome Empire Light Bow Infantry stickers on sheet 3 of 5. Peel and place a sticker on the front and back of the 12 small purple blocks. When you run out of the 12 blocks, move on to the Byzantine/Rome Empire Auxilia Infantry. Pull out 16 small purple blocks. Find the Byzantine/Rome Empire Auxilia Infantry stickers on sheet 3 of 5. Peel and place stickers on the front and back of the 16 small purple blocks. When you run out of 16 blocks, move on to the Byzantine/Rome Empire Warrior Infantry units that need 24 blocks. Keep going in this fashion until all the Byzantine/Rome Empire units are completed. Then move on to the Sassanid Persian/Hun units and tan blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

►Inspired Action Reference Sheet and Inspired Action Tokens

Each medieval army has an Inspired Action Reference Sheet. Some Inspired Actions may vary by army and may even change over time. When a "Leadership" Command card is played on a turn, the player may choose to spend one Inspired Action token and elect to have the units that are ordered by the Leadership Command card perform one of the Inspired Leadership Actions as listed on the army inspired reference sheet, see "Inspired Actions" rules section.



There are also is a list of Battlefield Actions that can be called upon by a player during a player's turn or the opponent's turn. These battlefield actions are not tied to the play of a Leadership Command card. A player just spends one Inspired Action token to have one of his units or Leaders perform a battlefield action on the list.

SETTING UP THE GAME

1. Select a battle from the scenario section of the booklet.

PLAY NOTE: If this is your first time experiencing the Commands & Colors game system, you probably should set up the Thannuris scenario (scenario #4) to begin. This battle has mostly cavalry units, a limited amount of terrain, and is designed to introduce players to the basics of the early medieval warfare and various elements of the game system. Experienced Commands & Colors Ancients players are invited to enjoy the first three scenarios that feature a late Roman army battling the Hun army of Attila.

Experienced *Commands & Colors Ancients* players again please note this icon ► will precede a game rule section and/or game concept that has been updated for Commands and Colors Medieval.

2. Place the game board in the center of the table. Each scenario specifies which army is at the top or bottom of the battlefield, and players should sit on the side closest to the army they will command.

3. Place the terrain hexes as indicated by the battle scenario map.

4. Separate the blocks by color and place the unit blocks onto the board, matching the various units' positions to the scenario's battle map. *Note: Each unit symbol on the map represents an entire unit.*

5. Shuffle the Command card deck thoroughly and deal Command cards to each side per the selected scenario's war council notes. Keep your Command cards hidden from the opposing player. Place the remainder of the deck face down, alongside the battlefield, within easy reach of both players.

6. ► Each player takes the number of Inspired Action tokens per the selected scenario's war council notes.

7. Place the battle dice and Victory Banners within reach of both players.

8. Review any special rules and victory conditions that apply for the battle.

9. The starting player, as indicated in the scenario's war council notes, begins play.

OBJECT OF THE GAME

The object of the game is to be the first to capture a set number of Victory Banners (usually five to eight), depending on the selected battle scenario's victory conditions.

A Victory Banner is gained for each enemy Leader or enemy unit entirely eliminated. When a Leader block, or the last block of a unit is eliminated, collect one Victory Banner. In some scenarios, additional Victory Banners may be gained by capturing certain terrain hexes or other battlefield objectives.

Victory is decided the instant the last banner required is gained.

GAME TURN (Sequence of Play)

A scenario's war council notes state which player goes first. Players then alternate taking turns, until one of the players reaches the number of Victory Banners indicated in the scenario's victory conditions.

The active (attacking) player on his turn, orders the forces under his control into movement and battle with the play of a Command card and its associated effects. The active player's opponent is considered the defending player during the turn.

During a player's turn follow the sequence shown below:

1. COMMAND Phase: Play a Command card.

2. ORDER Phase: Announce all units and Leaders you intend

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to order, within the limits of the section or tactic Command card just played.

3. MOVEMENT Phase: Move all ordered units and Leaders, one at a time. Respect unit movement regulations per the unit reference sheet and terrain movement limitations.

4. COMBAT Phase: All movement must be completed before any combat is fought. Battle one ordered unit at a time and each unit's combat must be fought to completion including any additional combat actions before another unit's combat is begun.

5. END OF TURN Phase: Draw a new Command card, which ends the player's turn.

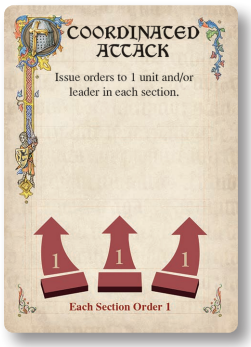
Phase 1. PLAY A COMMAND CARD

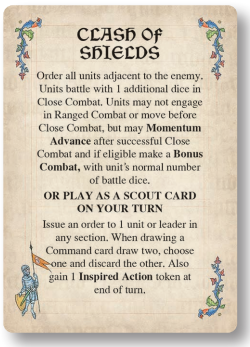
At the start of your turn, play a Command card from your hand. Place it face up in front of you and read it aloud.

A Command card usually dictates the number of units or Leaders ordered for the turn, as well as the Section(s) of the battlefield to which they must belong. Hexes with a dotted line running through them are always considered as simultaneously belonging to both the corresponding flank and center Sections.

There are two types of Command cards:

- **Section cards** (left, center and right) are recognizable by their iconic representation of the Sections of the battlefield on the lower half of the card. They are used to order a set number of units from the Section arrow(s) highlighted on the card.
- **Tactic cards** feature an explicit description of the number and type of units that can be ordered by the play of the card. When the location of these units is not specified, a tactic card can be used to order units in any Sections across the battlefield.





If the situation arises where the Command card just played cannot order any of a player's units, disregard Phase 2 through 4 of the game turn and draw a new Command card, which ends a player's turn.

Phase 2. ORDER UNITS AND LEADERS

After playing a Command card, announce which eligible units or Leaders are ordered.

- Only those units or Leaders chosen to receive an order from the card played may move, battle, or take a special action.
- Units or Leaders on a hex with a dotted line running through it may be ordered from either flank or center Section.
- If a Section Command card allows you to issue more orders in a given Section of the battlefield than a player currently has units or Leaders in that Section, those additional orders are lost.
- If a Tactic Command card allows a player to issue more orders than units a player currently has, those additional orders are lost.
- A player may only give one order to each ordered unit or Leader during the course of a single game turn.
- A Leader in the same hex as a friendly unit is considered attached to the unit. If the unit is ordered to move, the attached Leader must move with the unit, to the same hex as the unit, unless the Leader is ordered to detach. *Note: It only costs one order for a unit and the attached Leader to move and/or battle together.*
- When any Section Command card is played, a Leader in the same hex as a unit may be ordered to detach from the unit and move. It costs one order for the attached Leader to detach from the unit and move separately.
- When a "Leaders" Command card is played, a Leader in the same hex as a unit may be ordered to detach from the unit and move.
- When a "Cry Havoc" Command card is played, a Leader in the same hex as a unit may be ordered to detach from the unit and move.

NOTE: A helmet symbol is on the top left corner of these cards to remind players that a Leader can detach.

Player's Command

A player's command is equal to the maximum number of Command cards that player is allowed to hold as noted in the war council section of the scenario being played.

- Order "Units Equal to Command", "Left", "Center", "Right", Command cards allow a player to order a number of units equal to your side's command.
- Troop cards allow a player to order a specific unit type of troops (Light, Medium, Heavy) to move and/or battle equal to your side's command.
- The "Cry Havoc" and "Rally" Command cards allow a player to roll dice equal to his side's command.

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Phase 3. MOVEMENT

Movements are announced and made sequentially, one ordered unit or Leader at a time, in the sequence of a player's choice. Leaders are not units and follow some different movement rules, see "Leader Movement" rules section. Retreat movement rules vary slightly from regular ordered movement: see "Retreat" rules section.

- A unit may only be ordered to move once per turn.
- A unit that is ordered does not have to move.
- A unit that is ordered may move in any direction.
- A unit's movement must be completed before beginning the movement of another unit or Leader.
- Two units may never occupy the same hex.
- A unit may not pass through a hex containing another friendly unit.

  There are a couple of exceptions, see Command cards "Order Light Troops" and "Move-Fire-Move" rules section.
- A unit may not move onto or through a hex occupied by an enemy unit or enemy Leader.
- A unit may move onto a hex occupied by a friendly Leader when the Leader block is alone in a hex. The unit must stop and can move no further on that turn. The Leader is then considered attached to the unit.
- Ordered units and Leaders may move from one Section of the battlefield into another.
- A unit or Leader may only move off the battlefield's baseline or lateral edges when explicitly allowed by the scenario's special rules.
- Individual blocks may not split off from a unit; the blocks in a unit must always stay together and move as a group.
- A unit that is reduced through casualties may not combine with another unit.
- Some terrain features affect movement and may prevent a unit from moving its full distance or battling, see "Terrain" rules section.
- A unit may not move onto or through a hex with impassable terrain.

Foot Unit Movement

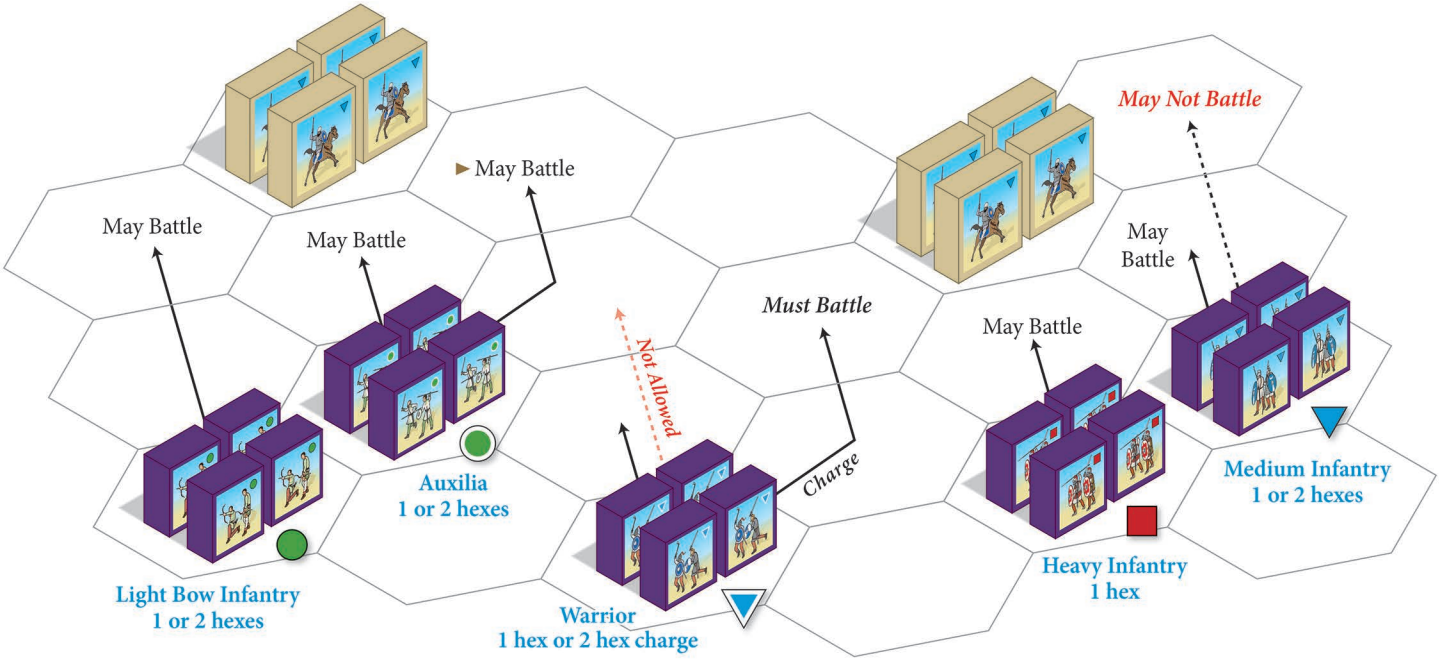
The following unit types are foot units:

- A Light Bow Infantry unit may move one or two hexes and battle.
- ►An Auxilia Infantry unit may move one or two hexes and battle. Auxilia units are classed as light foot units for the purposes of being ordered to move and taking hits.
- ►A Medium Infantry unit may move one hex and battle or move two hexes and not battle.

  Note: Medium Infantry now moves like Ancients Auxilia – move one hex and battle or two hexes and no battle."
- A Warrior Infantry unit may move one hex and battle or move two hexes only when the second hex the Warrior unit moves onto takes the unit adjacent to an enemy unit and it is eligible to battle in Close Combat. This Close Combat is compulsory after a two-hex "charge movement".

Warrior units are classed as Medium foot units for the purposes of being ordered to move and taking hits.

- A Heavy Infantry unit may move one hex and battle.



The example above shows the movement rates of foot units. Note the Auxilia unit can battle if it moves two hexes. Also note how the warrior unit may only move two hexes if it battles after moving.

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Mounted Unit Movement

The following unit types are mounted units:

- Light Cavalry and Light Bow Cavalry units may move one, two, three, or four hexes and battle.
- Medium Cavalry units may move one, two, or three hexes and battle.
- Heavy Cavalry and Super Heavy Cataphract Cavalry units may move one or two hexes and battle.

Leader Movement

- A Leader may only be ordered to move once per turn.
- An ordered Leader does not have to move.
- A Leader that is ordered may move in any direction.
- A Leader's movement must be completed before beginning the movement of another unit or Leader.
- An ordered Leader (either alone in a hex or ordered to detach from the unit it is with) may move up to three hexes.
- A lone Leader may move through a hex with a friendly unit, a hex with a friendly unit and an attached Leader, or another friendly Leader that is alone in a hex, but may not end movement in a hex containing another friendly lone Leader or a unit with an attached Leader.

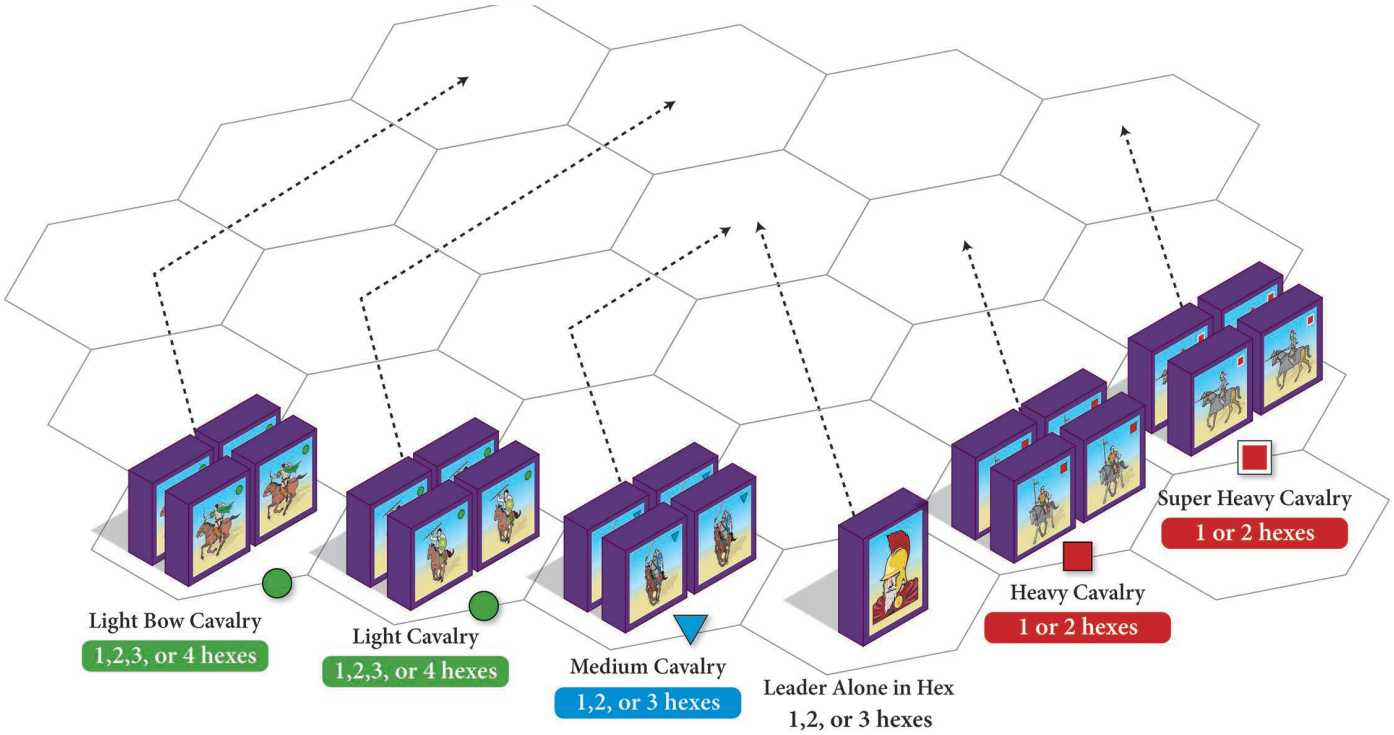
  NOTE: A friendly unit or Leader is defined as all units or Leaders on the same side.
- A Leader that moves onto a hex with a friendly unit may stop as long as the unit does not already have an attached Leader. The Leader is then considered attached to the unit.
- Some terrain features affect movement and may prevent a Leader from moving its full distance or battling, see "Terrain" rules section.
- A Leader may not move onto or through a hex with impassable terrain.
- A Leader may not move onto or through a hex occupied by an enemy unit or enemy Leader, unless the Leader is attempting to escape through the occupied enemy hex, see "Leader Escape" rules section.

Attached and Detach Leaders

A Leader in the same hex as a friendly unit is considered "attached" to the unit and must move along with the unit unless the Leader is ordered to detach.

- It only costs one order for a unit and its attached Leader to move and/or battle together.
- When any Section Command card is played, a Leader in the same hex as a unit may be ordered to detach from the unit and move. It costs one order for the attached Leader to detach from the unit and moved separately.

  NOTE: A helmet symbol on the left top corner of the Section cards will help remind players that a Leader can detach.
- When a "Leaders" Command card is played, a Leader in the same hex as a unit may be ordered to detach from the unit and move.
- When a "Cry Havoc" Command card is played, a Leader in the same hex as a unit may be ordered to detach from the unit and move.



The example above shows the movement rates of mounted units and leaders. All the units in the example (except the leader by himself) may battle after moving their full movement rate.

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NOTE: All Section Command cards, the "Leaders" and the "Cry Havoc" Command cards have a helmet symbol to remind players that an attached Leader may be ordered to move separately when playing these cards.

- The unit the Leader is detached from is not ordered but could be ordered by spending another order.
- A unit and its attached Leader may be ordered simultaneously by spending two orders. During movement, the owning player chooses what sequence to move the Leader and unit.
- Attaching a Leader to a unit does not order the unit just joined or the unit the Leader just detached from.
- A Leader may detach from one unit, move and attach to another unit, but may not move again with the unit he has just joined. The unit could have been ordered and moved prior to the Leader joining the unit, but once the Leader joins the unit it may not move.

Phase 4. COMBAT

A unit ordered to battle initiates Combat against an enemy unit or lone leader. Combat is a term that is used for both Ranged Combat (fire) and Close Combat. To fire, a unit must be within range and have a Line of Sight to the target unit. To Close Combat, a unit must be in an adjacent hex to the enemy unit. An ordered unit may only engage in one type of combat when ordered, even if it is capable of both types of combat.

Combat is resolved, one ordered unit at a time, in the sequence of a player's choice. A player may switch between Ranged Combat and Close Combat from one unit to the next; however, a player must announce and resolve one unit's combat, including all related additional actions stemming from that battle, before proceeding to another ordered unit's combat.

- A unit that is ordered does not have to battle, even when adjacent to an enemy unit.

  NOTE: A Warrior unit when charging two hexes must Close Combat, see Foot Units "Warrior" rules section.
- A unit may not split its battle dice between several enemy targets during the same combat dice roll.
- A unit may normally battle only once per turn.

  NOTE: In some situations, a unit may make a Momentum Advance after a successful Close Combat and then make a bonus combat attack, see Special Actions "Momentum Advance and Bonus Combat" rules section.
- The number of casualties (blocks removed) a unit has suffered does not affect the number of battle dice the unit rolls in combat. A unit with a single block retains the same combat strength as a unit at full strength.
- A Leader may not battle when alone in a hex.

Ranged Combat (Fire)

Only units armed with missile weapons may engage in Ranged Combat. Most green circle symbol units, including those with a white border, have missile weapons. In some scenarios, cavalry units (Medium, Heavy and Super Heavy Cavalry) will also be designated as capable of Ranged fire in the scenario special rules and indicated on the scenario map when setting up.

A unit with missile weapons battling an enemy unit more than 1 hex away is said to conduct Ranged Combat (fire) at that enemy unit (the "target unit").

- In Ranged Combat, the target unit must be within both range and Line of Sight of the firing unit.
- Ranged Combat can be done in any direction.
- Ranged Combat cannot be used against an adjacent enemy unit.
- A unit adjacent to an enemy unit cannot fire on another, more distant, enemy unit. If the unit chooses to battle the unit must Close Combat the adjacent enemy unit, it cannot do Ranged Combat.
- The targeted unit cannot Battle Back after a Ranged Combat attack, see "Battle Back" rules section.
- A targeted unit cannot evade a Ranged Combat attack.

Ranged Combat (Fire) Procedure

1. Announce firing unit
2. Check Range
3. Check Line of Sight
4. Determine Battle Dice
5. Resolve Battle
6. Score Hits
7. Apply Retreats

1. Announce Firing Unit: Announce the ordered unit that is going to fire along with its target unit.

- Each Ranged Combat attack is declared and resolved one ordered unit at a time, in the sequence of a player's choice.
- A player must announce and resolve one unit's Ranged Combat entirely before beginning the next unit's battle.
- Regardless of the number of enemy units in range of a target unit, each Ranged Combat is conducted by one eligible ordered unit, against one enemy unit in Line of Sight and in range.
- Multiple Ranged Combats against one enemy unit must be made and resolved one at a time.

2. Check Range: Verify that your target is within range. The range is the distance between the firing unit and the target unit, measured in hexes. When counting the range in hexes, include the target unit's hex but not the firing units hex.

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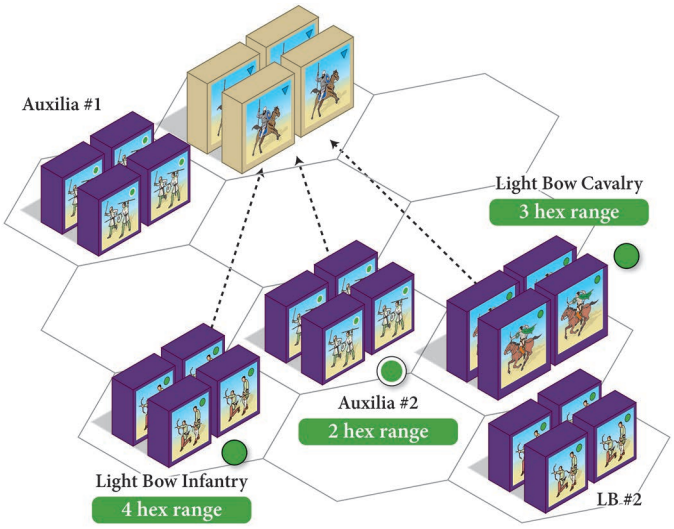
Range Weapon Unit	*Block Letters*	*RANGE*
Light Bow Infantry	(LB)	4 hexes
Auxilia Infantry	(A)	2 hexes
Light Cavalry (non-bow)	(LC)	2 hexes
Light Bow Cavalry	(LBC)	3 hexes
Medium Bow Cavalry	(MBC)	3 hexes
Heavy Bow Cavalry	(HBC)	3 hexes
Super Heavy Bow Cavalry	(SHBC)	3 hexes

NOTE: Medium Cavalry, Heavy and Super Heavy Cataphract Cavalry are not always armed with bows. Cavalry units designated as capable of Ranged fire will be detailed in the scenario special rules and by unit block letters on the scenario map.

3. Check Line of Sight: Verify that your target is within Line of Sight. A unit must be able to "see" the enemy unit it wants to target. This is known as having "Line of Sight."

