

A Major Victory!

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(Exodus 20:15 - "Thou shall not steal.")
Version 2



A Major Victory are an abstract set of tabletop wargame rules (but not too abstract) specifically formulated for playing miniatures battles of the medieval period in Europe.

After a few games you will find that there are some subtle tactics involved which is something that I have found lacking in many sets of rules.

The first abstraction:

- Any scale can be used and any basing system can be used

Organising Your Army



As noted, these rules are tabletop wargame rules and so you will at least need a suitable miniatures army for each side.

Players can use any mutually agreeable method to decide what the size and composition of their armies will be for the game (keeping in mind that the rules do tend to suit larger games), and there are also plenty of wargame army lists out there for you to use or refer to.

Stands and Units

In these rules, as in most, a number of figures (miniatures, castings) are glued onto a square or rectangular base. This base then forms a *stand* under these rules and a number of stands make up a *unit*.

The basing system I have used for my 28 mm armies is below **but you can easily adapt your own**:

A Foot Stand = 60 mm frontage by 20 mm deep

- 2 foot figures per stand for Light Foot
- 3 foot figures per stand for Medium Foot
- 4 foot figures per stand for Heavy Foot

A Mounted Stand = 60 mm frontage by 40 mm deep

- 2 mounted figures per stand for Light Mounted
- 3 mounted figures per stand for Medium Mounted
- 3 mounted figures per stand for Heavy Mounted

An Artillery Stand = 60 mm frontage by 80 mm deep

- 1 suitable artillery model with crew per stand for artillery

With artillery, a suitable artillery model and a number of crew figures are all glued onto the base. This stand then represents a small battery of perhaps two or three such artillery pieces along with their crews, animal teams, supporting defensive troops, etc.

A Commander Stand = Minimum frontage and depth as required

With a Commander stand, a suitably impressive mounted figure or two are glued onto the base. This stand then represents that commander along with his advisers, messengers, bodyguard, etc.

A Major Victory (Abstract Version 2) is available as a FREE download at www.runtus.org

All of the figures of a stand must face the same direction, that is, all face towards the front of the stand's base. The figures of a stand should be representative of their type, that is, foot figures must be used for foot stands, mounted figures used for mounted stands, etc.

Further, it helps if the armament of a stand resembles the type of weapon used, that is, figures armed with pikes should be used if the stand is armed with pikes, figures armed with firearms should be used if the stand is armed with firearms, etc. A player must advise his (and to be politically correct, please read "his or her" from now on) opponent of any unusual units or stands being used before play commences.

How do the stands form a unit?

The basic types of *units* used in these rules are:

- Light Foot Units
- Medium Foot Units
- Heavy Foot Units
- Light Mounted Units
- Medium Mounted Units
- Heavy Mounted
- Artillery Units

Foot Units

Foot units are units that only move and fight on foot. As noted, in these rules there are three basic types of *foot* units (with a lower case f) thus:

- Light Foot Units
- Medium Foot Units
- Heavy Foot Units

Light Foot units consist of non-armoured or lightly armoured and lightly armed units. *Heavy Foot* consists of the heavily armoured and heavily armed units. *Medium Foot* units consist of any and all other partially armoured and reasonably equipped types of units falling in-between.

A foot *unit* must be:

- a) Primarily equipped for firing (shooting) at the enemy, or,
- b) Primarily equipped for fighting hand-to-hand combat.

A *unit* primarily equipped for firing at the enemy must be armed with *one* of four types of *missile* weapons thus:

- a) Firearms, or,
- b) Bows, or,
- c) Longbows, or,
- d) Crossbows

Firearms include all early types of gunpowder weapons such as primitive handguns, arquebuses, etc. A foot stand armed with missile weapons defends itself during hand-to-hand combat with Light Hand-to-hand weapons. Firearm armed units were not very common during this period and so your entire *army* cannot contain more than *two* units equipped with firearms.

A *unit* primarily equipped for hand-to-hand combat must be armed with one of three types of weapons thus:

- a) Light Hand-to-hand weapons, or,
- b) Hand-to-hand weapons, or,
- c) Pikes.