Imagine a line drawn from the center of the hex containing the firing unit to the center of the hex containing the target unit. This Line of Sight is blocked only if a hex (or part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or Leader (regardless if friend or foe), the edge of the battlefield and some terrain features, see "Terrain" rules section for the terrain types that block Line of Sight. The terrain in the target unit's hex does not block Line of Sight to the target unit.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, Line of Sight is not blocked unless the obstructions are on both sides of the line.



EXAMPLE OF RANGED COMBAT: All Byzantine units are ordered. Auxilia #1 unit may not fire, because it is adjacent to an enemy unit. If it wants to battle it must close combat. LB #2 may not fire because its LOS is blocked by friendly units. Assuming none of the remaining units have moved, they would each get two dice to use in Ranged Combat. If any of these units had moved they would roll one die in Ranged Combat.

4. Determine Battle Dice:

- A Battlefield Action used by the attacker may increase the number of battle dice rolled.
- Reduce the number of battle dice rolled according to any terrain battle dice reductions, see "Terrain" rules section.
- The number of dice a unit will roll in Ranged Combat also depends upon whether or not the unit held its position (did not move) before firing or has moved. If the unit did not move prior to firing, the unit will roll two dice in Ranged Combat; if the unit moved, the unit will only roll one die.

5. Resolve Battle: Roll the proper number of battle dice and resolve the resulting dice roll.

6. Score Hits on Units: The unit firing scores 1 hit for each dice symbol rolled that matches the unit type targeted.

- A green circle will score one hit on units with a green circle symbol (with or without a white border).
- A blue triangle will score one hit on units with a blue triangle symbol (with or without a white border).
- A red square will score one hit on units with a red square symbol (with or without white border).
- A flag does not score a hit in Ranged Combat, but may cause the unit to retreat, see "Retreat" rules section.

In Ranged Combat, when the attacking unit rolls a Leader helmet, a sword symbol, or a unit symbol that does not match the target unit, these symbols are a miss and have no effect.

Effect of Ranged Combat Hits: For each hit scored, one block is removed from the target unit. When the last block in the opponent's unit is removed, collect a Victory Banner. When more hits are rolled than the number of blocks in the enemy unit, these additional hits have no effect.

Hitting a Leader: When an enemy unit with an attached Leader takes a hit in Ranged Combat, the attached Leader must make a Leader casualty check, see "Leader Casualty Check" rules section.

7. Apply Retreats: see "Retreat" rules section.

Close Combat

A unit battling against an adjacent enemy unit is said to be in Close Combat with the enemy unit. A unit adjacent to an enemy unit must Close Combat the adjacent enemy unit if it chooses to battle. The unit cannot use Ranged Combat (fire) against the adjacent enemy unit or any other enemy unit within range.

Close Combat Procedure

1. Announce Close Combat Unit
2. Defending Unit Evade
3. Determine Battle Dice
5. Resolve Battle
6. Score Hits
6. Apply Retreats
7. Momentum Advance and Bonus Close Combat
8. Battle Back

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1. Announce Close Combat Unit: Announce the ordered unit you want to Close Combat with and the enemy unit it is attacking.

- A unit must be adjacent to an enemy unit to engage in Close Combat.
- Close Combat may be done in any direction.
- Each Close Combat attack is declared and resolved one ordered unit at a time, in the sequence of the player's choice.
- A player must announce and resolve one unit's Close Combat entirely, including any Momentum Advance, bonus Close Combat, and opponent's unit Battle Back, before beginning the next combat.
- Each Close Combat is conducted by one eligible ordered unit against one adjacent defending enemy unit, regardless of the number of friendly and enemy units adjacent to each other.
- If more than one ordered unit is adjacent to the defending enemy unit, each ordered Close Combat attack is resolved separately.

2. Defending Unit Evade: Some defending units are eligible to evade when attacked in Close Combat. When a unit evades, it will allow the unit to move away from the attacking unit and will modify the Close Combat resolution, see Special Actions "Evade" rules section.

3. Determine battle dice:

- The unit class will determine the number of battle dice a unit will roll in a Close Combat.
- The Command card played by the attacker may increase the number of battle dice rolled.
- A Battlefield Action used by the attacker may increase the number of battle dice rolled.
- Reduce the number of battle dice rolled according to any Terrain battle dice reductions, see "Terrain" rules section.

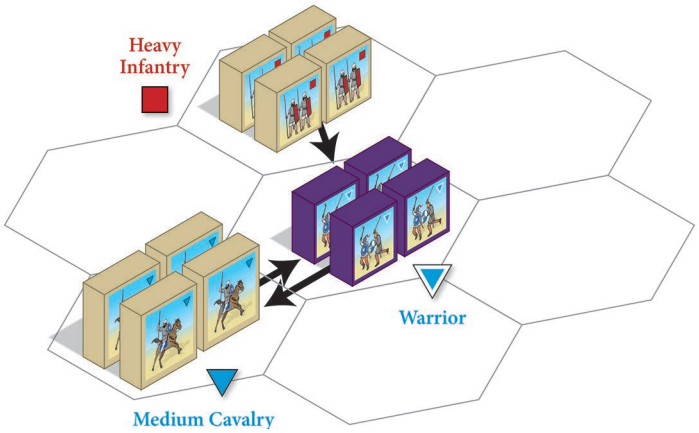
Foot Unit Close Combat

- A Light Bow Infantry unit may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with 2 battle dice. A Light Bow Infantry unit does not score a hit when it rolls sword symbols in Close Combat.
- ►An Auxilia Infantry unit may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with two battle dice. Although an Auxilia is classed as a light unit, the unit will score a hit when it rolls sword symbols in Close Combat.
- ►A Medium Infantry unit may either stay in position or move one hex and Close Combat an adjacent enemy unit with three battle dice. When a Medium unit moves two hexes, it may not Close Combat.
- A Warrior Infantry unit may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with three battle dice.

NOTE: a Warrior unit's normal movement is only one hex, but it may move two hexes when "charging" into a Close Combat attack against an enemy unit. A Warrior unit that moves two hexes must be eligible to battle in Close Combat after movement.

A Warrior unit at full strength will battle with one additional battle die in Close Combat (four dice). A Warrior unit at full strength may also ignore one flag rolled against it. A Warrior unit will lose these two bonuses after its first block is lost, but this only takes effect when attacked again a second time after losing its first block or when it is ordered to battle during its own side's turn after losing its first block. *Note: The key point here is that a full strength Warrior unit that loses block(s) in a Close Combat is entitled to Battle Back with four dice against the attacker who inflicted the first block loss. In subsequent combat, either on this turn or any turn that follows, the Warrior unit will only Close Combat with three dice.*

- ►A Heavy Infantry unit may either stay in position or move one hex and Close Combat an adjacent enemy unit with four battle dice.



WARRIOR EXAMPLE: A player orders two unsupported units (a medium cavalry unit, and a heavy infantry unit). They are adjacent to an unsupported full-strength enemy warrior unit. The player chooses to conduct Close Combat against the warrior unit, using the medium cavalry first. The cavalry unit rolls three dice and scores one blue triangle hit and one flag. The warrior unit loses one block, but chooses to ignore the flag so that it can Battle Back. The warrior unit still rolls four dice (even though a block was lost in this combat) because it started this combat at full strength. The warriors roll one sword and one flag, scoring a block loss on the medium cavalry, and forcing it to retreat 3 hexes. The first Close Combat is finished.

Because the Warrior unit is no longer at full strength, the warriors will not be able to ignore the first flag and must battle with only three dice in all subsequent combats. The heavy infantry unit now engages in Close Combat against the warrior unit, rolling four dice and scoring one sword hit, one blue triangle hit, and one flag. The warrior unit loses two more blocks and must retreat 2 hexes because the flag cannot be ignored. The victorious heavy infantry unit may choose to Momentum Advance onto the vacant hex after the successful Close Combat.

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Mounted Unit Close Combat

- Light Cavalry and Light Bow Cavalry units may either stay in position or move one, two, three, or four hexes and Close Combat an adjacent enemy unit with two battle dice. Light Cavalry and Light Bow Cavalry units do not score a hit on a sword symbol in Close Combat.
- A Medium Cavalry unit may either stay in position or move one, two, or three hexes and Close Combat an adjacent enemy unit with three battle dice.
- A Heavy Cavalry and Super Heavy Cataphract Cavalry unit may either stay in position or move one or two hexes and Close Combat an adjacent enemy unit with four battle dice.

4. Resolve Battle: Roll battle dice and resolve resulting dice rolls.

5. Score Hits

The unit attacking scores one hit for each die symbol rolled that matches the target unit.

- A green circle will score one hit on a unit with green circle symbol (with or without a white border).
- A blue triangle will score one hit on a unit with blue triangle symbol (with or without a white border).
- A red square will score one hit on a unit with any kind of red square symbol (with or without a white border).
- One hit is scored in Close Combat for each Leader helmet symbol rolled, when a friendly Leader is attached to a unit that is battling in Close Combat or the Leader is in an adjacent hex to the unit that is battling in Close Combat, regardless of the type of unit being attacked, see "Leaders in Close Combat" rules section.
- A flag does not score a hit in Close Combat, but may cause the enemy unit to retreat, see "Retreat" rules section.
- Light Bow Infantry, Light Cavalry and Light Bow Cavalry do not score hits in Close Combat when Swords are rolled.
- ► **SUPERIOR ARMOR CLASS:** All units hitting on swords in Close Combat against a unit with superior armor will not score a hit on the first sword hit rolled.

  o Because of superior (armor) class, a cavalry unit with a ■ will ignore one sword rolled against it when attacked in Close Combat by all units of a lower class; including: ■, ▼, ▽, and ●.

  o Because of superior (armor) class, a unit with ■, will ignore one sword rolled against it when attacked in Close Combat by all units of a lower class; including: ▼, ▽, and ●.

  o Because of superior (armor) class, a unit with a ▼ or ▽ will ignore one sword rolled against it when attacked in Close Combat by all units with ●.
- ► **SUPERIOR STATURE:** Because of its superior stature, any cavalry unit will ignore one sword rolled against it when attacked in Close Combat by any foot unit.

EXAMPLES:

- *A Heavy foot unit attacking a Medium Cavalry unit, one sword is ignored because of superior stature of the cavalry unit.*
- *A Medium foot unit attacking a Heavy Cavalry unit, two swords are ignored one because of superior stature of the cavalry unit and one because of superior armor class.*
- *A Heavy Cavalry unit attacking a Super Heavy Cataphract Cavalry unit (red square white border), one sword is ignored because of superior armor class.*

NOTE: Superior armor class and cavalry stature only applies to Close Combat, not Ranged Combat. The maximum number of swords that are ignored because of superior stature and superior armor class is two swords.

Leaders in Close Combat

Leaders engage in combat somewhat differently from units. A Leader block may not battle when alone in a hex. However, a Leader will inspire attached or adjacent friendly units which are attacking in Close Combat or battling back. When a friendly Leader is attached to or adjacent to the battling unit, the unit scores a hit for each Leader helmet symbol rolled on its battle dice, regardless of the type of unit being attacked.

Effect of Close Combat Hits: For each hit scored, one block is removed from the target unit. When the last block in the opponent's unit is removed, the unit has been eliminated, collect a Victory Banner. When more hits are rolled than the number of blocks remaining in the enemy unit, the additional hits have no effect.

Hitting a Leader: When an enemy unit with an attached Leader takes a hit in Close Combat, the attached Leader must make a Leader casualty check, see "Leader Casualty Check" rules section.

6. Apply Retreats: see "Retreat" rules section.

7. Momentum Advance and Bonus Close Combat: see Special Actions - "Momentum Advance and Bonus Close Combat" rules section.

8. Battle Back: In a Close Combat, the defending enemy unit may Battle Back against the attacking unit when one or more of the defending unit's blocks survived the Close Combat attack and the defending unit did not retreat from its hex.

- If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if the retreat move leaves the unit in a hex that is still adjacent to the attacking unit.
- If the defending unit cannot retreat out of the hex it occupies and remains adjacent to the attacking unit, it may Battle Back if it has at least one block remaining after deducting block losses for hexes not retreated, see "Retreat" rules section.

During a Battle Back, the defending unit determines the proper number of dice to roll, including any terrain battle dice reduction and a Battlefield Action used by the defending unit's Battle Back to increase the number of battle dice rolled.

The unit battling back resolves the Battle Back and applies hits and retreats in the same manner as the attacking unit.

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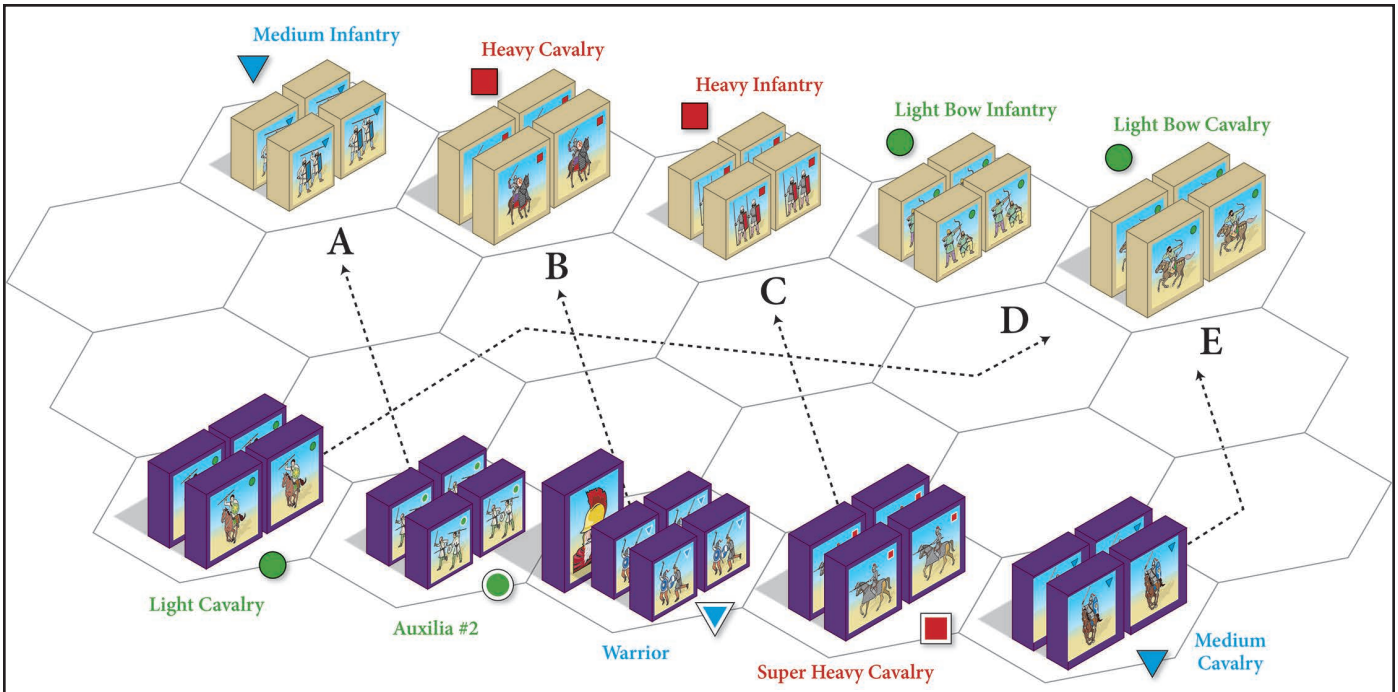

EXAMPLE OF CLOSE COMBAT: The Byzantine player has ordered the five Byzantine units shown above. All moves are completed before any Close Combat is conducted. Note that the movement routes shown above require moving the light cavalry first (otherwise it could not have moved through hexes B and C). For this example, most of the defending units eligible to Evade will not. Units will also ignore any flag results that can be ignored. The Sassanid player hopes to Battle Back.

***A:** The Byzantine Auxilia Infantry unit moved two hexes and may engage in close combat. The Auxilia unit hits on sword rolls, but since the Sassanid Medium Infantry is a superior armor class, it may ignore one sword hit from the Auxilia, see "Superior Armor Class" rules section. An alternative would have been to move the Auxilia unit only one hex and conduct Ranged Combat with one die.*

***B:** The Byzantine Warrior Infantry unit and attached Leader move two hexes and must either battle the Sassanid Heavy Cavalry unit or the Sassanid Heavy Infantry unit. The player chooses the Heavy Cavalry unit which has the option to evade, but it chooses to stand and engage in combat. The Warrior unit is at full strength, so the player rolls four dice and will hit on red squares, swords or Leader symbols because of the attached leader. The supported Heavy Cavalry unit can ignore two sword hits (one for superior armor class and the other for superior stature) and one flag because it is supported. Two or more flags rolled will, however, force a retreat. Note that forcing a unit to retreat is one of the primary advantages gained by attacking first in Close Combat. If the defending unit is forced to retreat, it cannot battle back. The Warrior unit rolls one red square, one Leader and one sword – but no Flags! The Heavy Cavalry unit ignores the sword hit, but still takes the hits from the leader and red square results and loses two blocks. It now battles back with four dice. It will score hits with blue triangles and swords, but would need to roll four flags to force a retreat. Full strength warrior ignores one flag, leader allows unit to ignore one flag and after the movement in the example, would be supported which allows unit to ignore another flag.*

***C:** The Byzantine Super-Heavy Cataphract Cavalry unit moves two hexes and the Byzantine player opts to battle the Sassanid Heavy Infantry even though they are also adjacent to the Sassanid Light Bow Infantry unit. The Super-Heavy Cavalry unit will battle with four dice. The Heavy Infantry unit cannot evade, but it is supported, and it will ignore one flag result. Unless all Sassanid Heavy Infantry blocks are eliminated or the unit is forced to retreat, the Sassanid Heavy Infantry unit will battle back with four dice.*

***D:** The light cavalry will battle the light bow infantry and will score hits only with green circles (swords do not cause hits). The defending light bow infantry unit can choose to ignore one flag because it is supported and if it does not retreat, it will Battle Back with two dice, scoring hits only with green circles.*

***E:** The Byzantine medium Cavalry unit moves two hexes to battle the Sassanid Light Bow Cavalry unit. The Medium Cavalry would battle with three dice and hit with swords and green circles. Should the Light Bow Cavalry elect to battle, it would roll two dice and hit only with blue triangles. The Light Bow Cavalry can evade, however, and most likely would. If the Sassanid player declares Evade, the Byzantine player would still roll three battle dice, but would hit only with green circles. After deducting any block losses, the evading Light Bow Cavalry could execute the Parthian Shot, rolling two dice that would hit only with blue triangles, and then evade move two hexes away from the attacking unit. An alternative might have been to have the bow equipped Medium Cavalry remain in place and conduct Ranged Combat with two dice against the Light Bow Cavalry.*

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RETREAT

Retreats are resolved after any combat hits have been resolved on a unit. For each flag rolled against the unit, the unit must retreat move back toward its own baseline of the battlefield.

UNIT	*RETREAT*
Light Bow Infantry	2 hexes
► Auxilia Infantry	2 hexes
Warrior Infantry	2 hexes
Medium Infantry	1 hex
Heavy Infantry	1 hex
Light Cavalry	4 hexes
Light Bow Cavalry	4 hexes
Medium Cavalry	3 hexes
Heavy Cavalry	2 hexes
Super Heavy Cataphract Cavalry	2 hexes

RETREAT EXAMPLES:

- *A Light or Light Bow Cavalry unit incurring one flag against it, would retreat its maximum move of four hexes. If two flags were rolled against it, the unit would have to retreat eight hexes.*
- *A Light Bow Infantry unit would retreat two hexes for each flag rolled against it. If three flags were rolled against the Light Bow Infantry unit, it would have to retreat six hexes.*

The player controlling the unit that must retreat decides which hexes the unit retreats onto using the following rules:

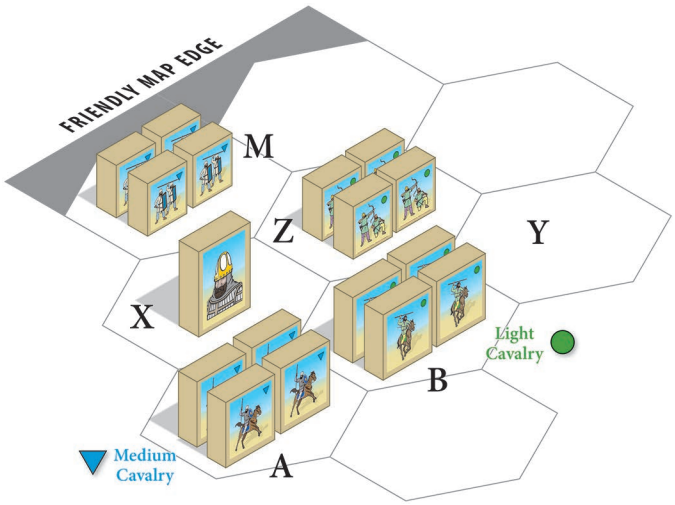
- A unit must always retreat toward its controlling player's baseline regardless of what direction the attack came from.
- A unit may never retreat sideways.
- Terrain that is not impassable has no effect on retreat movement, therefore a retreating unit may move into and through a forest or a fordable river, etc., without stopping.
- Impassable terrain will prevent a unit's retreat.
- A unit may not retreat onto or through a hex already containing another unit (regardless if friend or foe).
- An attached Leader must retreat with its unit when the unit is forced to retreat.
- A unit without an attached Leader may retreat onto a hex that contains an unattached friendly Leader (i.e. a Leader alone in a hex). The Leader is immediately attached to the unit and the unit's retreat stops in the Leader's hex. The unit ignores any additional retreat movement.
- When a unit cannot retreat because its retreat path is occupied by units (regardless if friend or foe), an enemy Leader that is alone in a hex, or it is forced to retreat off the battlefield or onto a hex that has impassable terrain, one block must be removed from the unit for each hex of the mandated retreat movement that the unit cannot fulfill.

  RETREAT BLOCK LOSS EXAMPLE: A Light Bow Infantry unit on its own baseline must retreat. Its retreat should be two hexes, however, because it is at the edge of the battlefield it cannot make any retreat movement and therefore must lose two blocks, one block for each retreat hex it cannot fulfill.
- When a unit can retreat legally, toward its controlling player's baseline, without taking block losses, it must take this retreat path instead of a retreat path where a block loss would occur.

Bolster Morale

Some situations allow a unit to disregard one or more flags rolled against it each time it is attacked. If more than one of the following situations applies, the effects are cumulative.

- A unit may disregard one flag when a Leader is attached to the unit (Leader is in the hex with the unit). *Note: If the unit loses one or more blocks, the Leader must first survive the Leader casualty check for the unit to ignore one flag, see "Leader Casualty Check" rules section.*
- A unit may disregard one flag when supported by two or more friendly units. Support units may be in any two hexes that



EXAMPLE OF RETREATS: The medium cavalry unit in hex A has been attacked and has two flags rolled against it. The medium cavalry unit may ignore one flag because it is supported, but must still retreat 3 hexes. Fortunately, the first hex (X) contains a leader by himself, which attaches to the retreating unit and stops its retreat. The light cavalry in hex B is attacked and has two flags rolled against it. The light cavalry unit may ignore one flag because it is supported, but must still retreat 4 hexes. Because its retreat path is occupied by friendly units, it must lose all four blocks—one for each hex it could not retreat, since hexes X and Z are occupied by friendly units. The four-block loss eliminates the unit. Note that it could not retreat to hex Y because a retreat must always proceed in the direction of the unit's battlefield edge.

M: If a medium infantry unit on its own baseline must retreat, its retreat should be one hex. Since it is at the edge of the battlefield, it cannot make any retreat movement. The unit must lose one block for the one retreat hex it cannot fulfill

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are adjacent to the unit. *Note: A Leader, when alone in a hex, may act as an adjacent support and in this case can count as a support just as a unit as long as the unit does not have an attached Leader.*

- Some terrain allows a defending unit on the terrain hex to disregard one flag, see "Terrain" rules section.
- A full-strength Warrior unit may disregard one flag result.
- Spending an Inspired Action token for a Battlefield Action of Bravery may allow a unit to disregard one flag result.

Disregarding a flag result is purely a matter of choice, the owning player may always decide to accept or ignore a flag result. When more than one flag results can be ignored, the owning player can choose to ignore one (or more) and accept one (or more), but when a flag is accepted each flag result accepted will retreat the unit its full retreat amount.

IGNORE AND ACCEPTING FLAG EXAMPLE: A Medium Cavalry unit with an attached Leader receives two flag results from a Ranged fire attack. The owning player chooses to ignore one flag, because the Leader bolstered the unit's morale, but must take the second flag. The Medium Cavalry unit must retreat three hexes. If the owning player chooses to not ignore the one flag, the Medium Cavalry unit would retreat six hexes.

LEADERS

Leader Casualty Checks

Whenever a Leader is involved in a combat, there is a chance that the Leader may become a casualty. If a casualty check is required, your opponent will roll to determine whether your Leader is hit and removed from the battlefield or survives.

Attached Leaders: There are several situations requiring a Leader casualty check. When a Leader is attached to a unit, a casualty check must be made when a unit loses a block from:

- Ranged Combat
- Close Combat
- Evading
- Failure to complete a retreat move

When a unit with an attached Leader retreats, there is no Leader casualty check required unless the unit loses blocks when the unit is unable to retreat.

Important Note: Only one Leader casualty check is made during any combat sequence.

EXAMPLE: When a unit with an attached Leader loses blocks in Close Combat, a Leader casualty check is made after the blocks are removed. If the unit also retreats because of flags on the same combat dice roll and the unit loses more blocks due to the retreat path being occupied, another Leader casualty check is not required. The retreat losses are from the same combat dice roll and only one Leadership casualty check is made on a Leader during a combat sequence.

Attached Leader's Unit Not Eliminated: When a Leader is attached to a unit and the unit loses one or more blocks without being eliminated, there is a chance the Leader may also become a casualty. Make a Leader casualty check by rolling two battle dice. To hit the Leader two Leader symbols must be rolled. When a hit is scored, remove the Leader block and gain a Victory Banner.

Attached Leader's Unit Eliminated: When a Leader is attached to a unit and the unit is eliminated, leaving the Leader alone in the hex, the Leader casualty check is made with one die. To hit the Leader a Leader symbol must be rolled. When a hit is scored remove the Leader block and gain a Victory Banner. If the Leader is not hit on this single die roll, the Leader must evade one, two or three hexes back toward the Leader's own side of the battlefield, see "Special Actions Leader Evade" rules section.

- Flags rolled against a unit that was eliminated have no effect on a lone Leader.
- When the attached Leader's unit is eliminated in Close Combat, the attacking unit may Momentum Advance into the vacated hex after the Leader evades out of the hex.

Leader Alone in Hex: When an unattached Leader is alone in a hex and is attacked by Ranged or Close Combat, the attacking unit rolls its normal number of battle dice. To hit the Leader one Leader symbol must be rolled. When a hit is scored, the Leader is eliminated, and the Leader block is removed from the battlefield and a Victory Banner is gained. If the Leader is not hit, the Leader must evade one, two or three hexes, see "Leader Evade" rules section.

- Flags rolled against a Leader when alone in a hex have no effect.
- A unit attacking a lone Leader in Close Combat may not Momentum Advance into the vacated hex after the Leader is eliminated or evades out of the hex.

Summary of Leader Benefits

Leaders have beneficial effects when attached or adjacent to friendly units.

- A Leader converts Leader symbol results into hits in Close Combat, when attached or adjacent to a friendly unit in Close Combat. *Note: A Leader does not affect Ranged Combat.*
- A Leader bolsters morale of a unit to which the Leader is attached. The unit may ignore 1 flag.
- An adjacent lone Leader (plus one other adjacent friendly unit) bolsters morale the same as two adjacent friendly units.
- A Leader allows any foot unit to which it is attached to make a bonus Close Combat attack after a Momentum Advance, see Special Actions "Momentum Advance and Bonus Close Combat" rules section.
- Leaders also provide a benefit when it comes to ordering units with "Leadership" Command cards, see "Command cards" rules section.

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SPECIAL ACTIONS

Unit Evade

Some units, when being attacked in Close Combat, may evade instead of staying in their hex and battling.

Evade Eligibility

The following units may evade:

- Light Bow Infantry may always evade.
- Light Cavalry and Light Bow Cavalry may always evade.
- Medium Cavalry units may evade all foot and ► heavy mounted units.
- Heavy Cavalry and Super Heavy Cataphract Cavalry units may evade all foot units.
- Auxilia, Medium Infantry, Warrior and Heavy Infantry units may not evade.
- A Leader, when the Leader is alone in a hex, must evade after a combat against the Leader, see "Leader Evade" rules section.

Evade Procedure

The defending player must declare that the unit will evade or that the unit will not evade, before the attacking unit rolls its Close Combat battle dice. *Note: Game courtesy requires the attacking player to normally ask if the unit that can evade is going to evade before rolling the Close Combat dice.*

The attacking unit determines and rolls the proper number of Close Combat battle dice against the evading unit before it makes its evade movement. Only symbols that match the evading unit will score a hit. All other unit symbols, Leader, swords, and flags rolled are ignored.

When the evading unit receives a hit and has an attached Leader, a Leader casualty check is made, see "Leader Casualty Check" rules section.

When the die roll against the evading unit eliminates the evading unit's last block, one Victory Banner is gained.

- After the attacking unit rolls its Close Combat battle dice and any block loses are removed, the unit will make and evade move two hexes towards the unit's own side of the battlefield.
- ► A unit may not evade if it cannot make an evade move of two hexes.
- A unit may not evade if both hexes towards its side of the battlefield are occupied by; impassable terrain hexes, units (regardless if friend or foe) or a lone enemy Leader.
- Terrain that is not impassable has no effect on evade moves, therefore an evading unit may move onto and through a forest or a fordable river, etc., without stopping.
- If the first hex a unit evades onto includes a lone friendly Leader the evading unit stops in that hex and the Leader is attached to the unit. In this case a one hex evade move will count as a legal evade.
- An evading unit may not Battle Back even when it ends in a hex that is adjacent to the unit making the attack.
- An attacking unit may not evade when the defending unit battles back.
- The attacking unit may not evade when being attacked by the play of a first strike or an ambush Command card.
- The attacking unit may not occupy the evading unit's original hex, regardless of the result of the attacking unit's die roll. Even if the evading unit is eliminated by the attacking unit's die roll, the attacking unit may not Momentum Advance onto the hex.

HISTORICAL NOTE: Evasion is not simply "running away." Evading usually represents a fighting withdrawal that hinders the enemy advance, but at some risk to the unit.

Parthian Shot

When a Close Combat attack is declared against a Light Bow Cavalry unit, the Light Bow Cavalry unit that declares it is going to evade may fire a Parthian Shot. After the attacking unit rolls its dice (remember, only unit symbols hit) if the Light Bow Cavalry unit is not eliminated, it will roll 2 battle dice representing it is shooting as it evades (Parthian Shot). Only unit symbols of the attacking unit will hit when firing a Parthian shot. All other unit symbols, Leader, swords, and flags rolled are ignored. After the Parthian shot the Light Bow Cavalry unit will evade two hexes toward its baseline.

Leader Evade

Leaders evade somewhat differently from units. A Leader's evade movement is one, two or three hexes back towards the Leader's own side of the battlefield.

When a Leader is attached to a unit and the unit loses its last block by Ranged Combat or Close Combat, after making a Leader casualty check, if the Leader is not eliminated, the Leader must evade. When this occurs in Close Combat, the attacking unit may take a Momentum Advance because it eliminated the defending unit.

When a Leader is alone in a hex (unattached), and is attacked by Ranged Combat or Close Combat, if the Leader is not eliminated on the combat roll, the Leader must evade. The attacking unit may not make a Momentum Advance after Close Combat against a lone Leader, even if the Leader is eliminated.

When a Leader evades the Leader must follow these rules:

- A Leader's evade movement is one, two or three hexes back towards his own side of the battlefield. The controlling player determines the number of hexes the Leader will move, and which path the Leader will take.
- An evading Leader may move through friendly units, friendly units with an attached Leader and a friendly Leader alone in a hex.
- A Leader may not end his evade movement in a hex that contains another friendly Leader, impassable terrain, an enemy unit or enemy Leader.
- An evading Leader may move through an enemy unit or

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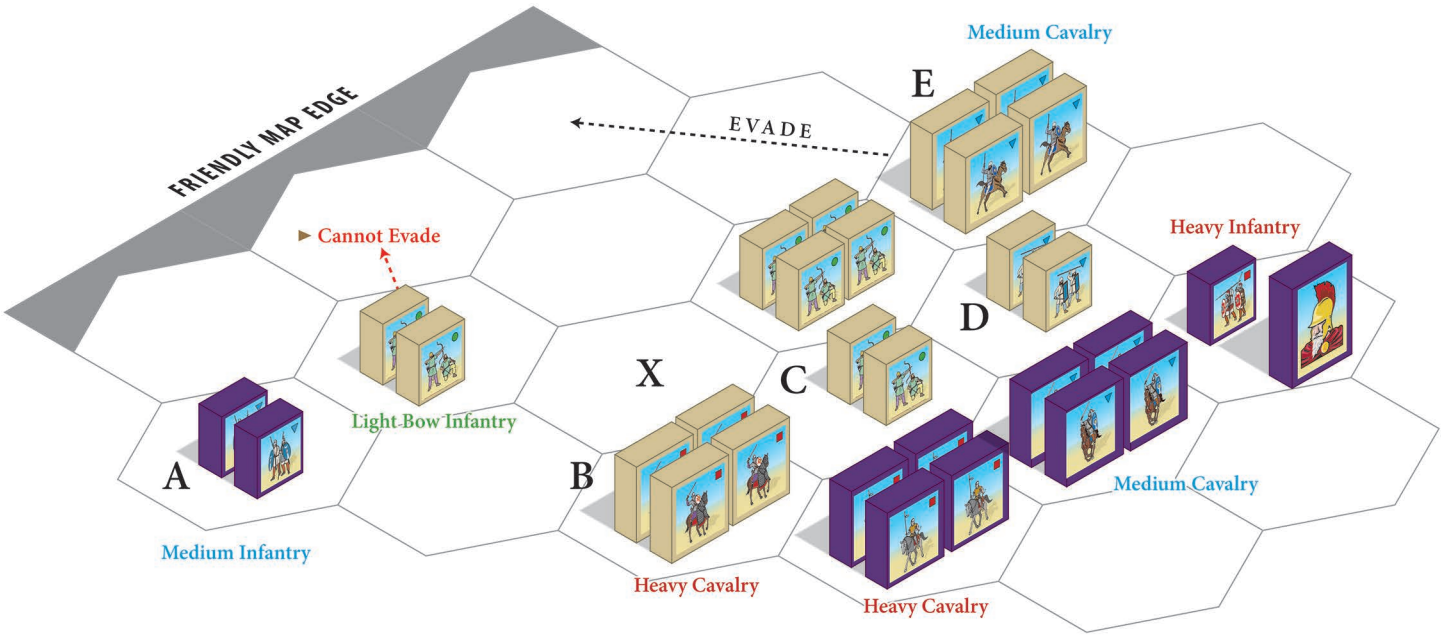
Leader, but this is governed by the rules for Leader escape - See "Leader Escape" rules section.

- After completing the evade movement, when the Leader is on a hex with a friendly unit, the Leader is considered attached to that unit.
- A unit is not affected when a Leader is evading through its hex.
- A player may choose to evade a Leader off his side of the battlefield. This may save the Leader from becoming a Victory Banner for the opponent, but by doing so a strong command piece is lost.
- If the Leader cannot evade a minimum of one hex (this will occur only due to impassable terrain) the Leader is eliminated and the opponent gains one Victory Banner.

Leader Escape

If enemy units occupy both hexes of a Leader's designated evade path, the evading Leader must attempt to escape through one of those hexes. An evading Leader may move through an enemy unit or Leader, but this is governed by the following rules:

- Move the Leader onto one of the enemy occupied hexes. Allow the enemy unit in the hex to battle the Leader. The attacking unit uses its normal number of Close Combat dice. The Leader does not benefit from terrain if any in the hex.
- To score a hit on a Leader trying to escape, one Leader symbol rolled will score a hit. When a hit is scored removed the Leader block the opponent gains a Victory Banner. If the Leader is not hit, the escape is successful through this hex and the Leader continues onto the next hex of the evade movement. If this hex is also occupied by an enemy unit, the Leader will again be attacked. If the third hex of a Leader's escape movement is also occupied, no attack roll is needed, the Leader is eliminated and the opponent gains a Victory Banner.
- A Leader may escape unharmed through a hex with a lone enemy Leader.
- If the Leader ends its escape movement on a hex with a friendly unit, the Leader is attached to the unit.



EXAMPLE OF EVADE AND BATTLE

A: *The medium infantry unit battles the light bow infantry unit. Although both units are reduced to two blocks combat remains the same. The Light bow unit cannot evade because it cannot evade two hexes.*

D&E: *The heavy infantry unit with an attached leader conducts Close Combat against hex D. Even though the heavy infantry unit has only one block left it still battles with 4 dice. The result is 1 hit and 1 Leader Symbol—enough to eliminate the unit. The heavy infantry unit and leader advance, and then make a bonus Close Combat against hex E. The cavalry unit evades. Before the Evade movement is carried out, the Byzantine player gets to roll 4 dice, but will only hit on blue triangle symbols.*

B&C: *The Heavy Cavalry unit (four battle dice) Close Combats the Heavy Cavalry unit and forces it to retreat. The heavy cavalry unit can now make a Momentum Advance through the vacated hex and onto hex X. From there it conducts a bonus Close Combat against the Light Bow Infantry in hex C who have no chance to Evade. The result of 4 dice is 1 hit and 1 flag, and since the Light Bow retreat path is blocked, this is enough to eliminate the unit. The heavy cavalry unit could make another Momentum Advance onto the hex, but would not get the one additional hex or another bonus Close Combat this turn.*

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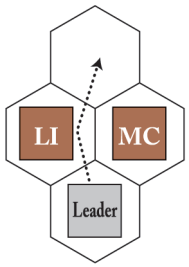
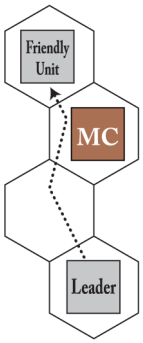
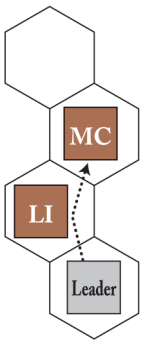
EXAMPLES OF LEADER EVADE AND ESCAPE:



1) An enemy light infantry unit and medium cavalry unit occupy the two hexes behind a lone leader who must evade. The hexes behind these two enemy units are vacant. The leader chooses to evade through the hex with the light infantry because the opposing player will roll only two dice instead of the three dice the medium cavalry unit would roll. The opposing player rolls two dice and gets one sword hit and one red square. Since no Leader symbols were rolled, the leader successfully escapes and finishes the Evade move after moving one or two more hexes.



2) The hex behind a lone leader is vacant. The next hex is occupied by a medium cavalry unit. A friendly unit without a leader occupies the hex behind the medium cavalry unit. The leader could make a one hex Evade onto the vacant hex, but elects to Evade three hexes, ending on the hex with the friendly unit. Upon entering the second hex containing the medium cavalry unit, the Evade move is halted, and the opposing player rolls three dice, obtaining two flags and a green circle. Since no Leader symbols were rolled, the leader successfully escapes and continues the Evade move onto the third and final hex containing the friendly unit.



3) The only available Evade path has an enemy light infantry unit on the first hex and an enemy medium cavalry unit on the second hex. The evading leader moves onto the first hex and halts while the opposing player rolls two dice for the light infantry unit, obtaining a flag and a sword. The escape succeeds, but the leader now must undergo another escape attempt as the leader is moved onto the second hex. The opposing player rolls three dice for the medium cavalry unit, and obtains a blue triangle hit and two Leaders. Only one Leader is needed, and the leader is removed, one hex short of safety. The opposing player earns one Victory banner for the eliminated leader.

Momentum Advance

When an ordered unit attacks in Close Combat and eliminates or forces the defending enemy unit to retreat from the hex it occupies, the attacking unit has conducted a successful Close Combat. The victorious attacking unit may advance (move) onto that vacated hex. This is referred to as a Momentum Advance, where the unit's momentum after the successful Close Combat carries it onto the vacated hex.

A Momentum Advance is not mandatory after a successful Close Combat. However, if the Momentum Advance is not taken, the victorious attacking unit forfeits the possible opportunity to make a Bonus Close Combat, even if adjacent to other enemy units.

The following situations do not allow Momentum Advance:

- When a defending unit or Leader evades a Close Combat attack, the attacking unit may not claim a Momentum Advance onto the vacated hex.
- A unit battling back is not eligible to take a Momentum Advance.
- A unit that is playing a "First Strike" or "Ambush" Command card is not eligible to Momentum Advance.
- Some terrain restrictions will prevent a Momentum Advance.

Cavalry Special Momentum Advance: A cavalry unit (Light, Light Bow, Medium, or Heavy Cavalry), after the unit's initial successful Close Combat, may Momentum Advance onto the vacated hex and then move one additional hex, in any direction (including back to their original hex). The one hex additional move is optional and is not required to conduct a bonus Close Combat.

NOTE: A Super Heavy Cataphract Cavalry unit is not eligible for the additional one hex movement. After a successful bonus Close Combat a Super Heavy Cataphract Cavalry unit can only Momentum Advance onto the vacated hex.

Bonus Close Combat

After a successful Close Combat, the following units may choose to conduct a Bonus Close Combat after its Momentum Advance:

- A Warrior unit can make a Bonus Close Combat after a Momentum Advance.
- A non-Warrior foot unit with an attached Leader can make a Bonus Close Combat after a Momentum Advance.
- All cavalry units can make a Bonus Close Combat after a Momentum Advance.

A Bonus Close Combat is optional and making the Momentum Advance does not require an eligible unit to attack in Close Combat again. A unit that qualifies for a Bonus Close Combat attack after a Momentum Advance may choose to battle any enemy unit in any adjacent hex (if terrain allows). The unit making the Bonus Close Combat attack does not have to battle against the enemy unit that just retreated from the hex.

- A unit may only make one Bonus Close combat during a turn.
- When a unit's Bonus Close Combat is also successful it may Momentum Advance into the vacated hex, but may not battle again this turn.
- A cavalry unit after a successful Bonus Close Combat can, Momentum Advance onto the vacated hex, but it may not move the one additional hex or battle again this turn.
- Some terrain restrictions will prevent Momentum Advance after a Bonus Close Combat.

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► Inspired Actions

An innovative feature of the *Commands & Colors Medieval* game is the Inspired Action Army Reference Sheet and the use of the Inspired Action tokens. Normally each Medieval army, will have its own special Inspired Action Reference Sheet. Inspired Actions may vary by army and an army's special Inspired Actions can even change through time. In this core game there is an Inspired Action Reference Sheet for the Byzantine and Sassanid Persians. In some scenarios, the armies of the Huns, Romans and Vandals will also use the same Inspired Action Reference Sheets.

Important Note: *Only one available Inspired Action token may be spent during a player's turn and only one available Inspired Action token may be spent during the opponent's turn.*



When a "Leadership Any Section" or a "Leadership Left, Leadership Center or Leadership Right Section" Command card is played on a turn, a player may choose to spend one Inspired Action token and elect to have the units that are ordered by the Leadership Command card perform one of the Inspired Leadership actions as listed on the Inspired Action Reference sheet.

The list of possible Inspired Leadership actions in this core game are, but note Inspired Actions may vary by army:

- Mounted Charge
- Foot Onslaught
- Rally
- Fire and Close
- Darken the Sky
- Move Fire Move
- Redeploy.

There is also is a list of Battlefield Actions that can be called upon by a player during a player's turn or the opponent's turn. These battlefield actions are not tied to the play of a Leadership Command card. A player will just spend one available Inspired Action token to have one of his units or Leaders perform the battlefield action on the list.

The possible Battlefield Actions in this core game are:
Move a Leader (played at the end of a player's turn before drawing another Command card)
Battle Bonus (unit may battle with one additional die when attacking in a Close Combat or when battling back). A player must announce that this Battlefield Action is being used when determining the number of dice that will be rolled.
Bravery (unit may ignore one flag rolled against it during a combat). After a unit is attacked and one or more flags are rolled on a unit, a player may announce that this Battlefield Action is being used.

The number of Inspired Actions tokens a player holds is public knowledge and tokens should remain visible to the opponent at all times.

Possible sources for gaining Inspired Action tokens are:
Some tokens are normally granted to each side in the scenario war council notes.
One token is gained when a scout Command card is played.
One token may be gained when a Leadership Command card is played and an Inspired Action token is not used (see Command cards "Leadership cards" rules section).
Each side gains one Inspired Action token when the "Cry Havoc" Command card is played.

Phase 5. END OF TURN & END GAME

After completing all movement, battles and retreats, discard the Command card played and draw another Command card from the deck. The player's turn is now over.

When a defending player has used and played a "First Strike" or "Ambush" Command card, the player will draw a replacement card before the active player card is drawn.

When the Command card draw deck runs out of cards, shuffle the discards to form a new draw deck. The Command card deck will also be shuffled along with the discards, after the play of the "Cry Havoc" Command card.

END GAME AND VICTORY CONDITIONS

Players will alternate taking turns, until one player reaches the number of Victory Banners indicated by the scenario's victory conditions.

In addition to capturing Victory Banners through the elimination of enemy units, in some scenarios capturing certain terrain hexes or accomplishing other battle specific objectives can win additional Victory Banners. Such victory conditions will be spelled out in the scenario's special rules.

A game ends the moment a player reaches the required number of Victory Banners, regardless of when this occurs during a game turn. This means that a game might even end on a successful Battle Back with victory for the active player's opponent.

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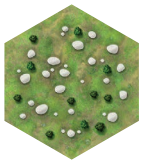
TERRAIN

Broken Ground



Movement: No movement restrictions for foot units. Any mounted unit or lone Leader must stop when it enters a broken ground hex and move no further on that turn.

Battle:

- A foot unit may battle on the turn it enters a hex with broken ground.
- A mounted unit may not battle on the turn it enters a broken ground hex.
- When battling an enemy unit on a broken ground hex or a unit on a broken ground hex battling out, the unit will roll a maximum of two battle dice.
- A Command card and/or Battlefield Action that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.
- If a mounted unit enters broken ground on a Momentum Advance, it may not Bonus Close Combat.

Line of Sight: A broken ground hex does not block Line of Sight.

Forest



Movement: All units and lone Leaders must stop when entering a forest hex and may move no further on that turn.

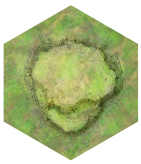
Battle:

In most cases, an ordered unit that enters a forest hex through normal movement or Momentum Advance after a successful combat cannot battle on the turn it enters. However, three unit types are the exception and may battle on the turn of entry. They are: Light Bow Infantry, Auxilia Infantry and Warrior Infantry.

- A unit battling an enemy unit on a forest hex or a unit on a forest hex battling out, will roll a maximum of two battle dice in Close Combat.
- A unit that targets an enemy unit on a forest hex with Ranged Combat will roll a maximum of one die.
- A Command card and/or Battlefield Action that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

Line of Sight: A forest hex blocks Line of Sight.

Hill



Movement: No movement restrictions.

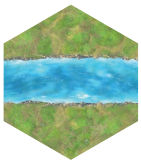
Battle:

- All units roll a maximum of two battle dice in Close Combat when battling an enemy unit that is uphill. Ranged Combat is unaffected.
- Foot units roll a maximum of three battle dice when battling an enemy unit that is downhill and when battling from one hill hex to another hill hex.
- Mounted units roll a maximum of two battle dice when battling an enemy unit that is downhill or when battling from one hill hex to another.
- A Command card and/or Battlefield Action that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

Line of Sight:

- A hill hex blocks Line of Sight to units behind a hill hex.
- A unit on a lower level has Line of Sight onto the first hill hex and vice versa.
- A unit on a lower level does not have Line of Sight through one hill hex onto a second hill hex with a unit and vice versa (i.e. a unit at a lower level is not able to see, or be seen, if at least one other hill hex is in between the two units).
- Line of Sight is not blocked between units on the same hill grouping, adjacent hill hexes all at the same level. These hill hexes are considered to be a plateau.