Light Hand-to-hand weapons include weapons such as knives, clubs, etc, and any type of improvised weapons such as farming implements, artillery implements, etc. *Hand-to-hand* weapons include any hand-to-hand weapons such as swords, spears, axes, etc, and any pole-arm weapons such as bills, halberds, poleaxes, etc. *Pikes* includes long weapons such as pikes or the like. Pike armed units can only ever be medium foot or heavy foot, never light foot.

Foot units must start the game with a minimum of *two* stands but can have upto a maximum of *nine* stands (unless agreed to otherwise).

Mounted Units

As noted, in these rules there are three basic types of *mounted* units (with a lower case m):

- Light Mounted Units
- Medium Mounted Units
- Heavy Mounted Units

Light Mounted units consist of non-armoured or lightly armoured and lightly armed mounted units, and also include any mounted bow units or any mounted crossbow units. *Heavy Mounted* units consist of heavily armoured and heavily armed mounted units such as knights, etc. *Medium Mounted* units consist of any other partially armoured and reasonably equipped types of mounted units falling in-between.

Mounted units normally move and fight on horseback but they can be dismounted to move and fight on foot. However, mounted units can only be dismounted before the start of the game. Any such unit that dismounts before the start of a game remains dismounted and fights on foot for the *entire game*.

Light Mounted units dismount to fight as Light Foot units equipped with hand-to-hand weapons. Mounted bow units and mounted crossbow units dismount to fight as Light Foot units equipped for firing their weapon type (bow or crossbow). Medium mounted units dismount to fight as *Medium Foot* units equipped for hand-to-hand combat. Heavy mounted units dismount to fight as *Heavy Foot* units equipped for hand-to-hand combat. The player must have and use the proper foot stands for the unit if the unit dismounts.

Light mounted units and Medium mounted units must start the game with a minimum of *two* stands but can have upto a maximum of *six* stands (unless agreed to otherwise). Heavy Mounted units must start the game with a minimum of *two* stands but can have upto a maximum of *four* stands (unless agreed to otherwise).

Note: Throughout the rules, whenever the word *foot* is used, it always refers to Foot units or dismounted stands or units (unless noted otherwise). Whenever the word *mounted* is used, it always refers to Light Mounted, Medium Mounted and Heavy mounted stands or units (unless noted otherwise).

Artillery Units

In these rules there are three basic types of *artillery* units thus:

- Organ Guns
- Guns
- Bombards

Siege weapons and mortars have been ignored in these rules.

Organ guns consist of any small calibre, multi-barrelled mobile artillery weapons mounted on wheeled carriages mainly used as close support for infantry. *Guns* consist of any larger calibre single barrelled artillery weapons mounted on wheeled carriages (regardless of calibre). *Bombards* consist of any single barrelled *non-wheeled* artillery weapons (regardless of calibre) that were invariably deployed in prepared, static defensive positions. Therefore, bombards, once placed onto the table, cannot move at all and cannot turn at all during the course of the game.

Artillery units are always represented by a single stand. Artillery units defend themselves during hand-to-hand combat with *improvised weapons*. Historically, the amount and types of artillery deployed varied quite considerably.

Can you form a multi-stand artillery unit?

No. Each artillery unit remains as and operates as a single stand unit throughout the game.

The Commander

Your army must have one and one only *Commander*. Your Commander is represented by a single mounted stand. Commanders are *not* units as such, but simply represent the general whereabouts of your side's commander.

Unusual Units

There were experiments with some very unusual types of units during this era. Such units were rarely used in combat, and only then in very limited numbers. Therefore, and for simplicity, such units have been totally ignored in these rules. Players can make up their own rules for any such unusual units or weapons.