River

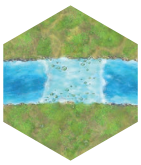


Normally river hexes are treated as impassable terrain, unless specified in scenario's special rules as fordable.

Line of Sight: A river hex does not block Line of Sight.

Fordable River (Stream)

(also see scenario special rules)



Movement: All units and lone Leaders must stop when entering a fordable river hex and may move no further on that turn.

Battle:

- A unit may battle on the turn it enters a fordable river hex.
- When battling an enemy unit on a fordable river hex or a unit on a fordable river hex battling out, units will roll a maximum of two battle dice.
- A unit, that battles with Ranged Combat out of a river will roll a maximum of 1 battle die.
- A Command card and/or Battlefield Action that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.
- A unit that battles an enemy unit on a fordable river hex and makes a successful Close Combat may move onto the fordable

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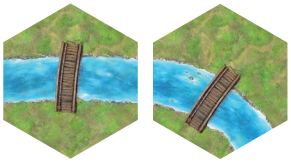
river hex but must stop moving. It may, however, still battle if eligible.

- A unit that starts the turn on a fordable river hex and makes a successful Close Combat may make a Momentum Advance out of the fordable river hex.

Line of Sight: A fordable river hex does not block Line of Sight.

Bridge



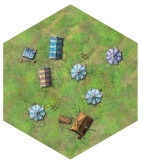
Movement: No movement restrictions.

Battle:

- A unit may battle on the turn it enters a bridge hex.
- A unit on a bridge hex battling out will roll a maximum of two battle dice in Close Combat or 1 battle die in Ranged Combat.
- When battling an enemy unit on a bridge hex, a maximum of two battle dice are rolled in Close Combat, Ranged Combat is unaffected.
- A unit on a bridge hex may still make a Momentum Advance after a successful Close Combat.
- A foot unit defending on a bridge hex may ignore one flag rolled against it.
- A Command card and/or Battlefield Action that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

Line of Sight: A bridge hex does not block Line of Sight.

► Camp



Movement: All units and lone Leaders must stop when entering a camp hex and may move no further on that turn.

- An ordered unit or lone Leader, that leaves a camp hex, may only move onto an adjacent hex regardless of its normal movement allowance.
- A unit that makes a successful Close Combat after moving out of a camp hex may make a Momentum Advance if terrain permits.

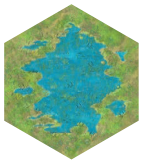
Battle:

- A camp hex offers protection against attacks from all directions.
- A unit on a friendly camp hex, battles out with a maximum of three battle dice.
- A unit attacking to retake a friendly camp hex battles the enemy unit on the camp hex with a maximum of two battle dice.
- A unit defending on a friendly camp hex may disregard one flag rolled against it.
- A unit attacking to take an enemy camp hex, battles the enemy unit on the camp hex with a maximum of two battle dice.
- A unit on an enemy camp hex battles out with a maximum of two battle dice.
- A Command card and/or Battlefield Action that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

NOTE: Mounted units will receive protective benefit from camp hexes.

Line of Sight: A camp hex blocks Line of Sight.

Marsh



NOTE: None of the scenarios in this core Medieval game have marsh terrain.

Movement:

- A unit must stop when it enters a marsh hex and move no further on that turn.
  - ◊ The unit must also roll one battle die for a possible block loss. One block is lost when the unit's symbol is rolled.
  - ◊ A Leader casualty check is not required when a unit with an attached leader block is lost in the marsh. However, if the last block in the unit is lost in the marsh, the Leader must evade.
- Retreating or evading units do not stop when entering a marsh hex.
  - ◊ A unit that must retreat (or evades) onto or through a marsh hex must still check for a possible block loss for each marsh hex it retreats or evades onto.
- Marsh block loss die rolls are made prior to removing blocks for unfulfilled map edge hex retreats.
- Lone Leaders moving onto, evading or escaping onto or through marsh hexes are also subject to loss. Roll one die for each marsh hex a lone Leader retreats or evades onto. A Leader symbol roll will eliminate the Leader.
- An ordered unit or lone Leader that leaves a marsh hex may only move onto an adjacent hex regardless of its normal movement allowance.

Battle:

- A unit may battle the turn it moves onto a marsh hex after rolling for block loss.
- If a full-strength Warrior unit loses its first block on its marsh hex die roll, it also loses its one combat die bonus and ability to ignore one flag on any subsequent combat.
- When battling an enemy unit on a marsh hex, a maximum of two battle dice are rolled in Close Combat. A unit, that elects to advance onto a marsh hex after a successful Close Combat, must check for possible block loss.
- A unit on a marsh hex battling out will roll a maximum of two battle dice in Close Combat and one die in Ranged Combat.
- A unit that starts the turn on a marsh hex and makes a successful Close Combat may make a Momentum Advance out of the marsh hex.
- A Command card and/or an inspired battlefield action that adds dice in battle will modify the maximum number of battle dice that can be rolled.

Line of Sight: A marsh hex does not block Line of Sight.

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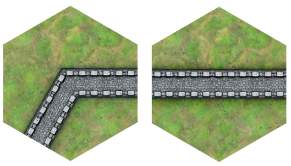
► City Walls



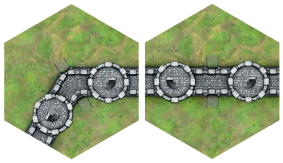
Movement: City Walls are normally considered impassable terrain for all units, unless siege rules are in effect, as noted in the scenario special rules. When siege rules are in effect, the attacking foot units have scaling ladders and other siege equipment.

NOTE: All city walls scenarios in this core game are considered impassable terrain.

Battle: No battle possible unless siege rules are in effect for the scenario.

Line of Sight: A city wall hex blocks Line of Sight to units behind the city wall hex and vice versa.

► City Gate



Movement:

- Only friendly units and Leaders allied to the city may move, retreat or evade onto or through a hex with a city gate. The gate is considered open and will not prevent these friendly unit movements.
- Enemy units and lone Leaders of the city may not move, retreat or evade onto or through a hex with a city gate. The gate is considered closed and will prevent these movements. A city gate that is closed is treated as impassable terrain for enemy units and lone enemy Leaders.
- An enemy unit must first successfully storm the city gate to move onto a city gate hex.

To storm a gate, an ordered unit must be in an adjacent hex to the gate and be eligible to battle in Close Combat. The unit will roll two dice against the gate. When one or more swords symbols are rolled the gate is opened, even from units that normally do not score a hit in Close Combat on sword rolls. A unit with an attached Leader will open the gate when one of more swords or Leader symbols are rolled.

- Once a gate is successfully stormed the gate will remain open. Remove the city gate tile from the battlefield. The unit that opened the gate may Momentum Advance onto the hex, but the unit may not Bonus Close Combat.
- A friendly unit of the city that occupies a city gate hex may be attacked. If the unit on the gate hex is eliminated or retreats from the gate hex the attacking unit may Momentum Advance onto the hex, but the unit may not Bonus Close Combat. The gate in this case is considered stormed and the gate will remain open. Remove the city gate tile from the battlefield.

Battle: A city gate hex when occupied by a friendly unit of the city is considered open and has no combat restrictions.

Line of Sight: A city gate hex blocks Line of Sight to units behind the city gate hex and vice versa.

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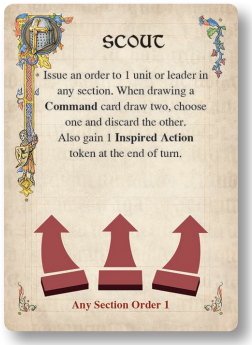
COMMAND CARDS

Section Cards (thirty two cards)

Section cards are used to order units and/or Leaders in a specific Section of the battlefield to move and/or battle. These cards indicate in which Section of the battlefield you may order units or Leaders and how many units or Leaders you may order.

Section Command cards that have a Leader helmet symbol on the card at the top left of the card, to remind players that attached Leaders in the Section may be ordered to detach and move separately (for the cost of one order each).

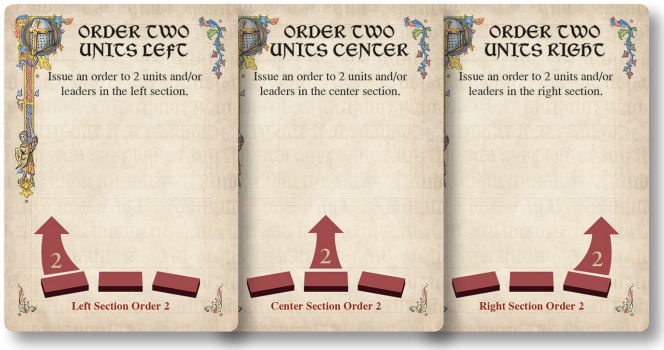


Scout: Issue an order to one unit or Leader in any Section. When drawing a Command card draw two, choose one and discard the other. Also gain 1 Inspired Action token at the end of turn. (3 cards)

Order Two Units Left: Issue an order to two units and/or Leaders in the left Section. (three cards)

Order Two Units Center: Issue an order to two units and/or Leaders in the center Section. (four cards)

Order Two Units Right: Issue an order to two units and/or Leaders in the right Section. (three cards)



Order Three Units Left: Issue an order to three units and/or Leaders in the left Section. (three cards)

Order Three Units Center: Issue an order to three units and/or Leaders in the center Section. (four cards)

Order Three Units Right: Issue an order to three units and/or Leaders in the right Section. (three cards)



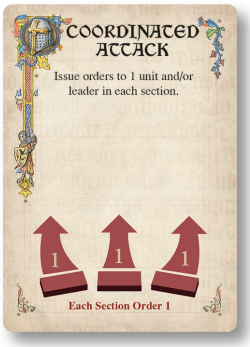
Left Command: Order units equal to Command. For each Command card you have, including this card, issue an order to one unit and/or Leader in the left Section. (one card)

Center Command: Order units equal to Command. For each Command card you have, including this card, issue an order to one unit and/or Leader in the center Section. (one card)

Right Command: Order units equal to Command. For each Command card you have, including this card, issue an order to one unit and/or Leader in the right Section. (one card)



Coordinated Attack: Issue orders to one unit and/or Leader in each Section. (two cards)



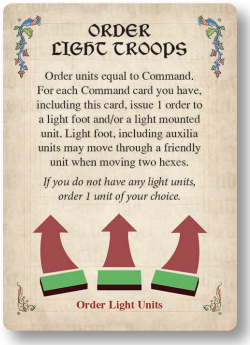
Out Flanked: Issue an order to two units and/or Leaders in both the left and right Sections. (two cards)

Forward: Issue an order to two units and/or Leaders in the left, center and right Sections. (two cards)

Troop Cards (six cards)

Troop cards are a special type of Section card that allows a player to order a specific unit type to move and/or battle, for example: Light, Medium or Heavy units. A player may freely choose foot and/or mounted units to order. The "Order Light Troops" for example means a player can issue orders to any combination of light foot units or light mounted units. Ordered units may be in any Sections of the battlefield. The number of units a player may order is equal to a player's command.

Order Light Troops: Order units equal to Command. For each Command card you have, including this card, issue one order to a light foot and/or a light mounted unit. Light foot, including Auxilia units may move through a friendly unit when moving two hexes. If you do not have any light units, order one unit of your choice. (two cards)



Light Units Include: Light Bow Infantry, Auxilia Infantry, Light Cavalry and Light Bow Cavalry.

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Order Medium Troops: Order units equal to Command. For each Command card you have, including this card, issue one order to a Medium foot and/or a Medium mounted unit. If you do not have any Medium units, order one unit of your choice. (two cards)



Medium Units Include: Medium Infantry, Warrior Infantry and Medium Cavalry.



Order Heavy Troops: Order units equal to Command. For each Command card you have, including this card, issue one order to a Heavy foot unit, a Heavy mounted unit or a Super Heavy Cataphract Cavalry unit. If you do not have any heavy units, order one unit of your choice. (two cards)

Leadership Cards (seven cards)

Leadership cards are a special type of Section card that allows a player to order a Leader and any unit to which the Leader is attached, plus a number of units or Leaders in adjacent linked, contiguous hexes to move and/or battle. Units in "adjacent linked, contiguous hexes" may be in different Sections of the battlefield, so long as each ordered unit is adjacent to at least one other ordered unit, and at least one of the ordered units is adjacent to the designated Leader. In this way, a Leadership order enables you to order a "chain" or "wing" of units to move and/or battle in a coordinated fashion. A Leader may not detach on a Leadership Command card.

When a "Leadership" Command card is played, the player may choose to spend one Inspired Action token and have the units ordered by the Leadership Command card elect to perform one of the Inspired Leadership Actions as listed on the Army's Inspired Action Reference Sheet.

NOTE: When a Leadership Command card alternative use of "Or order one unit of your choice" is ordered a Inspired Leadership Action cannot be used, but 1 Inspired Action token is still gained at end of turn.

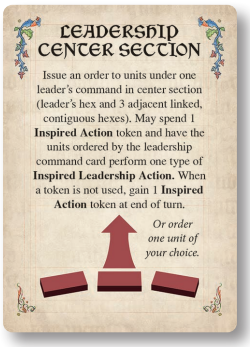
Leadership Any Section: Issue an order to units under one Leader's command (Leader's hex and two adjacent linked, contiguous hexes). May spend one available Inspired Action token and have the units ordered by the Leadership Command card perform one type of Inspired Leadership Actions. If token is not used, gain one Inspired Action token at end of turn. (four cards)

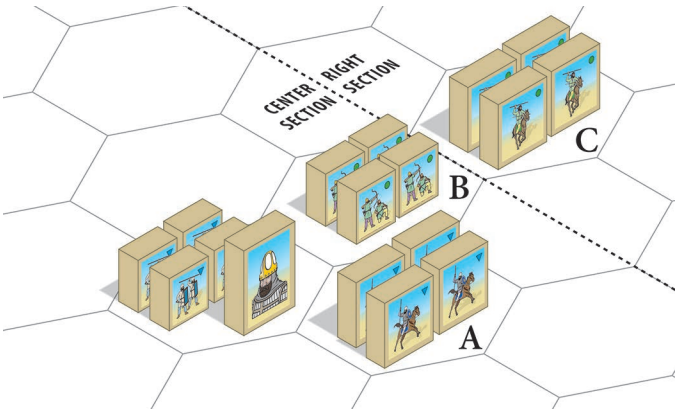


Leadership Left Section: Issue an order to units under one Leader's command in left Section (Leader's hex and three adjacent linked, contiguous hexes). May spend one available Inspired Action token and have the units ordered by the Leadership Command card perform one type of Inspired Leadership Actions. If token is not used, gain one Inspired Action token at end of turn. Or order one unit of your choice. (one card)



Leadership Center Section: Issue an order to units under one Leader's command in center Section (Leader's hex and three adjacent linked, contiguous hexes). May spend one available Inspired Action token and have the units ordered by the Leadership Command card perform one type of Inspired Leadership Actions. If token is not used, gain one Inspired Action token at end of turn. Or order one unit of your choice. (one card)





EXAMPLE: Leadership Center Section activates the unit with the Leader plus the three adjacent stacks (A, B, and C).

Leadership Right Section: Issue an order to units under one Leader's command in right Section (Leader's hex and three adjacent linked, contiguous hexes). May spend one available Inspired Action token and have the units ordered by the Leadership Command card perform one type of Inspired Leadership Actions. If token is not used, gain one Inspired Action token at end of turn. Or order one unit of your choice. (one card)



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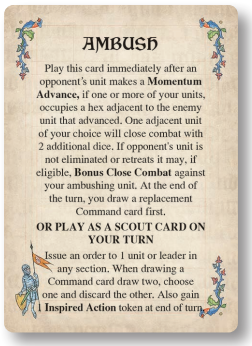
Tactic Cards (twenty cards)

Tactic cards allow ordered units to move and/or battle in ways not allowed in the basic rules. Terrain movement and battle restrictions still apply when actions ordered by Tactic cards take precedence over the basic rules.

Command cards that state "for each Command card you have" mean the maximum number of units you may order is equal to your side's command.

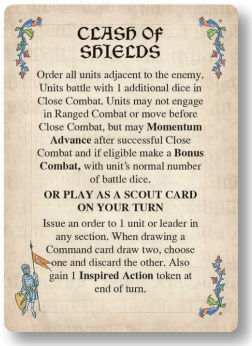
NOTE: On Tactic Command cards, Ranged Combat is sometimes referred to as Fire.



Ambush: Play this card immediately after an opponent's unit makes a Momentum Advance, if one or more of your units, occupies a hex adjacent to the enemy unit that advanced. One adjacent unit of your choice will Close Combat with two additional dice. If opponent's unit is not eliminated or retreats it may, if eligible, Bonus Close Combat against your ambushing unit. At the end of the turn, you draw a replacement Command card first.

OR PLAY AS A SCOUT CARD ON YOUR TURN: Issue an order to one unit or Leader in any Section. When drawing a Command card, draw two. Choose one and discard the other. Also gain one Inspired Action token at end of turn. (two cards)

NOTE: Do not confuse an Ambush card with the action of a First Strike Command card. An Ambush Command card is only played after an enemy unit has made a Momentum Advance. The action of this card, sort of represents "a unit's feigned flight" which was a common tactic in the medieval period. The benefit is that any unit adjacent to the enemy unit that just Momentum Advanced can conduct the ambush with two additional dice. If the enemy unit is not eliminated or retreats it may bonus close combat if eligible, but it must Close Combat the unit that attacked in ambush.



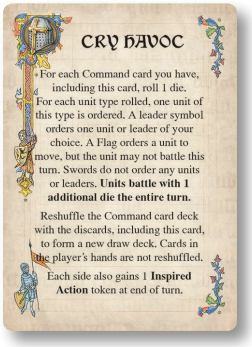
Clash of Shields: Order all units adjacent to the enemy. Units battle with one additional die in Close Combat. Units may not engage in Ranged Combat or move before Close Combat, but may Momentum Advance after successful Close Combat and if eligible make a Bonus Close Combat, with unit's normal number of battle dice.

OR PLAY AS A SCOUT CARD ON YOUR TURN: Issue an order to one unit or Leader in any Section. When drawing a Command card, draw two. Choose one and discard the other. Also gain one Inspired Action token at end of turn. (one card)

NOTE: All units adjacent to an enemy unit or enemy lone Leader in all battlefield Sections when this card is played are ordered. This can get a little confusing, especially as combats take place and if enemy units are forced to retreat. We suggest that a player mark the units eligible to battle before you start your Close Combats.

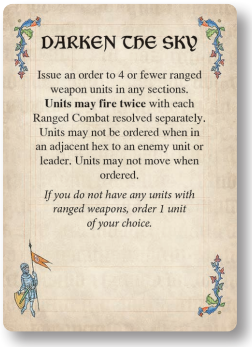
Counter Attack: When you play this card, it becomes a copy of the Command card your opponent played on the last turn. Follow the instructions on the card as though you were actually playing it, except reverse any Section references made on the card. The right Section becomes left and the left Section becomes right. (two cards)

NOTE: A Counter Attack card cannot be played to counter an Ambush or First Strike Command card.



Cry Havoc: For each Command card you have, including this card, roll one die. For each unit type rolled, one unit of this type is ordered. A Leader symbol orders one unit or Leader of your choice. A Flag orders a unit to move, but the unit may not battle this turn. Swords do not order any units or Leaders. Units battle with one additional die the entire turn. Reshuffle the Command card deck with the discards, including this card, to form a new draw deck. Cards in the player's hands are not reshuffled. Each side also gains one Inspired Action token at end of turn. (one card)

NOTE: Units and Leaders may be ordered in any battlefield Section.



Darken The Sky: Issue an order to four or fewer Ranged weapon units in any Sections. Units may fire twice with each Ranged Combat resolved separately. Units may not be ordered when in an adjacent hex to an enemy unit or Leader. Units may not move when ordered. If you do not have any units with Ranged weapons, order one unit of your choice. (one card)

NOTE: Units adjacent to an enemy unit or Leader cannot be ordered. This can get a little confusing, especially as combats take place and enemy units are forced to retreat. We suggest that a player mark the units eligible to battle before you start your Ranged Combats. Also note, if an enemy unit retreats adjacent to an ordered unit that has not fired, the unit ordered to fire may not battle in Ranged Combat.

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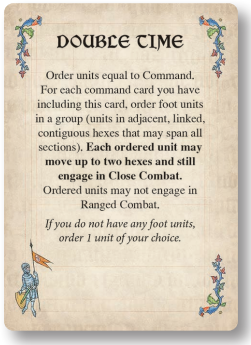
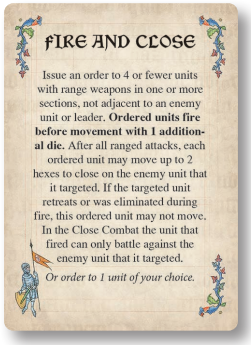
Double Time: Order units equal to Command. For each Command card you have including this card, order foot units in a group (units in adjacent, linked, contiguous hexes that may span all Sections). Each ordered unit may move up to two hexes and still engage in Close Combat. Ordered units may not engage in Ranged Combat. If you do not have any foot units, order one unit of your choice. (one card)



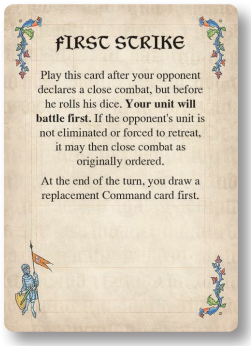
Fire and Close: Issue an order to four or fewer units with range weapons in one or more Sections, not adjacent to an enemy unit or Leader. Ordered units fire before movement with one additional die. After all Ranged attacks, each ordered unit may move up to two hexes to close on the enemy unit that it targeted. If the targeted unit retreats or was eliminated during fire, this ordered unit may not move. In the Close Combat the unit that fired can only battle against the enemy unit that it targeted. Or order one unit of your choice. (one card)



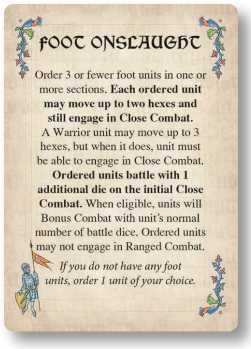
HISTORICAL NOTE: Fire and closing on the enemy was an early medieval cavalry tactic employed by many armies that deployed cavalry units armed with both bow and spear. Later it spread to all bow armed units. It is important to note that after all fire is completed, a unit does not have to be moved to close with the unit it fired on. Even when the unit moves to close, it does not have to Close Combat.

First Strike: Play this card after your opponent declares a Close Combat, but before he rolls his dice. Your unit will battle first. If the opponent's unit is not eliminated or forced to retreat, it may then Close Combat as originally ordered. At the end of the turn, you draw a replacement Command card first. (two cards)

NOTE: A unit that uses a First Strike Command card is not eligible to Battle Back.

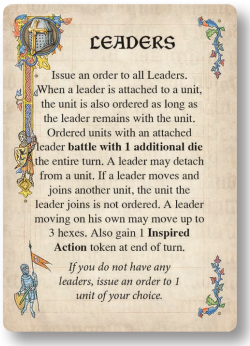


Foot Onslaught: Order three or fewer foot units in one or more Sections. Each ordered unit may move up to two hexes and still engage in Close Combat. A Warrior unit may move up to three hexes, but when it does, unit must be able to engage in Close Combat. Ordered units battle with one additional die on the initial Close Combat. When eligible, units will Bonus Combat with unit's normal number of battle dice. Ordered units may not engage in Ranged Combat. If you do not have any foot units, order one unit of your choice. (two cards)

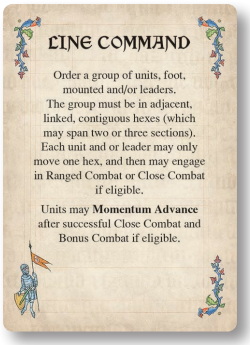


HISTORICAL NOTE: Because of the increased number of allied units in most early medieval armies and a general lack of training, many a time it was a mad rush to close with the enemy, rather than a steady organized advance.

Leaders: Issue an order to all Leaders. When a Leader is attached to a unit, the unit is also ordered as long as the Leader remains with the unit. Ordered units with an attached Leader battle with one additional die the entire turn. A Leader may detach from a unit. If a Leader moves and joins another unit, the unit the Leader joins is not ordered. A Leader moving on his own may move up to three hexes. Also gain one Inspired Action token at end of turn. If you do not have any Leaders, issue an order to one unit of your choice. (one card)

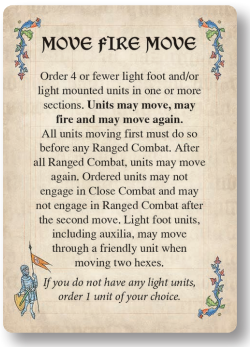


►**Line Command:** Order a group of units, foot, mounted and/or Leaders. The group must be in adjacent, linked, contiguous hexes (which may span two or three Sections). Each unit and or Leader may only move one hex, and then may engage in Ranged Combat or Close Combat if eligible. Units may Momentum Advance after successful Close Combat and Bonus Combat if eligible. (two cards)



NOTE: All unit types (foot, mounted and lone Leaders) are ordered so long as they are in adjacent, linked, contiguous hexes. Ordered units do not have to move to engage in combat.

Move Fire Move: Order four or fewer light foot and/or light mounted units in one or more Sections. Units may move, may fire and may move again. All units moving first must do so before any Ranged Combat. After all Ranged Combat, units may move again. Ordered units may not engage in Close Combat and may not engage in Ranged Combat after the second move. Light foot units, including Auxilia, may move through a friendly unit when moving two hexes. If you do not have any light units, order one unit of your choice. (one card)



NOTE: The three orders on this card are all optional - the first move, the fire (Ranged Combat), and the second move. The key here is that all ordered units must complete their first move before there is any Ranged Combat. After all Ranged Combat is completed, ordered units may make a second move.

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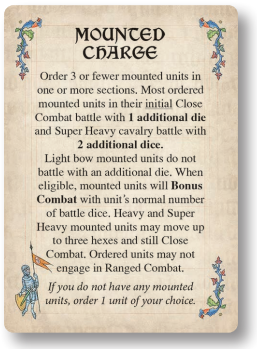
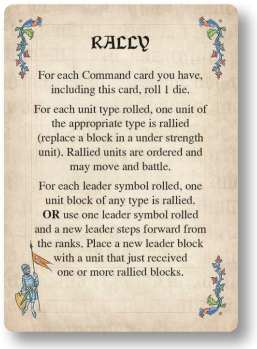
HISTORICAL NOTE: this card reflects the "hit and run" tactics still used by light units in early medieval warfare to harass and discomfit the enemy.



Mounted Charge: Order three or fewer mounted units in one or more Sections. Ordered mounted units will gain one additional die in their initial Close Combat battle. Exceptions: Super-Heavy Cataphract Cavalry gain two additional dice, but Light Bow Cavalry gain no additional dice. Heavy and Super Heavy mounted units may move up to three hexes and still Close Combat. Ordered units may not engage in Ranged Combat. If you do not have any mounted units, order one unit of your choice. (two cards)

Mounted Units Include: Light Cavalry, Light Bow Cavalry, Medium Cavalry, Heavy Cavalry and Super Heavy Cataphract Cavalry.



Rally: For each Command card you have, including this card, roll one die. For each unit type rolled, one unit of the appropriate type is rallied (replace a block in a under strength unit). Rallied units are ordered and may move and battle. For each Leader symbol rolled, one unit block of any type is rallied.

OR use one Leader symbol rolled and a new Leader steps forward from the ranks. Place a new Leader block with a unit that just received one or more rallied blocks. (one card)

►*NOTE: The rally roll may rally more than one unit in one or more Sections. A unit may not gain more blocks than it had to begin with, but a unit may regain more than one block.*

►*NOTE: A Leader symbol can be used to rally any type of unit. Or a Leader symbol can be used to place an unused Leader block with a unit that has just received one or more rallied block(s). Only a unit that has rallied at least one block can use a Leader symbol to place an available Leader block with the unit.*

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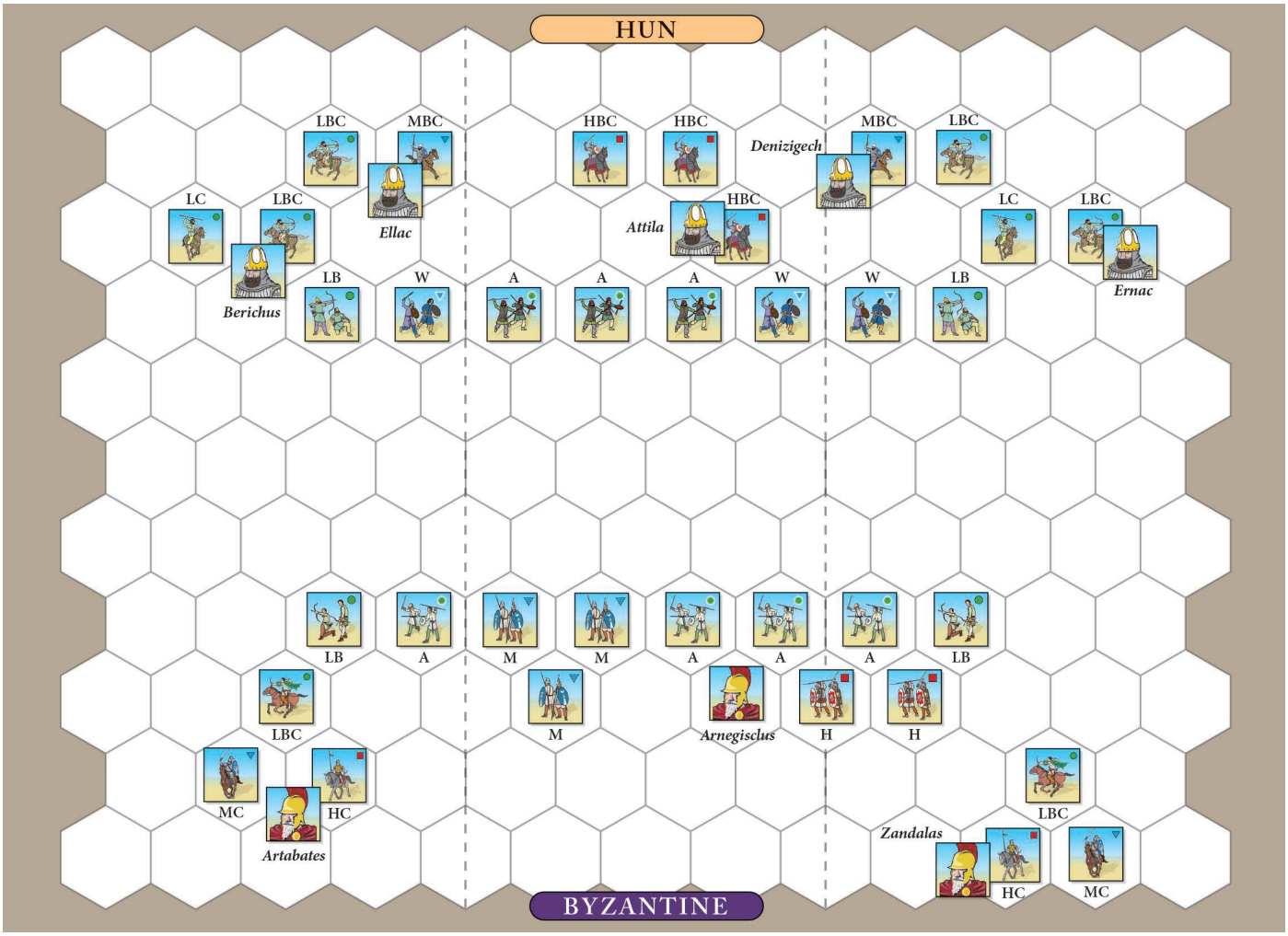
Utus River 447 AD



Historical Background

After the Eastern Roman Empire stopped its tribute to the Huns around the year 444 AD, Attila's army again invaded the Balkan regions of the Eastern Empire. Unfortunately, many veteran Byzantine formations had been withdrawn to counter the Vandal threat in Sicily. The only Roman force readily available was under the command of Arnegisclus, but it did contain sizeable contingents of Heavy Cavalry and mounted archers. The Roman army that moved westwards to engage the Hunnic army in the Roman province of Dacia Ripensis, was most likely a combined force of about 25,000. Attila's raiding army was perhaps of similar size. The details about Attila's raid, which culminated in the battle of Utus, as well as the events afterwards, are very obscure. History records that the Romans were defeated, but it seems that losses were severe for both sides. Arnegisclus' horse was killed and he fought bravely on foot until he was cut down. The battle of Utus in 447 AD was the last of a series of bloody pitched battles between the Eastern Roman Empire and the Huns. Losses were heavy enough that Attila continued raiding south with only a small force of Hun cavalry until stopped at Thermopylae. Peace was again restored when a treaty was signed a year later in 448 AD in which the Eastern Roman Empire agreed to again pay Attila a large annual tribute. The Byzantines quickly rebuilt their armies, and Attila did not threaten the Balkans again, looking instead toward the weaker Western Roman Empire.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Hun Army *(Use Tan blocks)*

- Leader: Attila
- 5 Command Cards
- 4 Inspired Action tokens
- Move First

Roman Army *(Use Purple blocks)*

- Leader: Arnegisclus
- 5 Command Cards
- 2 Inspired Action tokens

Victory

9 Banners

Special Rules

- The Hun Medium and Heavy Cavalry units are armed with bows.
- The Roman Medium and Heavy Cavalry units are not armed with bows.

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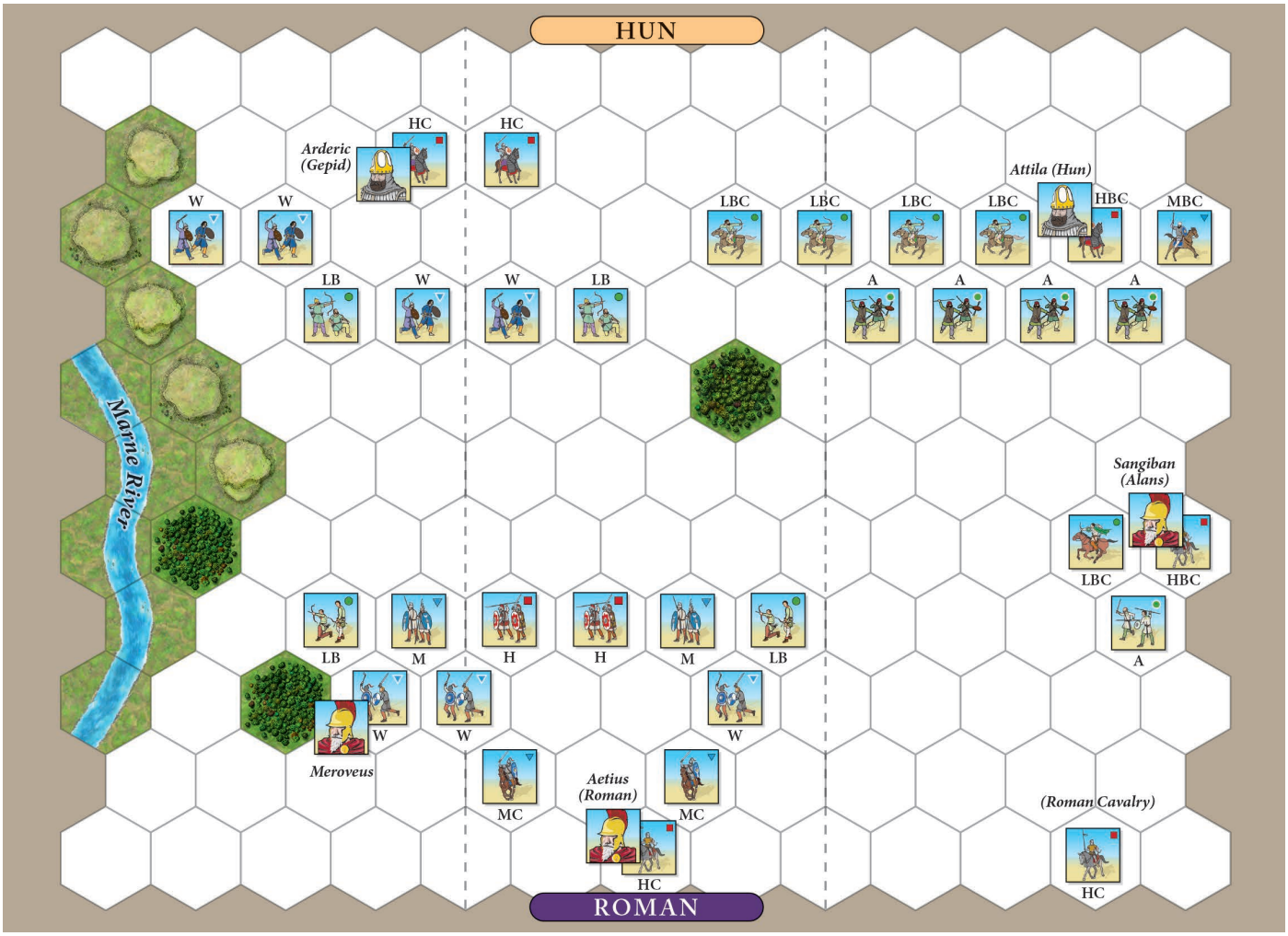
Catalaunian Fields 451 AD (Roman Left)



Historical Background

Attila had a pretext for invading Gaul. Honoria, the older sister of the Western Roman Emperor, appealed directly to Attila to escape an arranged marriage. Attila eagerly accepted the 'proposal' and demanded a dowry of half the Western Empire. The Emperor refused and ordered Aetius, a very capable soldier and diplomat, to build a coalition army to meet the expected invasion. His Roman units and their Gallic auxiliaries formed less than half of the army. The remainder were Alans and Visigoths who reluctantly joined because their fear of the Huns was greater than their hatred of the Romans. Attila's army contained even more nationalities, but the superb Hun horsemen were the largest component. On the day of battle, both commanders formed their armies into three divisions as was customary. Attila's right flank consisted of an ad hoc collection of subject nationalities - primarily Franks, Gepids and Burgundians with no overall commander. The Gepids were most numerous but had lost heavily covering Attila's retreat from Orleans. The Ostrogoths made up Attila's left wing. In the center were the fearsome Huns. Attila expected his Huns to face the Romans, but Aetius had other plans. He had received rumors of possible Alan perfidy, and placed that contingent in the center, bolstered by the Romans on the left and the Visigoths on the right. Attila first tried to outflank Aetius by attacking the Romans with Huns from his center, but the attack failed. Tellingly, the Germanic right wing held back. Attila then launched his main attack against the Alans in the center, but they resisted fiercely before being overwhelmed. The Huns pursued the Alan remnants, ignoring the untouched Romans on their flank. Aetius promptly attacked the Hun's exposed flank while sending part of his wing to push back the wavering Gepids. At the same time the Visigoths routed the Ostrogoths on the other flank and were attacking the Hun's left flank and rear. Attila knew his army would be destroyed if he held his ground, so he ordered a rapid retreat to his wagon laager camp.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Hun Army *(Use Tan blocks)*

- Leader: Attila
- 5 Command Cards
- 3 Inspired Action tokens

Roman Army *(Use Purple blocks)*

- Leader: Aetius
- 5 Command Cards
- 4 Inspired Action tokens
- Move First

Victory

7 Banners

Special Rules

- The Hun Medium and Heavy Cavalry units are armed with bows. Place a bow marker on these units.
- The Gepid Heavy Cavalry units are not armed with bows. Place a non-bow marker on these units.
- The Roman Medium and Heavy Cavalry units are not armed with bows. Place a non-bow marker on these units.
- The Alan Heavy Cavalry units are armed with bows. Place a bow marker on these units.
- The Marne River is impassable.

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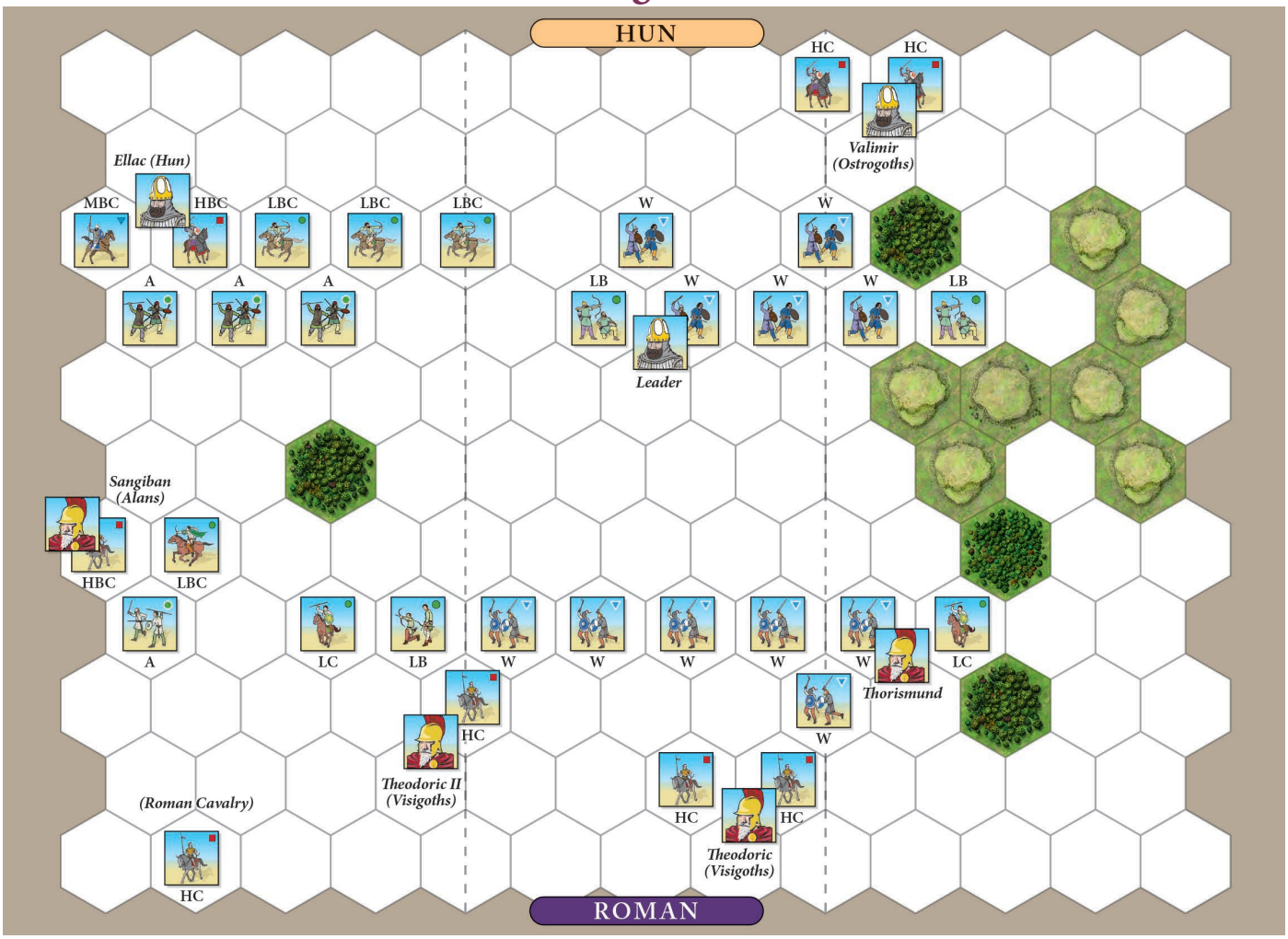
Catalaunian Fields 451 AD (Roman Right)



Historical Background

Attila's army advanced into Gaul, leaving behind a trail of destroyed, plundered cities. His army was delayed at Orleans when the Alan inhabitants resisted effectively. The Alans were one of several Germanic tribes pushed west earlier by the Huns. They were granted permission to settle in Gaul in return for a pledge to fight invading forces. While Attila ravaged, Aetius assembled his army. The Visigoths were the major non-Roman component. Initially they were leaning toward joining Attila, but Aetius, the able diplomat, convinced them that servitude to the Huns was far worse than cooperation with the Romans. This Roman-Visigoth army surprised Attila's besieging army at Orleans and forced it to retreat with significant losses. The Alans also joined in the pursuit, but Aetius had information that they still intended to defect. When the day of battle dawned near the Marne River, Aetius placed the Alans in the center between his reliable Romans and hopefully reliable Visigoths. The Visigoths faced their traditional enemies, the Ostrogoths, and both tribes quickly joined battle. The Visigoths gained the upper hand and pushed the disorganized Ostrogoths back. Meanwhile Attila launched his main attack in the center with masses of Huns charging the outnumbered Alans, who proved their loyalty by resisting fiercely. Numbers prevailed and finally the remnants of the Alans broke and fled with the Huns in hot pursuit. As on the left, the Huns ignored the Visigoths on their flank, but it proved to be their undoing. During their advance against the Ostrogoths, the Visigoth King, Theodoric, was killed. His death sent the Visigoths into a frenzy of anger. In short order the surviving Ostrogoths were routed off the field, and then the Visigoths turned and smashed into the Hun's flank and rear. The slaughter was immense, including most of Attila's personal guard. Attila sounded the retreat and the remnants of his Huns scattered back to his camp as darkness approached. At dawn Attila prepared to defend his camp, but Aetius did not attack, deciding that his allies would remain loyal if a common enemy remained a threat. Attila withdrew his army unmolested.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Hun Army *(Use Tan blocks)*

- Leader: Attila
- 5 Command Cards
- 2 Inspired Action tokens

Roman Army *(Use Purple blocks)*

- Leader: Aetius
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Victory

7 Banners

Special Rules

- The Hun Medium and Heavy Cavalry units are armed with bows. Place a bow marker on these units.
- The Ostrogoth Heavy Cavalry units are not armed with bows. Place a non-bow marker on these units.
- The Alan Heavy Cavalry units are armed with bows. Place a bow marker on these units.
- The Visigoth Heavy Cavalry and Roman Medium Cavalry units are not armed with bows. Place a non-bow marker on these units.

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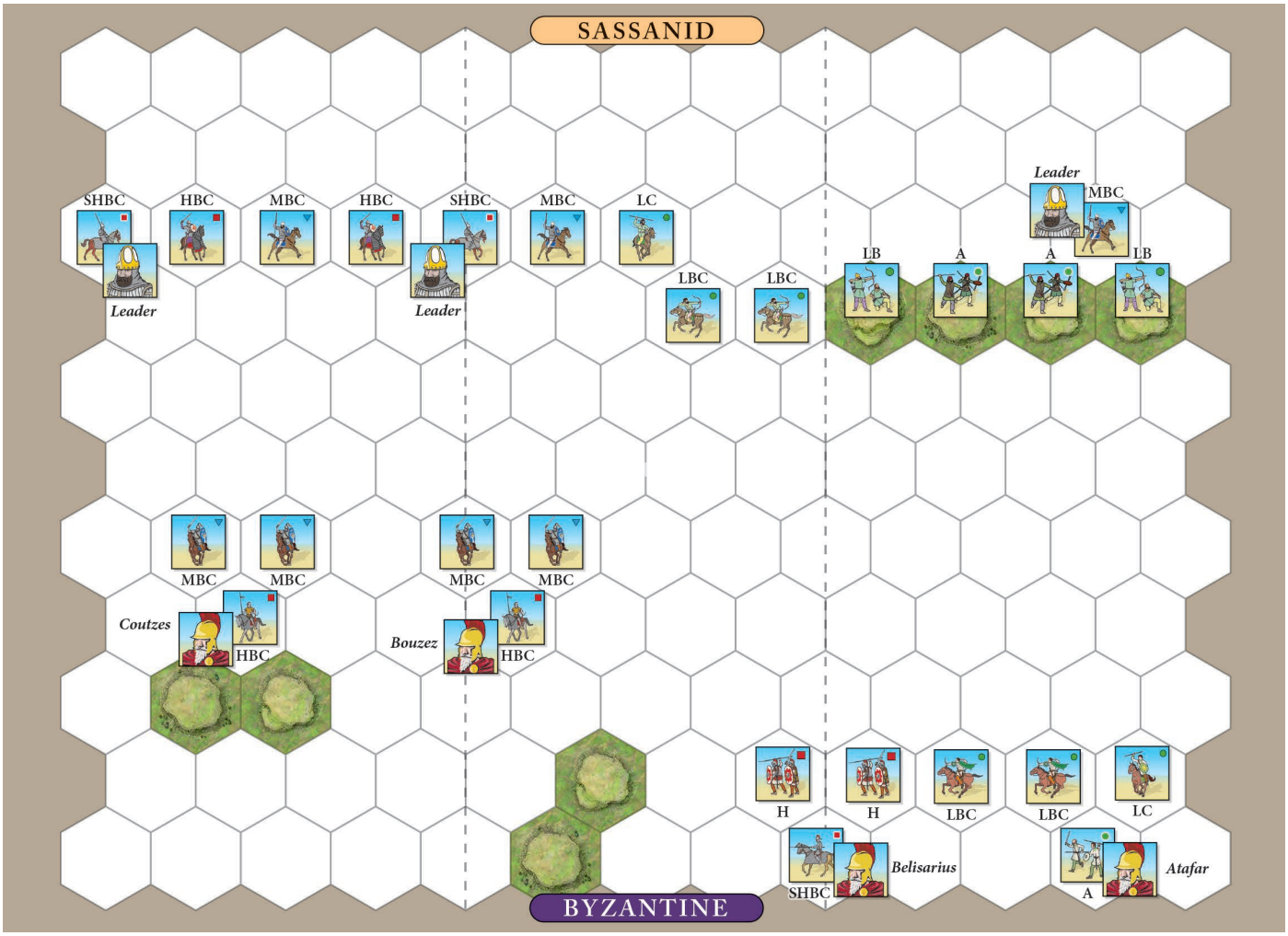

Historical Background

During the Iberian War against the Sassanid Empire in the year 528 AD, Emperor Justinian dispatched Belisarius and a small force of infantry from Dara to guard a workforce constructing a fort at Thannuris. The Sassanids heard of the movement and dispatched a proper army to take back the area. These soldiers were not to be taken lightly. Prior to the Hun's defeat in Gaul, the only nation to defeat the Huns had been the Sassanids. Belisarius sent calls for reinforcements. Bouzes along with his brother Coutzes, assumed to be sons of General Vitalian, marched into the desert to reinforce Belisarius. When the Sassanid troops came into view, the two young and ambitious brothers acted rashly and attacked. Sources are unclear as to whether the Sassanids waited behind obstacles that disordered the Byzantine cavalry and then attacked it, or simply used their larger force to encircle the Byzantines as they charged out of range of Belisarius and his infantry. Whatever the stratagem, the Byzantine cavalry was mauled and fled in disorder. Coutzes was killed. Belisarius wasted no time in ordering the remainder of his forces to disengage and retreat to Dara.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Not Known
- 5 Command Cards
- 4 Inspired Action tokens

Byzantine Army *(Use Purple blocks)*

- Leader: Belisarius
- 5 Command Cards
- 2 Inspired Action tokens
- Move First

Victory

6 Banners

Special Rules

- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium, Heavy and Super Heavy Cavalry units are armed with bows.

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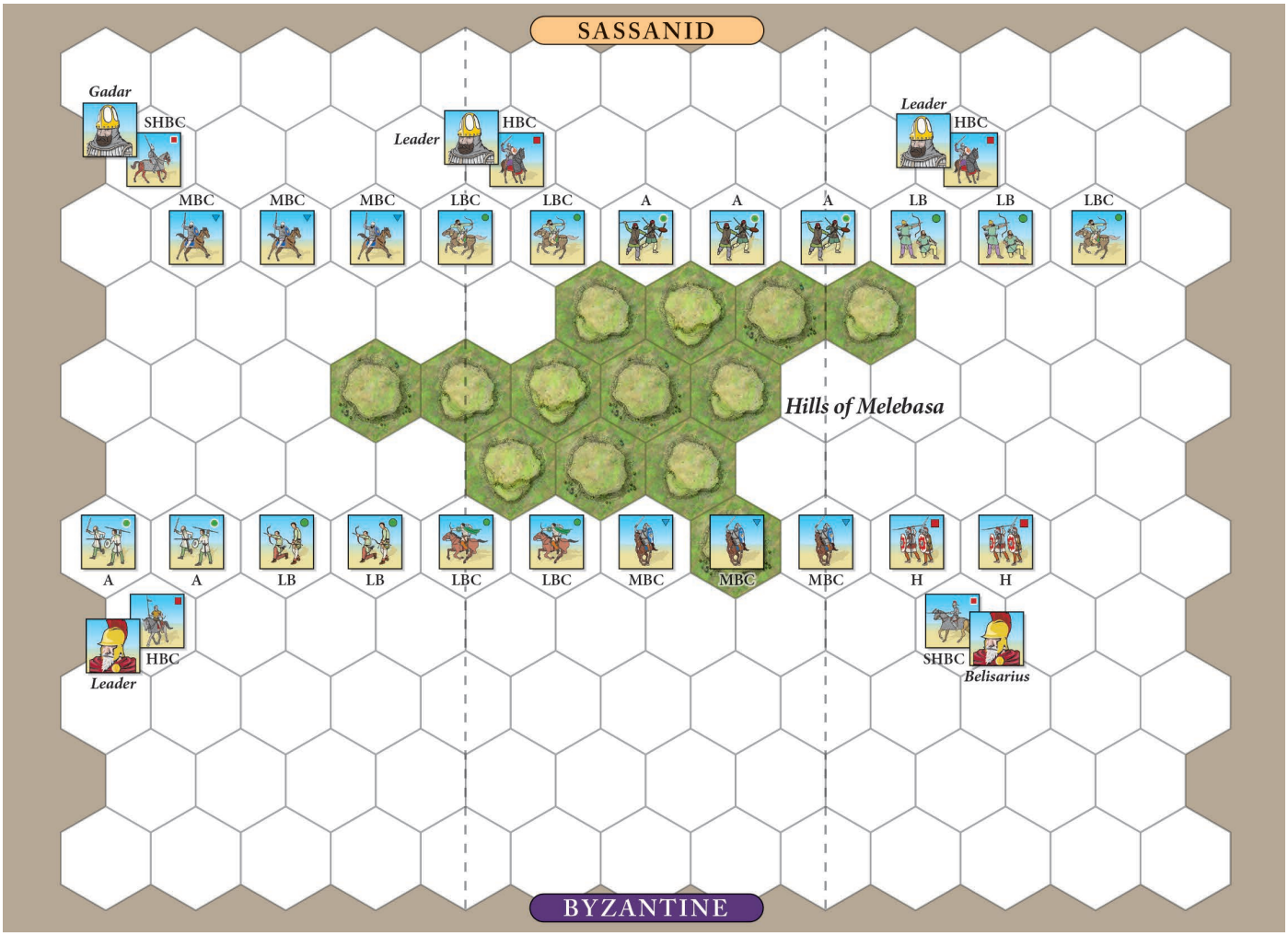
Melebasa 528 AD



Historical Background

After the battle at Thannuris, Belisarius brought his defeated army back to Dara. Awaiting him were orders from Justinian, the Byzantine emperor, to immediately set out on a mission to construct a fort at Melabasa. Kavadh, king of the Sassanid Empire, had already learned of the plan and ordered Gadar the Qadishite to Melebasa with a strong force to prevent the Byzantines from completing their task. A battle took place on the hills of Melebasa. Belisarius' weakened and fatigued force was again defeated. Despite the twin setbacks, Justinian's confidence in Belisarius remained unshaken. In 529 AD Belisarius was made magister militum per Orientem with instructions to make preparations to invade Persia.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Gadar
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Belisarius
- 5 Command Cards
- 3 Inspired Action tokens

Victory

6 Banners

Special Rules

- The Byzantine player, after playing a "Scout" Command card, instead of drawing 2 Command cards at the end of his turn, may draw 1 Command card and take a Victory banner and 1 inspired action token. Taking a Victory banner is not possible, if doing so would give the player the final Victory banner to win the battle.
- The Sassanid medium, heavy and super heavy cavalry units are armed with bows.
- The Byzantine medium, heavy and super heavy cavalry units are armed with bows.

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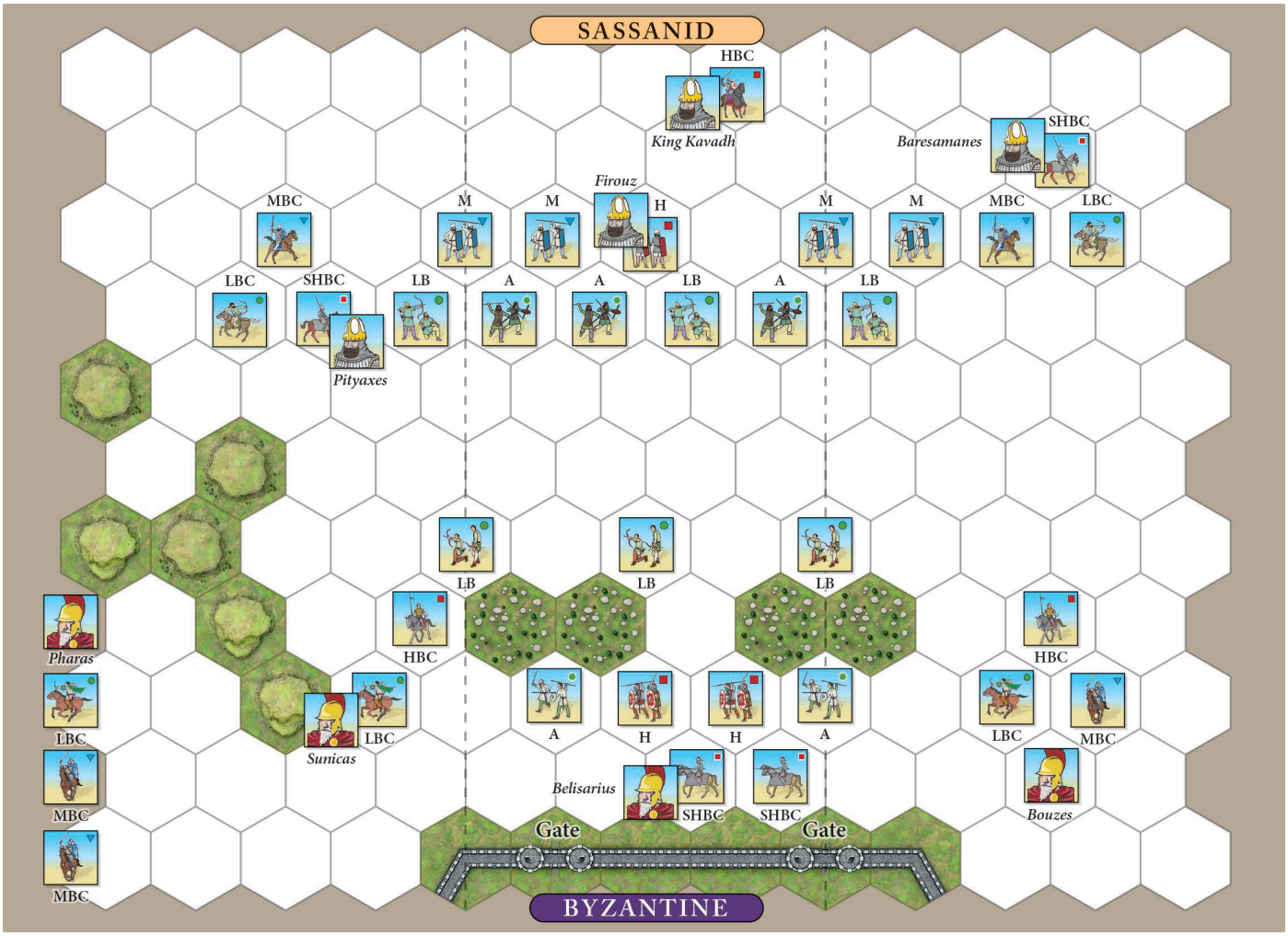
Dara 530 AD



Historical Background

When negotiation for peace between Justinian and Kavadh failed in 529 AD, the Sassanid king sent an army towards Dara, while Justinian ordered Belisarius back to the region. Despite being outnumbered 2 to 1, Belisarius deployed outside the city walls and prepared the ground for battle by digging ditches (represented by broken ground in the scenario) to hinder the Sassanid cavalry. On the first day of battle a small Sassanid cavalry force failed to turn the Byzantine right flank. The second day opened with an exchange of arrow volleys, but after the Sassanid arrow supply was quickly depleted, their dense infantry formation closed with the defending Byzantine infantry. The trench broke the Sassanid forward momentum and neutralized their far greater numbers. Next came a massive Sassanid cavalry attack against the Byzantine left flank. The Byzantines were being pushed back until the Sassanids were successfully counterattacked by Pharas' cavalry which had been hidden behind the hills. The battle then turned to the Byzantine right. Spearheaded by the elite Sassanid 'Immortals,' thousands of mounted Sassanids pushed back the Byzantine right flank. Their advance separated them from the Sassanid infantry in the center. Belisarius was quick to throw much of his reserve cavalry into the gap to attack the exposed Sassanid flank. When the Sassanid cavalry turned to fight their attackers, they were swiftly attacked in flank by Belisarius's personal cavalry and in the rear by the reformed infantry. The tightly packed Sassanid cavalry could not maneuver or fight effectively and were slaughtered by the Byzantine counterattack. Over 5,000 perished and the survivors retreated in great disorder. With the Sassanid left flank destroyed, the Byzantine horsemen wasted no time in taking the Sassanid massed infantry in flank. The Sassanid infantry formation dissolved into thousands of panicked individuals running for their lives. The pursuit was short. Belisarius had won a signal victory and did not want to risk having his pursuing troops take losses from a Sassanid counterattack.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: King Kavadh
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Belisarius
- 6 Command Cards
- 4 Inspired Action tokens

Victory

7 Banners

Special Rules

- The Sassanid player gains 1 Victory Banner for each gate that is stormed and opened.
- The Byzantine player may enter Pharas and his Cavalry units by the play of a Command card in the left section. Pharas and/or a unit, when ordered to enter, is placed on a hill hex or on an adjacent hex. The unit may not move but may battle.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium, Heavy and Super Heavy Cavalry units are armed with bows.

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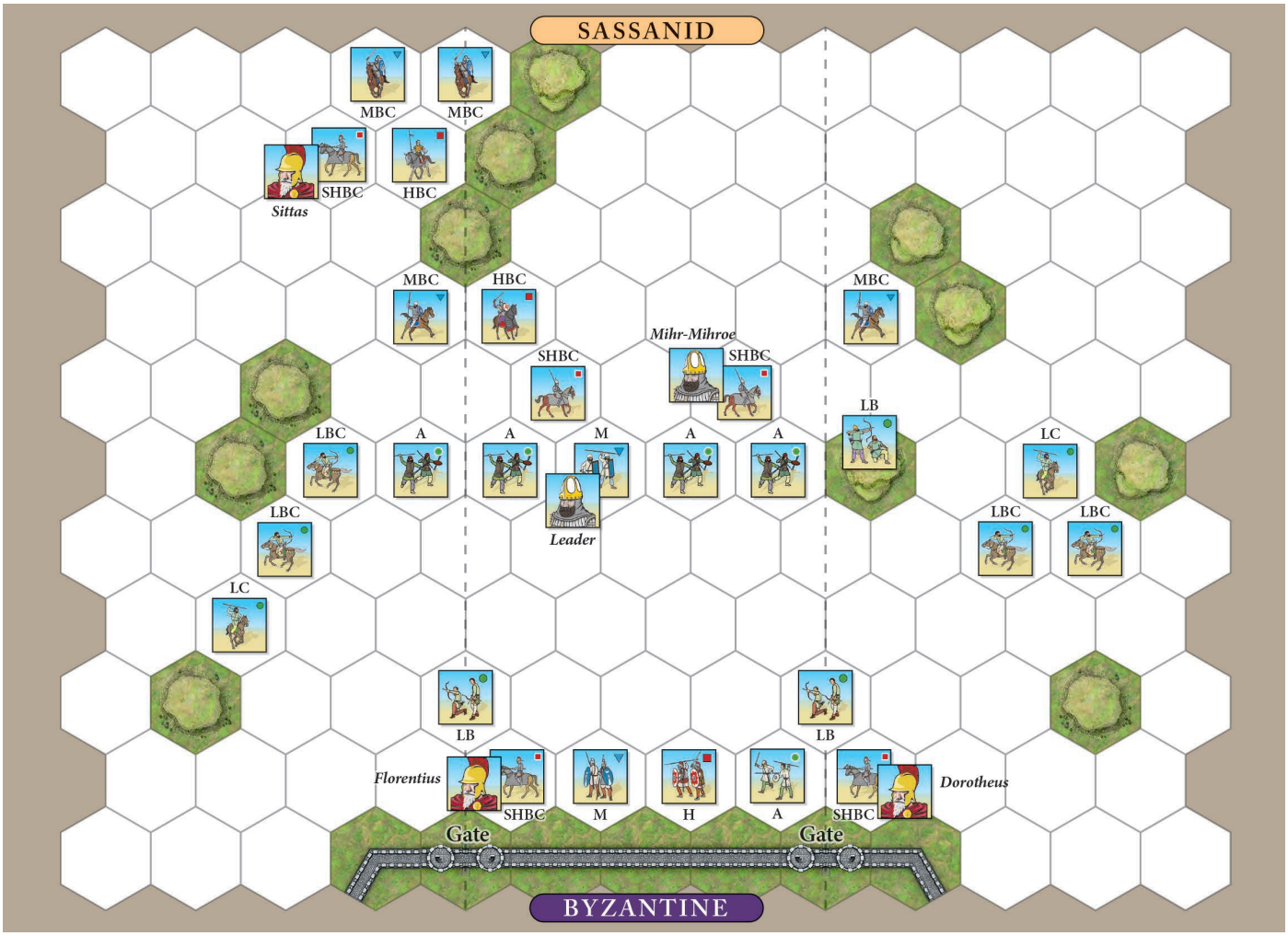
Satala 530 AD



Historical Background

After the Sassanid loss at Dara, under the guidance of Mihr-Mihroe another Sassanid army was assembled and marched to the city of Satala in Byzantine Armenia. Mihr-Mihroe, planned to lay siege to Satala and set up camp a short distance from the city walls. News reached Sittas and Dorotheus that a Sassanid army twice their number was approaching. While Dorotheus remained in the city, Sittas took a small detachment to hide in the surrounding hills. On the following day as the Sassanid army moved forward to surround the city Sittas attacked. Mihr-Mihroe decided that it was the main Byzantine army and turned to face the threat. Dorotheus then led the force out of the city and attacked the Persians in their rear. Attacked from two sides, the more numerous Persian levies still fought bravely. During the fighting, however, Mihr-Mihroe's battle standard was captured. The loss of his standard finally caused the Persian ranks to panic and retreat to their camp. On the following day the Sassanid army returned unmolested to Armenia.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Mihr-Mihroe
- 5 Command Cards
- 4 Inspired Action tokens

Byzantine Army *(Use Purple blocks)*

- Leader: Sittas
- 6 Command Cards
- 4 Inspired Action tokens
- Move First

Victory

6 Banners

Special Rules

- The Sassanid player gains 1 Victory banner for each gate that is stormed and opened.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium, Heavy and Super Heavy Cavalry units are armed with bows.

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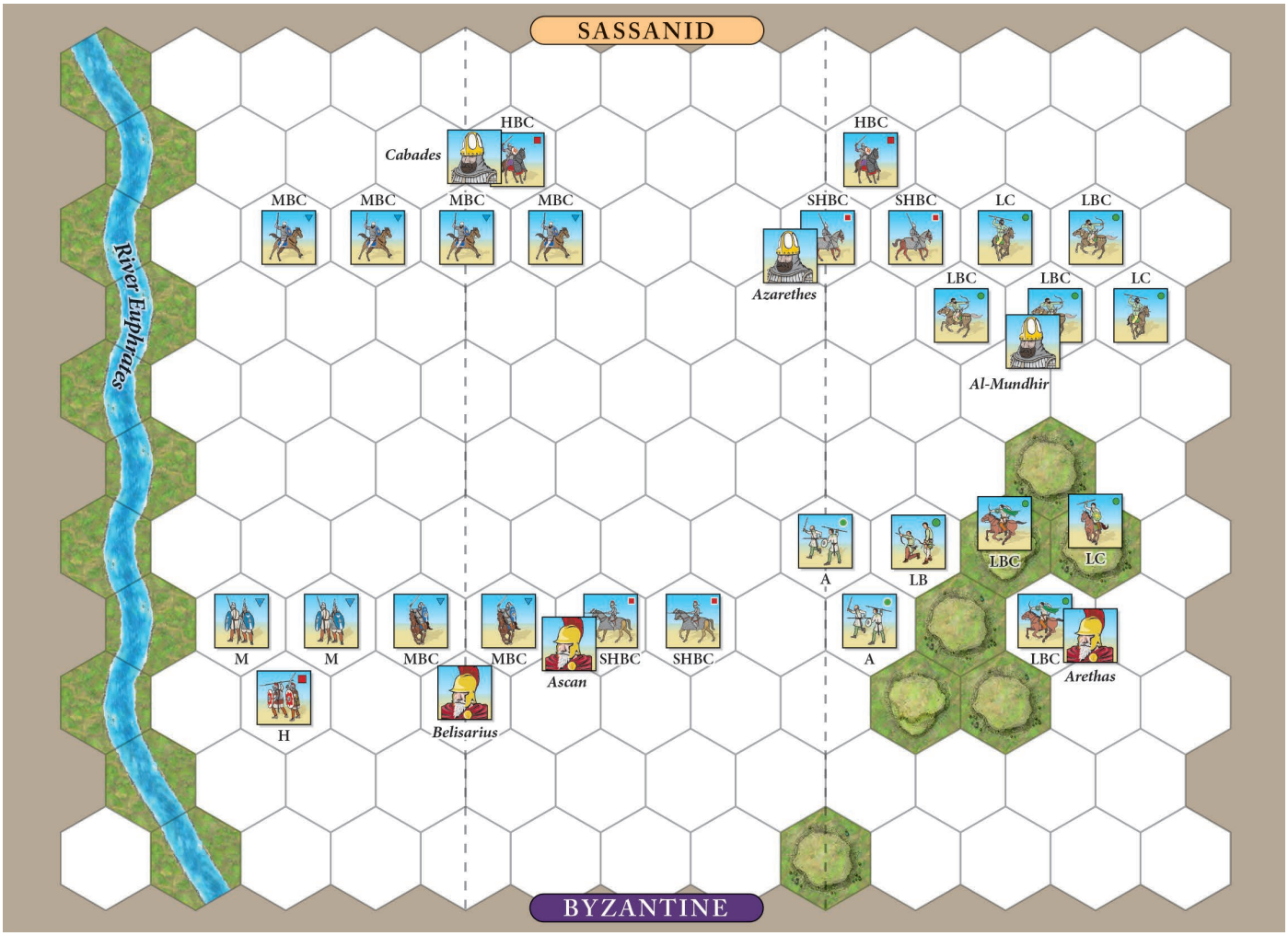
Callinicum 531 AD (Phase 1)



Historical Background

In the spring of 531 AD, the Persian army, now commanded by the able general Azarethes, again invaded the Byzantine territory of Syria. Belisarius was caught off guard by the new direction of the invasion, yet he quickly marched a small part of his army at Dara to intercept the Persians who had been busy pillaging the countryside. Belisarius received numerous Syrian garrison reinforcements, giving him a force of equal size to the Persians. Still, it was an army that had not fought together before. After outmaneuvering Azarethes, Belisarius wished only to force the Persians to retreat, but much of the Byzantine army clamored to do battle, and ominously, began to openly insult Belisarius. Fearing a mutiny, Belisarius deployed for battle on Easter Sunday. For much of the day both sides engaged in missile fire. The Persians had the advantage in the number of bows, but the Byzantine bows were stronger. Both sides lost heavily, but the more lightly armed Persian cavalry got the worst of it. While this exchange of missiles took place, Azarethes moved most of his heavy cavalry unnoticed to his left and they charged. The Byzantine right wing crumbled and fled. Azarethes' cavalry now occupied the high ground on the exposed Byzantine flank. The Byzantine army faced imminent destruction.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Azarethes
- 5 Command Cards
- 5 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Belisarius
- 5 Command Cards
- 3 Inspired Action tokens

Victory

6 Banners

Special Rules

- The group of six hill hexes is worth 1 Victory Banner. The banner is awarded at the start of a player's turn when at least one unit occupies any of these hexes and the opposition does not occupy any of these hexes. The Victory banner is held so long as both of those conditions exist.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium and Super Heavy Cavalry units are armed with bows.
- The Euphrates River is impassable.

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Callinicum 531 AD (Phase 2)



Historical Background

Azarethes had proven himself to be the better tactician in this battle. He had moved most of his heavy cavalry unnoticed to his left and they charged with stunning effect. The Byzantine right wing, composed of 5,000 lightly armed Ghassinid Arabs, crumbled and fled. Azarethes' cavalry now occupied the high ground, looking down on the exposed flank of the Byzantine center. Their next charge overran 2,000 newly recruited infantry and smashed into much of Ascan's center cavalry. Ascan and over 800 of his heavy cavalrymen died in place to buy time for Belisarius. That sacrifice not only gained the needed time, but also inflicted heavy loss on the elite Persian Heavy cavalry. Belisarius now proved himself to be the better leader. He and his subordinate Petros refused the open right flank to reach the bank of the Euphrates River with a combination of reformed cavalry, infantry from the left wing and all available reserves. This outnumbered, but solid, formation held out against repeated Persian cavalry charges. Without the benefit of heavy cavalry, the remaining Persian light cavalry took heavy casualties but could not break it. When darkness fell, what remained of the Byzantine army escaped over the Euphrates River to the safety of Callinicum. The Persians had gained a Pyrrhic victory. Both armies were so crippled by the losses that they would be out of action for many months, and those losses cost both Belisarius and Azarethes their commands.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Azarethes
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Belisarius
- 4 Command Cards
- 3 Inspired Action tokens
- Move First

Victory

5 Banners

Special Rules

- To determine the starting player, both players roll dice equal to their command. The player that rolls the most Leader symbols will move first.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium and Super Heavy Cavalry units are armed with bows.
- The Euphrates River is impassable.

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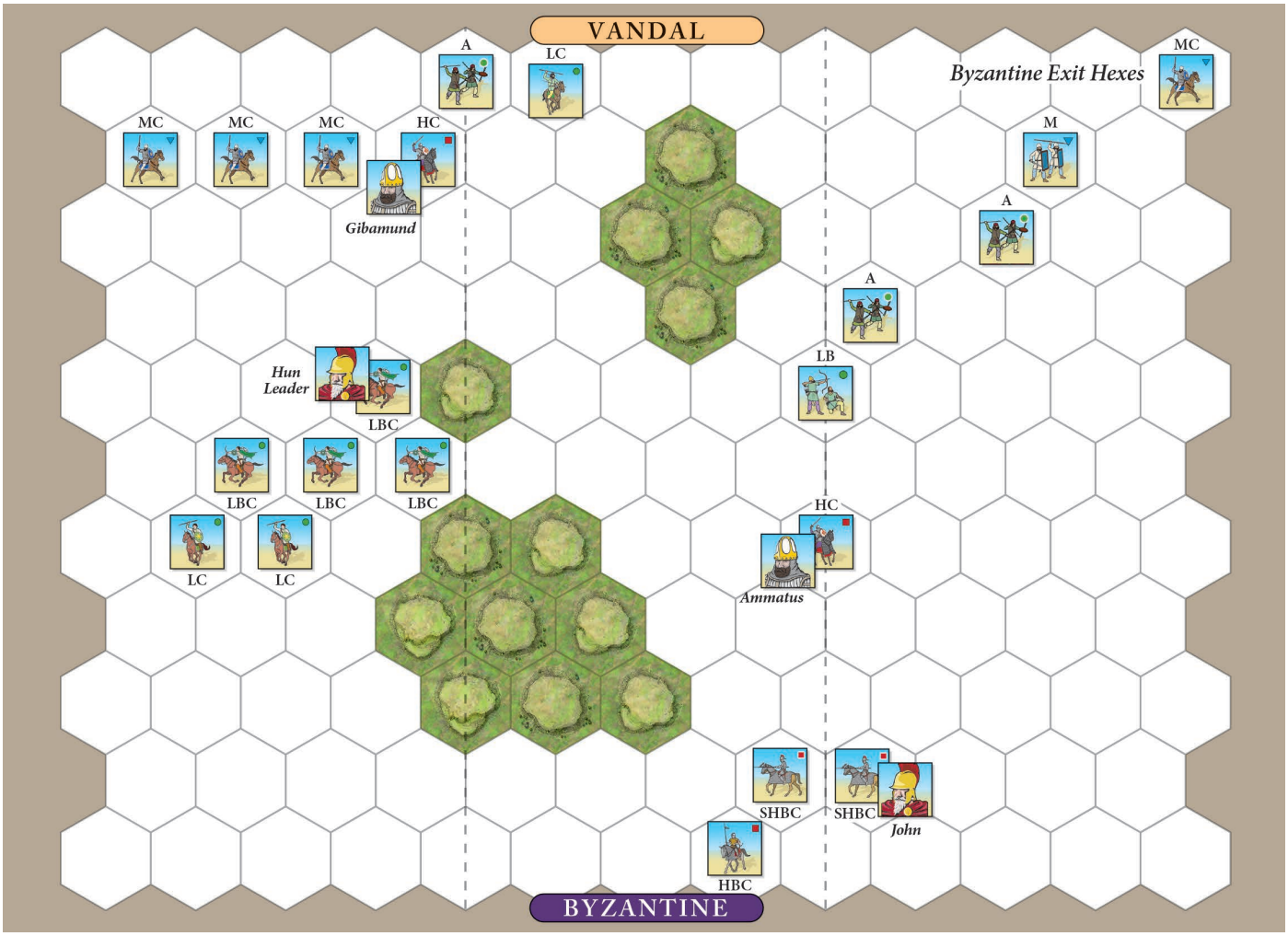
Decimum 533 AD (Phase 1)



Historical Background

In 530 AD, Gelimer dethroned the Vandal king Hilderic, a vassal of Justinian the Byzantine emperor. Hilderic appealed for help, also citing Gelimer's persecution of eastern Christians. After making a favorable peace with the Sassanids in 532 AD, Justinian launched an expedition led by Belisarius to bring North Africa under Byzantine rule.

Belisarius landed his army of 16,000 near the ancient city of Carthage and built a fortified camp. He sent ahead an advance guard under the command of Count John to screen the main army as it marched to Carthage. He also had his Hun cavalry screen his left flank (although the Hun Empire no longer existed, skilled Hun cavalry were still much in demand as mercenaries).

Gelimer was surprised by the advance on Carthage and prepared to attack the invaders. His brother Ammatus was sent from Carthage to engage John, while his nephew Gibamund was to fall on the Byzantine vanguard's flank. The main army, led by Gelimer, would then swing around the hills and trap the main Byzantine army and attack it in the rear. This complex plan fell apart when Ammatus' force engaged John piecemeal before the others were in position. Ammatus was mortally wounded in the fight and his force was wiped out by John's pursuing cavalry. About the same time as Ammatus' defeat, Gibamund's flanking force also was routed when it encountered the Huns, who felt they had been blessed by heaven with so many targets for their arrows.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Vandal Army *(Use Tan blocks)*

- Leader: Gibamund & Ammatus
- 4 Command Cards
- 2 Inspired Action tokens

Byzantine Army *(Use Purple blocks)*

- Leader: John
- 5 Command Cards
- 4 Inspired Action tokens
- Move First

Victory

5 Banners

Special Rules

- The Byzantine player gains 1 Victory Banner for each heavy or super heavy cavalry unit that exits the battlefield from the Vandal's left section. To exit, the unit must be ordered and move off the battlefield. A unit must start its turn on an opponent's left section baseline hex to exit off the battlefield.
- The Vandal Medium and Heavy Cavalry units are not armed with bows.
- The Byzantine Heavy and Super Heavy Cavalry units are armed with bows.

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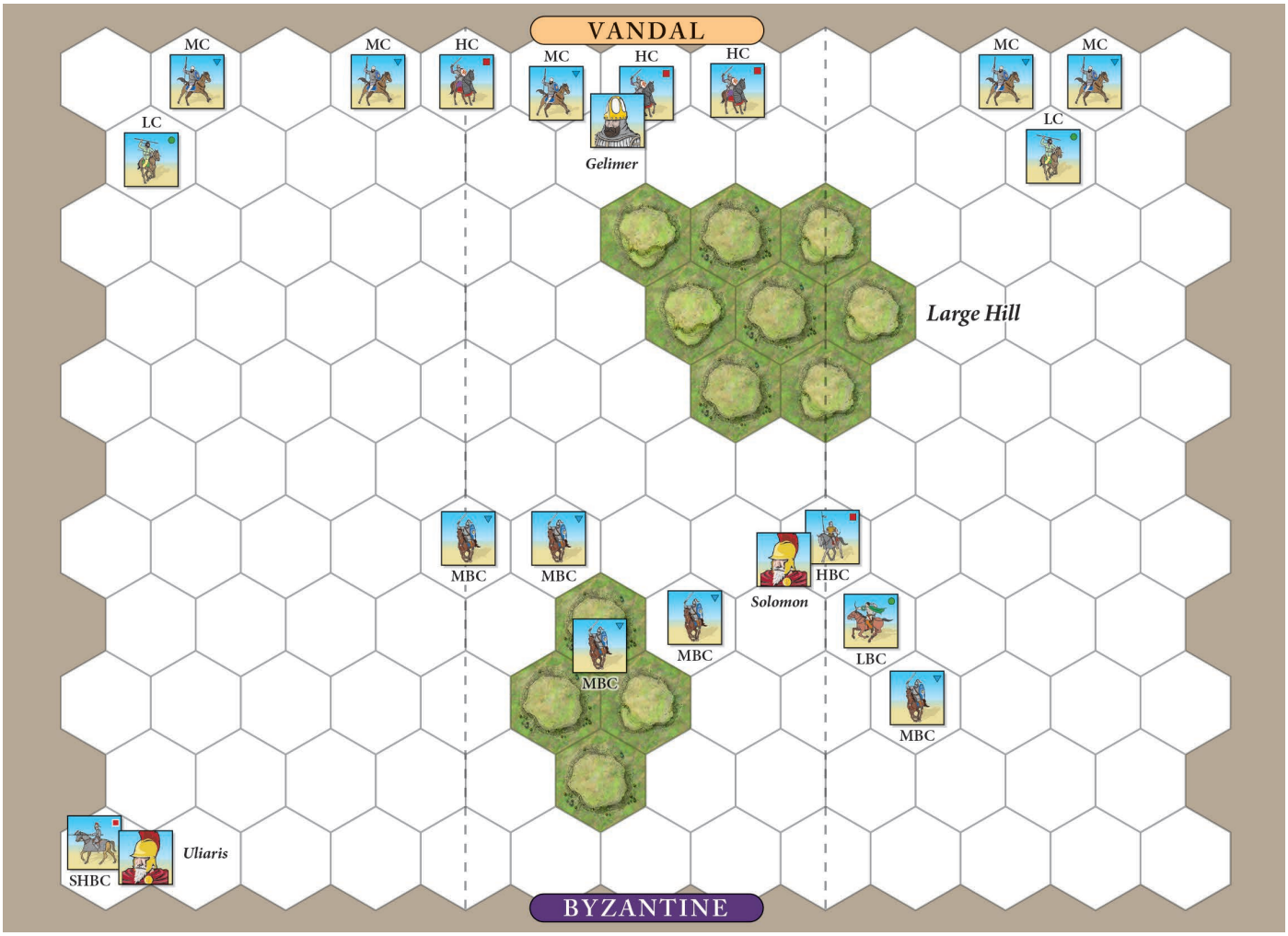
Decimum 533 AD (Phase 2)



Historical Background

John ended his pursuit of Ammatus' survivors at the gates of Carthage. Meanwhile Solomon, one of Belisarius' subordinates, arrived with the Byzantine army vanguard at the site of John's fight at Ad Decimum. Not knowing where the enemy was, Solomon climbed a nearby hill and saw Gelimer's main Vandal army approaching. Throwing caution to the winds, Solomon launched his force toward the Vandal army. A large hill separated the two forces. Both leaders recognized the importance of the position and began the race to gain possession of the hill. The Vandals managed to control the summit first and used that advantage to rout the Byzantines. The fugitive Byzantines threw Belisarius' normally steady personal guard into confusion, and instead of trying to rally the retreating Byzantines, they joined them in flight.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Vandal Army *(Use Tan blocks)*

- Leader: Gelimer
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Solomon
- 5 Command Cards
- 3 Inspired Action tokens

Victory

6 Banners

Special Rules

- The group of 8 hill hexes that make up the large hill is worth 3 Victory Banners. The Banners are awarded at the start of a player's turn when at least one unit occupies any of these hexes and the opposition does not occupy any of these hexes. The Victory Banners are held as long as a unit of the appropriate side holds one of these hexes and the enemy does not occupy any of these hexes.
- The Vandal Medium and Heavy Cavalry units are not armed with bows.
- The Byzantine Medium, Heavy and Super Heavy Cavalry units are armed with bows.

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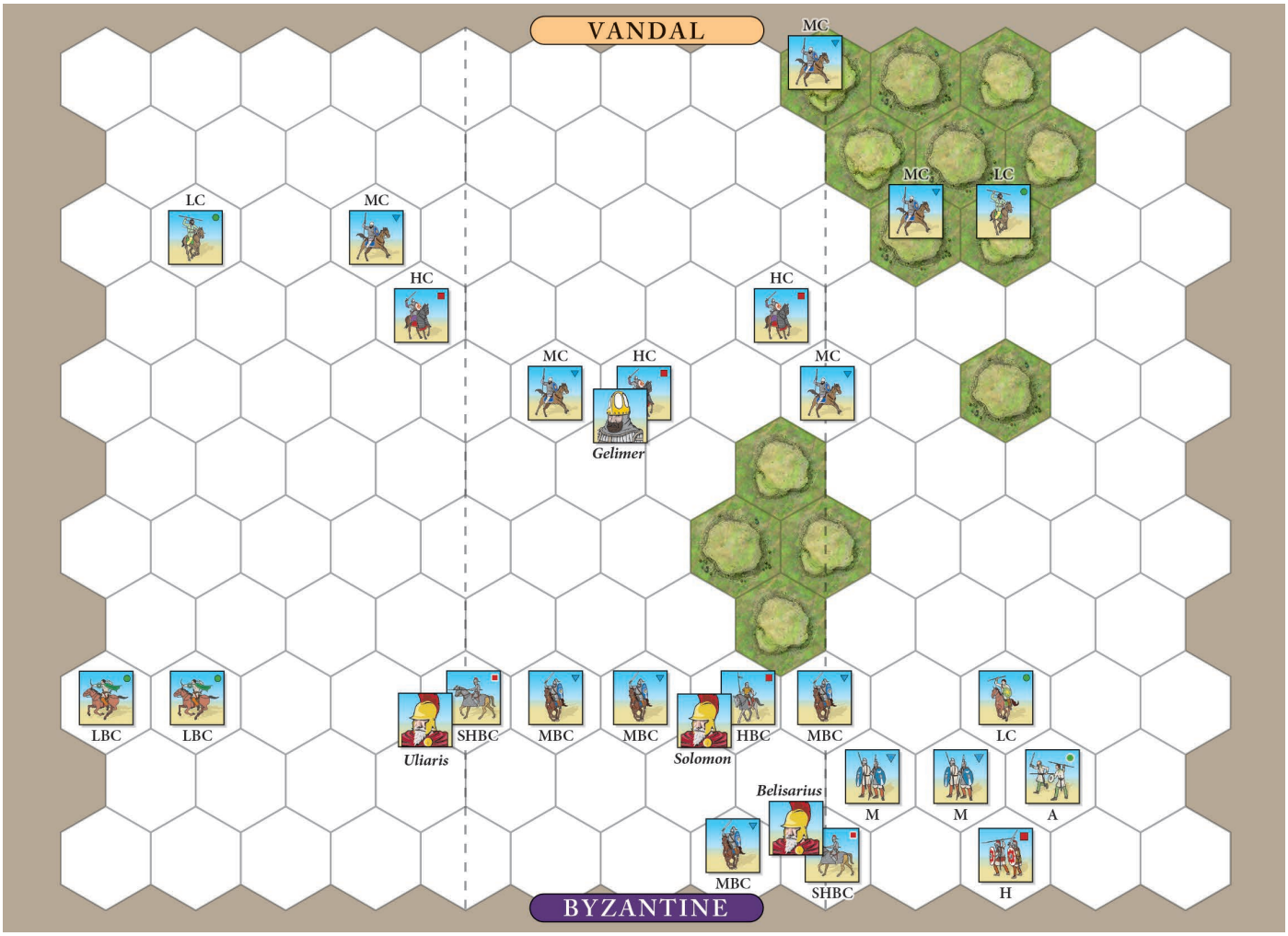
Decimum 533 AD (Final Phase)



Historical Background

When the fleeing Byzantines reached Belisarius, they rallied quickly and reformed their ranks. Belisarius then set out for Ad Decimum at full speed. Gelimer, on the other hand, found his brother's body among the dead and mourned his brother's death, while his troops aimlessly milled about. The delay gave Belisarius time to advance against the disorganized Vandals. The attack also came from an unexpected direction, for Gelimer had thought he had missed the main Byzantine army, which he assumed had defeated his brother and was already moving on Carthage. The Vandals were not able to fight off the Byzantine attack and fled along with Gelimer to the Plains of Boulla.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Vandal Army *(Use Tan blocks)*

- Leader: Gelimer
- 3* Command Cards
- 2 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Belisarius
- 5 Command Cards
- 3 Inspired Action tokens

Victory

5 Banners

Special Rules

* The Vandal player starts with 3 Command cards (the Vandal force is disorganized). At the end of the first Vandal turn, the Vandal player draws 2 Command cards. The Vandal player will now hold 4 Command cards. At the end of the second Vandal turn, the Vandal player draws 2 Command cards. The Vandal player will now hold 5 Command cards. The Vandal player's hand will remain at 5 Command cards for the rest of the battle.
- The Vandal Medium and Heavy Cavalry units are not armed with bows.
- The Byzantine Medium, Heavy and Super Heavy Cavalry units are armed with bows.

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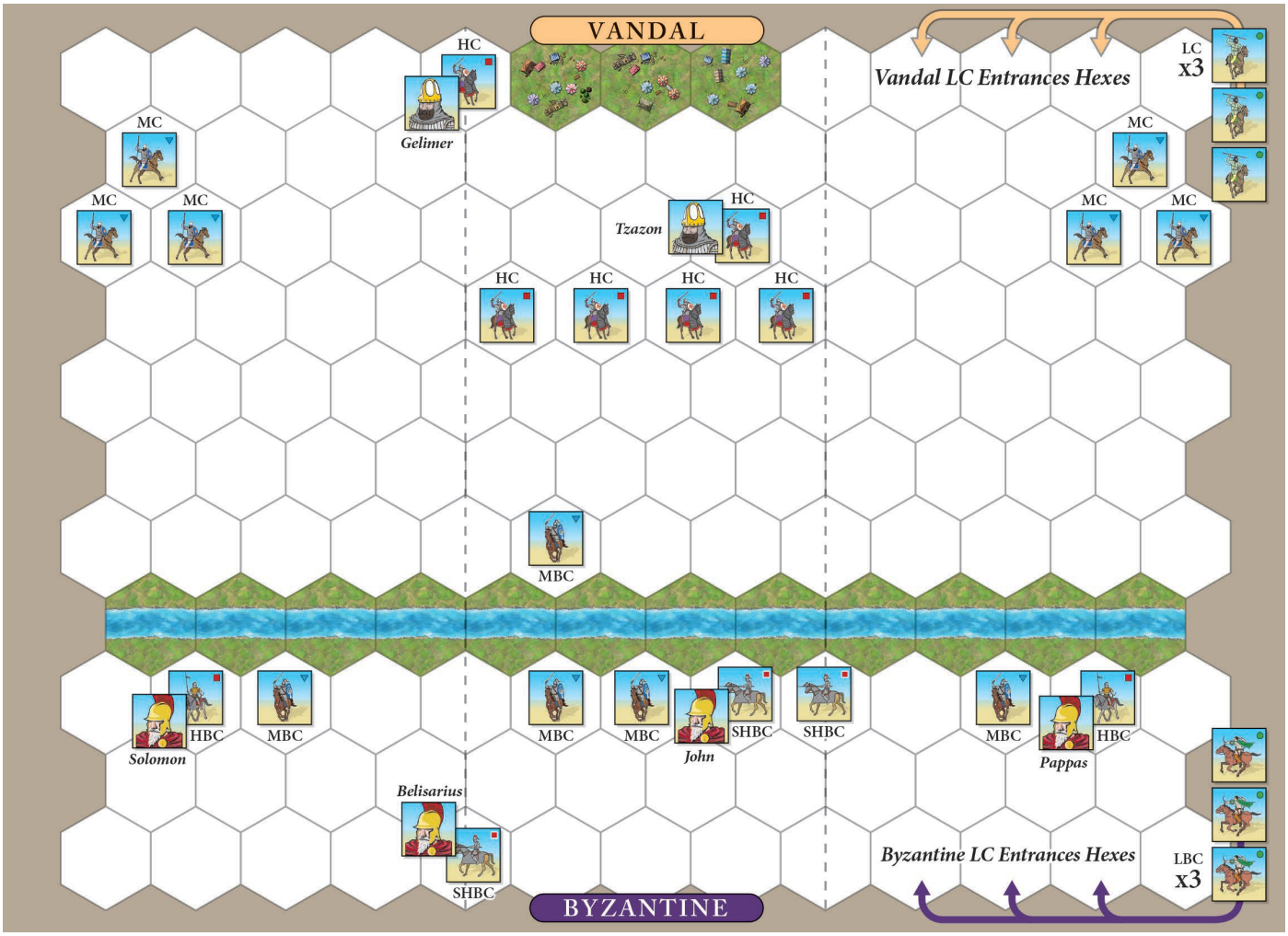
Tricamarum 533 AD



Historical Background

The defeat at Ad Decimum did not deter Gelimer, and shortly after his brother Tzazon returned from putting down a rebellion in Sardinia, the two marched on Belisarius, who now occupied Carthage. Gathering intelligence from his spies, Gelimer attempted to bribe the Huns in the Byzantine army, but Belisarius learned of the intrigue and made a larger offer. Belisarius knew the Huns felt they had been sent to North Africa after being promised duty closer to their lands and could still be persuaded to change sides. Therefore, Belisarius decided to bring the enemy to battle before any treachery could commence. Count John was sent ahead with the cavalry carrying orders to skirmish until the infantry arrived. The Huns rode in the rear of the cavalry column and were stationed well away when the Byzantines made camp on the far side of the creek from the Vandal camp. The next day Gelimer led out his army and deployed for battle. John stationed himself with the center division and crossed the small stream with small contingents and skirmished several times, but each time had to retreat from larger Vandal pursuit forces. For their part the Vandals would not pursue John across the stream. Instead they would stop at the bank and retire. Tzazon and several other Vandal nobles had perished in these skirmishes, and the Vandal army was starting to lose heart. When Belisarius arrived and assessed the situation, he changed his mind and ordered the entire cavalry force to attack without waiting for the infantry. The Vandals, now in disarray, were pursued back to their camp. The Huns waited to see which side won and joined the Byzantines in pursuing the Vandals. Belisarius waited for his infantry to arrive before moving on the Vandal camp. Gelimer, seeing the camp being surrounded, escaped to the mountains.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Vandal Army
(Use Tan blocks)
- Leader: Gelimer
- 5 Command Cards
- 2 Inspired Action tokens

Byzantine Army
(Use Purple blocks)
- Leader: Belisarius
- 5 Command Cards
- 4 Inspired Action tokens
- Move First

Victory

6 Banners

Special Rules

- After a player has gained his third Victory Banner, the three Moor light cavalry units for the Vandal player or the three Hun light cavalry units for the Byzantine player, are placed on the battlefield in hexes as indicated at the start of the player's next turn.
- The Vandal Medium and Heavy Cavalry units are not armed with bows.
- The Byzantine Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The stream does not stop movement however, a unit will not receive any charge bonus dice when a unit starts, ends or moves through the stream.

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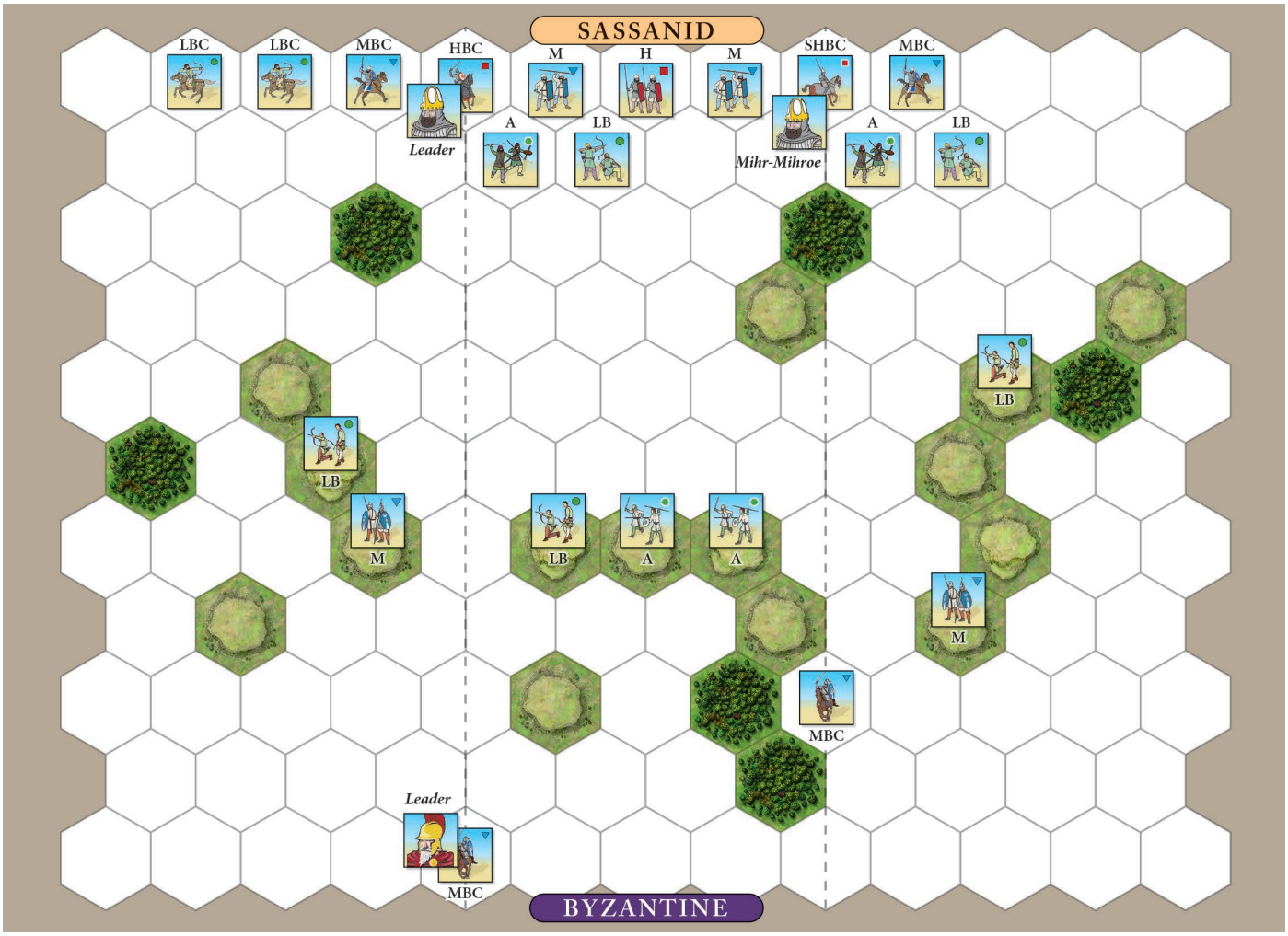
Lazic War 548 AD (Petra Mountain Passes)



Historical Background

The Lazic War was fought between the Byzantine Empire and Sassanid Persia for control of Lazica, a province on the eastern shore of the Black Sea. As part of the Eternal Peace of 532 AD, Sassanid Persia granted control of the region to the Byzantines. However, an uprising against the Byzantines in 541 AD allowed the Sassanids to retake the area. In 548 AD King Goubazes revolted against the Sassanids and requested help from the Byzantines. The Byzantine general Dagisthaeus marched to assist Goubazes in the siege of the fortified city of Petra. A Sassanid relief force, under the command of Mihr-Mihroe (yes, the same Sassanid general who was defeated years before at Satala), was sent to relieve Petra. On his way, Mihr-Mihroe encountered a small Byzantine force that was guarding the mountain passes. The Byzantines were defeated, and Mihr-Mihroe advanced to successfully raise the siege of Petra.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Mihr-Mihroe
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Not Known
- 5 Command Cards
- 2 Inspired Action tokens

Victory

5 Banners

Special Rules

- The Sassanid player gains 1 Victory banner for each unit that exits the battlefield from the Byzantine baseline hex. To exit, the unit must start its turn on an opponent's baseline hex and must be ordered to exit off the battlefield.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium Cavalry units are armed with bows.
- All the hills are considered rugged. When a unit or leader moves onto a rugged hill, the unit must stop and it may move no further on that turn.

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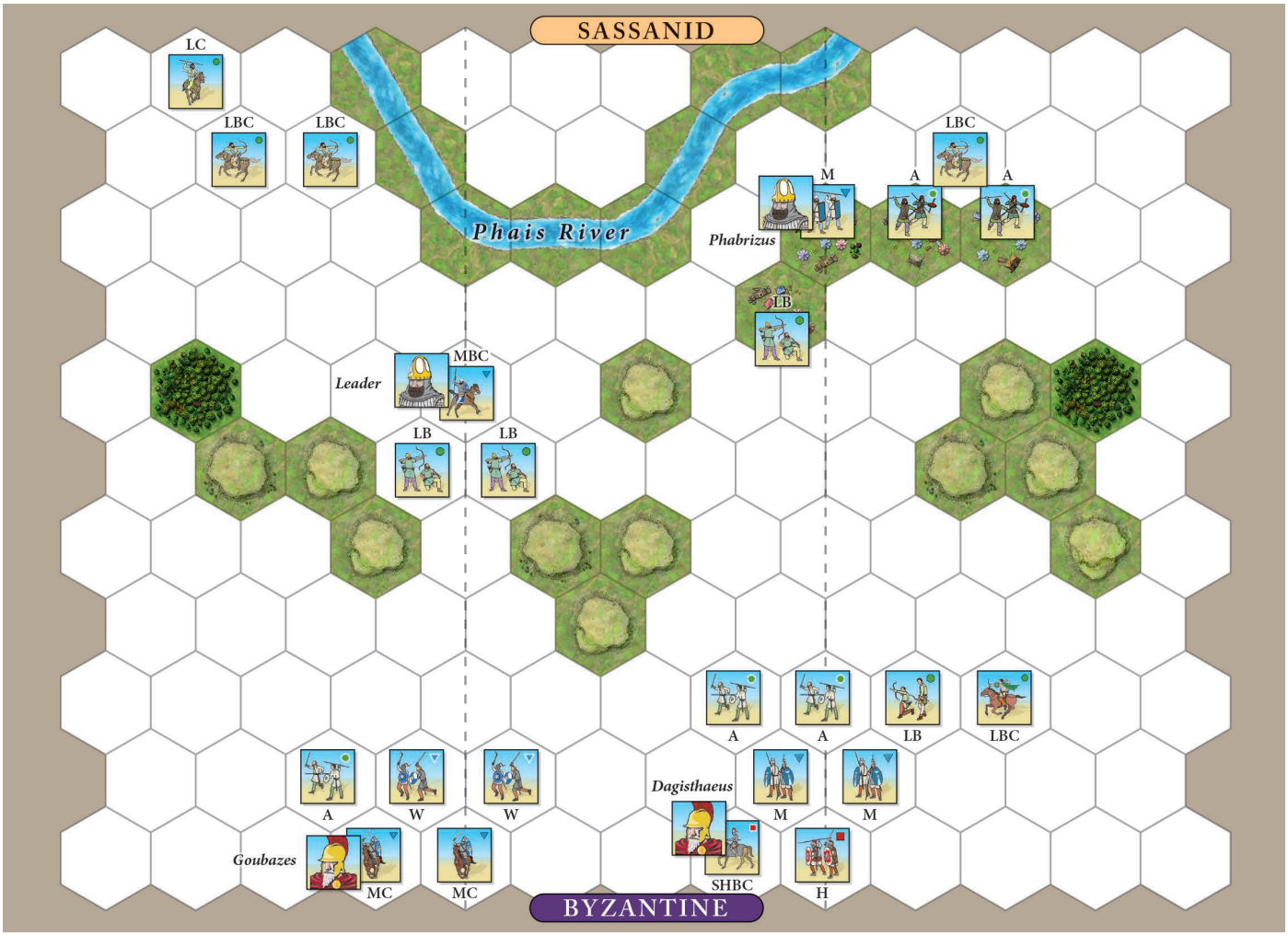
Lazic War 549 AD (Phasis River)



Historical Background

After raising the siege of Petra. Mihr-Mihroe left a small Sassanid force in the city while he withdrew due to lack of supplies. He also left Phabrizus with a force of 5,000 to defend the mountain passes and to plunder the surrounding countryside. Goubazes, king of the Lazi, and Dagisthaeus, the Roman magister militum per Armeniam, caught up with Phabrizus on the banks of the Phasis River. While still some distance from the main enemy position, the Byzantine army surprised and captured a Sassanid patrol. After learning from captives of the size, strength and location of the main enemy force, the Byzantines advanced against the Sassanid encampment. A contingent of Sassanid cavalry tried to intervene but was brushed aside. The surprised Sassanids were crushed and the camp was overrun and plundered. This setback compelled the Sassanids to abandon the Lazica region.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Phabrizus
- 4 Command Cards
- 2 Inspired Action tokens

Byzantine Army *(Use Purple blocks)*

- Leader: Goubazes & Dagisthaeus
- 5 Command Cards
- 4 Inspired Action tokens
- Move First

Victory

6 Banners

Special Rules

- If a Byzantine unit occupies a Sassanid camp hex at the start of the Byzantine turn, the player may remove the camp hex and gain 1 Victory banner before playing a Command Card.
- The Sassanid Medium Cavalry unit is armed with bows.
- The Byzantine Super Heavy Cavalry unit is armed with bows, place a bow marker on these units. The Medium Cavalry units are not armed with bows, place a non-bow marker on these units.
- The Phasis River is fordable.

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Lazic War 550 AD (River Hippis)



Historical Background

After Dagisthaeus destroyed Phabrizus' Sassanid forces at the Phasis River, (see Phasis River scenario), it was not long before another Sassanid army, under the command of Chorianes, was sent back into Lazica. The Sassanid army's advance was slowed down mainly due to the rough terrain of the region. The pace of their advance allowed the combined forces of Dagisthaeus and Goubazes to intercept Chorianes' army near the River Hippis. Although hampered by the rough terrain, both sides fought bravely. After Chorianes was killed, however, the Sassanid forces could no longer maintain order and they fled the field.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Chorianes
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Goubazes & Dagisthaeus
- 6 Command Cards
- 5 Inspired Action tokens

Victory

7 Banners

Special Rules

- The Sassanid Medium and Super Heavy Cavalry units are armed with bows.
- The Heavy and Byzantine Super Heavy Cavalry units are armed with bows, place a bow marker on these units. The Medium Cavalry units are not armed with bows, place a non-bow marker on these units.
- The Hippis River is fordable.

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Lazic War 555 AD (Onoguris)



Historical Background

In 555 AD, after the death of Mihr-Mihroe, Nachoragan was appointed commander of the Sassanid army and marched to attack the Byzantines that were laying siege to the Sassanid garrison in the city of Onoguris. The Byzantine generals Rusticus and Bouzes (the same Bouzes we met in the Iberian War) learned of Nachoragan's relief column and dispatched Dabragezas and Usigardus, two barbarian officers, to intercept. The rest of the army surrounded the walls of Onoguris and made an assault against the city gates. Dabragezas and Usigardus attacked the Sassanid relief force and initially made good progress. Nachoragan soon realized that this was not the main Byzantine army and counter-attacked successfully. The Byzantine survivors did not stop when they reached the main army but disrupted it as they stampeded through. Seeing what was happening, the Sassanids in the city rushed out to join the fight. The fleeing Byzantines were trapped between the oncoming Sassanids and the Catharus River. Bouzes bravely turned his troops around and held off the onslaught, allowing many Byzantine soldiers to escape. His action prevented an outright defeat from becoming a disaster.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Nachoragan
- 5 Command Cards
- 3 Inspired Action tokens
- Move First

Byzantine Army *(Use Purple blocks)*

- Leader: Rusticus and Bouzes
- 5 Command Cards
- 3 Inspired Action tokens

Victory

7 Banners

Special Rules

- The Byzantine player gains 1 Victory banner for each gate that is stormed and opened.
- Units inside the walls of the city may ignore 1 flag.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium and Super Heavy Cavalry units are armed with bows.
- The Catharus River is fordable.

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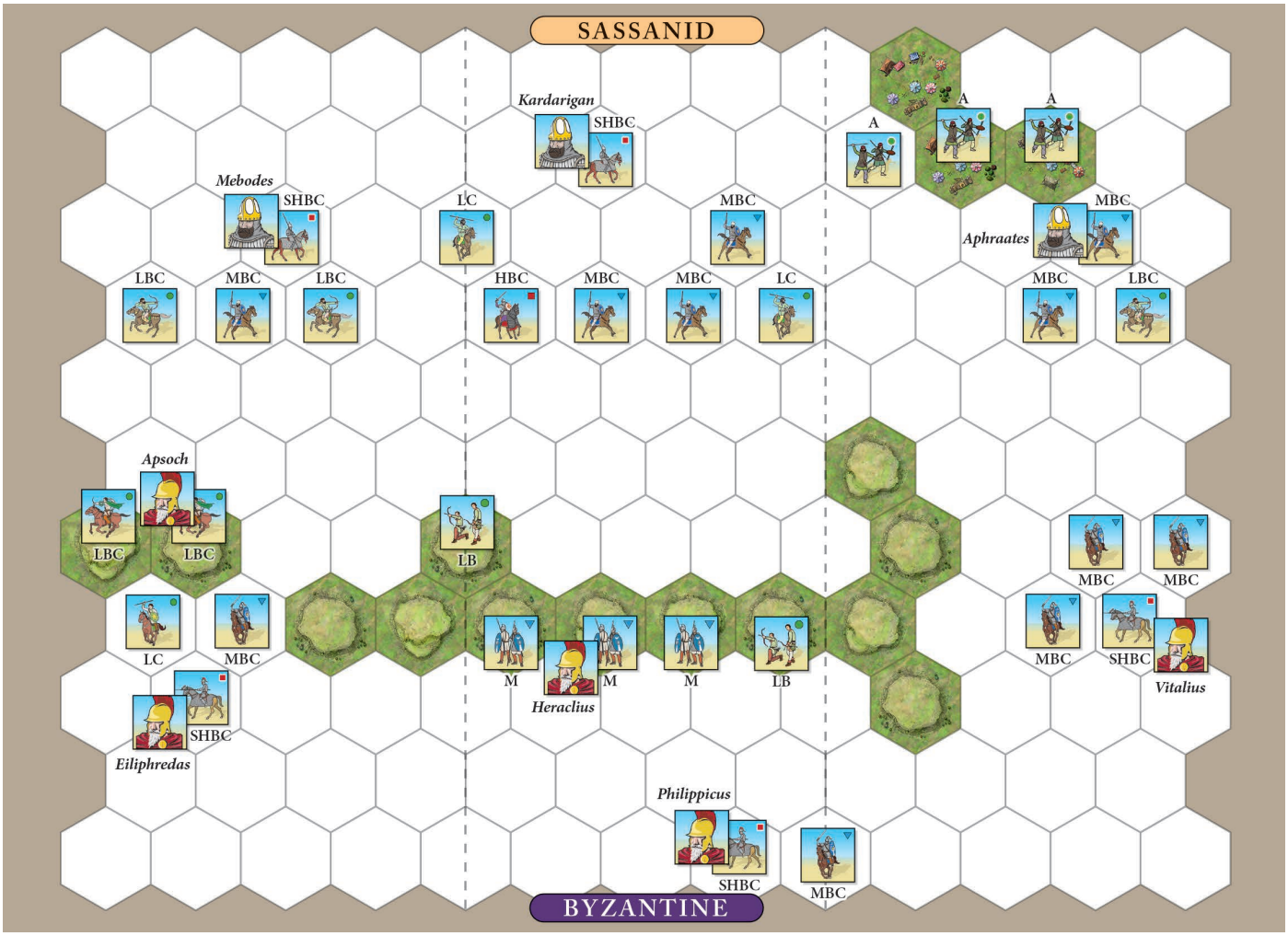
Solachon 586 AD (Main Battle)



Historical Background

After another failure to negotiate peace, Kardarigan led the Sassanid army into Mesopotamia. Philippicus, newly assigned commander of the Persian front, marched his Byzantine army to intercept. Both armies were almost entirely mounted, and both commanders were eager to fight. When the armies made contact they both quickly deployed for battle. The Byzantines had a crucial advantage. They controlled the Arzamon River, the only major source of water in the area. Kardarigan brought his water in a caravan of camels, but just before the battle he had it dumped out to inspire his men to win or die. As soon as he had secured his camp, Kardarigan attacked the Byzantines who were waiting on the high ground. The Byzantine right wing pushed the Persian left back in disorder, and many soldiers drifted away to loot the enemy camp. Philippicus could not afford having a wing dissolve to plunder the enemy camp. He gave his distinctive helmet to one of his bodyguards and sent him to Vitalius, the right-wing commander. The ruse worked, for when the soldiers saw the helmet, they returned to order. They would be needed shortly because a crisis was brewing in the center. Philippicus had his cataphracted cavalry dismount and shield the more lightly armed infantry, but they were barely holding against a very heavy Sassanid attack. The reformed Byzantine right now struck the attacking Sassanids in flank while a strong Byzantine attack on the left broke the Sassanid right wing. The Sassanid army, fearing encirclement, fled with the Byzantine army in hot pursuit. For the retreating Sassanids, the worst was yet to come as far more perished in the desert from lack of water than had died in battle.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Kardarigan
- 5 Command Cards
- 3 Inspired Action tokens

Byzantine Army *(Use Purple blocks)*

- Leader: Philippicus
- 5 Command Cards
- 4 Inspired Action tokens
- Move First

Victory

6 Banners

Special Rules

- If a Byzantine unit occupies a Sassanid camp hex at the start of the Byzantine turn, the player may remove the hex and gain 1 Victory banner before playing a Command Card.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium and Super Heavy Cavalry units are armed with bows.

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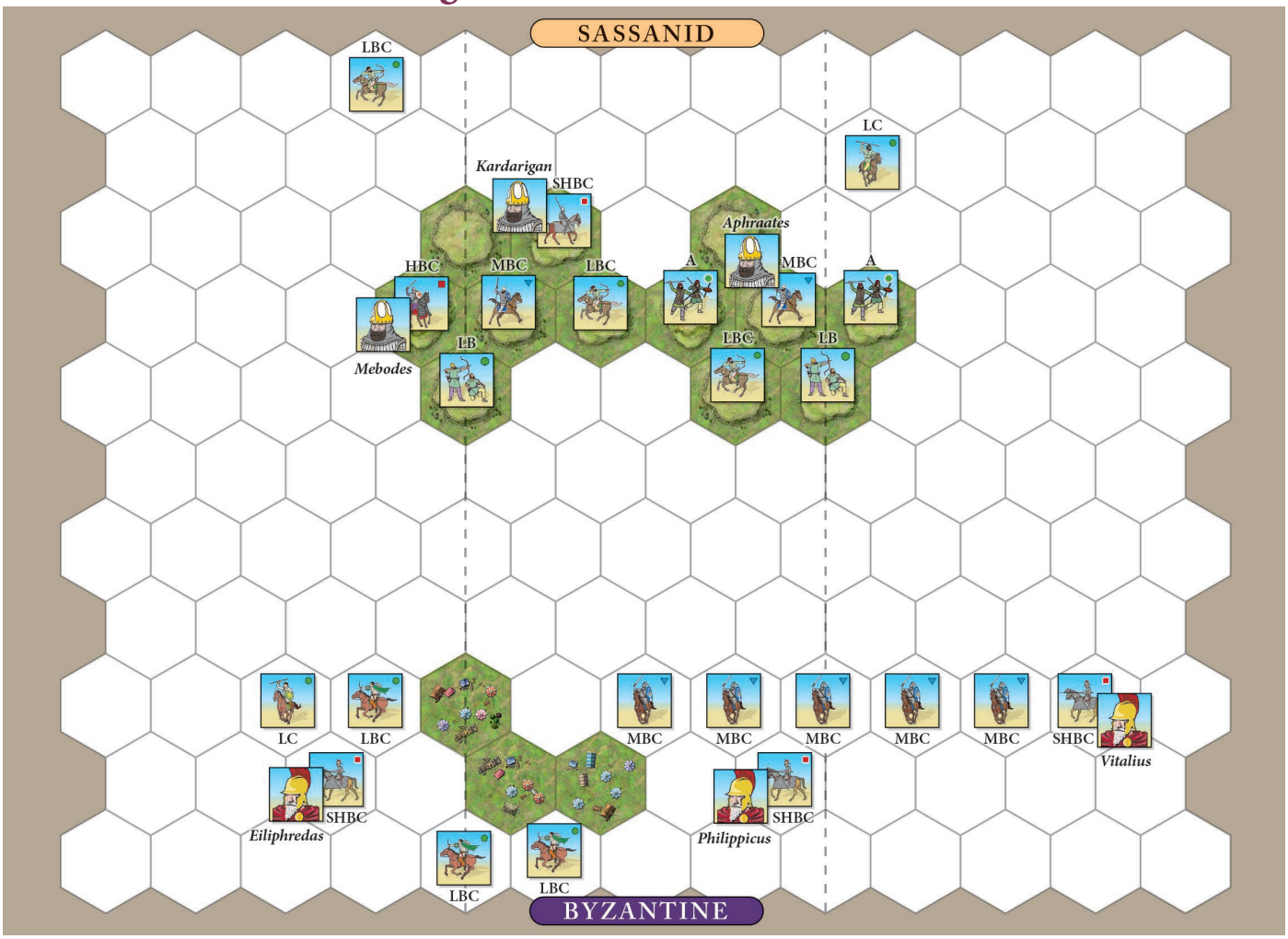
Solachon 586 AD (Kardarigan's Stand)



Historical Background

As his army dissolved into a mass of fugitives, Kardarigan and the only remaining soldiers still in formation found refuge on a nearby hilltop. The Byzantines located them and began launching desultory attacks against them, content to let heat and thirst destroy the Sassanids. They were not aware that Kardarigan himself was there and finally abandoned the effort. Kardarigan and his intrepid band escaped after holding out against repeated attacks for four days.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

War Council

Sassanid Army *(Use Tan blocks)*

- Leader: Kardarigan
- 5 Command Cards
- 5 Inspired Action tokens

Byzantine Army *(Use Purple blocks)*

- Leader: Philippicus
- 11 Command Cards*
- 3 Inspired Action tokens
- Move First

Victory

5 Banners

Special Rules

- The Sassanid player wins, if the Byzantine player has not won by the end of the turn he plays his last Command card.

* NOTE: The Byzantine player does not draw a new Command card at the end of his turn, unless a Scout Command card is played. When a Scout Command card is played, the Byzantine player draws two Command cards, keeps one and discards the other card normally.

- The Sassanid player when a Scout Command card is played, instead of drawing 2 Command cards at the end of his turn, may instead draw 1 Command card and take a Victory banner. Taking a Victory banner is not possible if doing so would give the player the final Victory banner to win the battle.
- The Byzantine player gains a sudden death victory when at the start of the Byzantine player's turn more Byzantine units occupy the hill hexes than Sassanid units.
- The Sassanid Medium, Heavy and Super Heavy Cavalry units are armed with bows.
- The Byzantine Medium and Super Heavy Cavalry units are armed with bows.

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