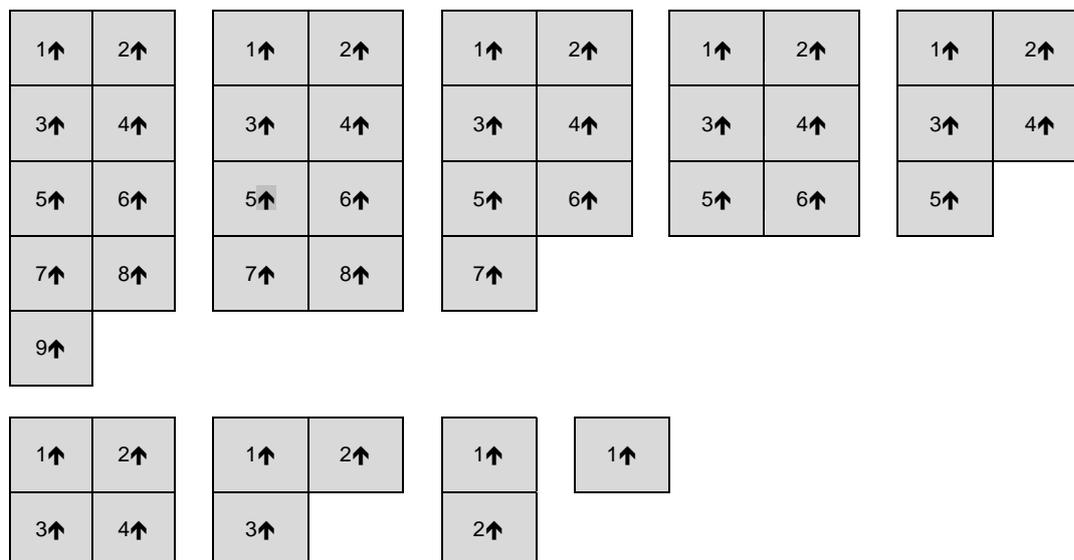
Valid Unit Formations

The individual stands of a unit must *always* be deployed on the tabletop in a *valid formation*, that is, they must be deployed either in an *attack formation*, a *defensive formation* or an *open order* formation.

- **Players may need to (and can) vary these formations to suit their own basing systems**

An Attack Formation:

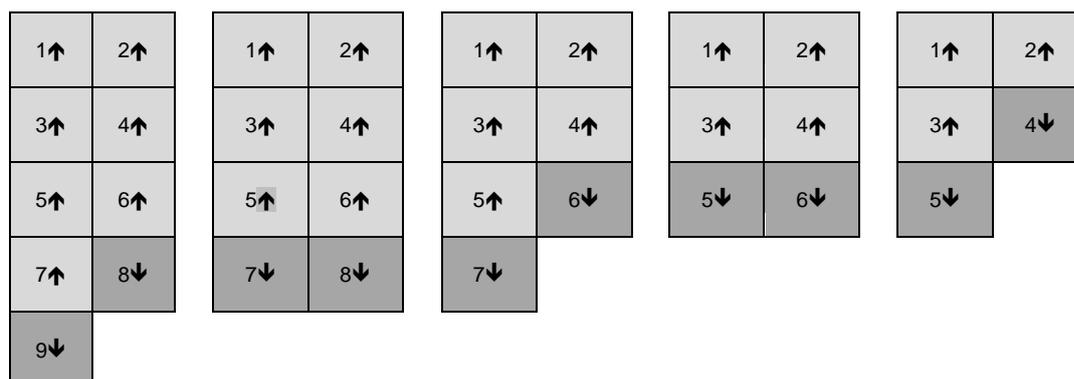
For simplicity, the only valid attack formations allowed for units (with the stands facing the direction indicated by the arrows) are:

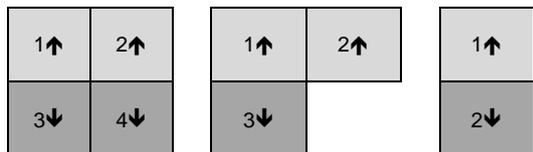


Only foot units and mounted units can form attack formations.

A Defensive Formation:

A *defensive formation* is shown on the table as a valid attack formation but with all of the *rear stands* of the unit turned to face the rear thus:





Only foot units can form defensive formations. A *single stand* foot unit (or a foot unit that has been reduced to a single stand) *cannot* form a defensive formation (instead, see *An Open Order Formation* below).

Note: At any time during the course of play, the player controlling the unit can about-face the rear stands in a defensive formation as required to maintain that unit's valid defensive formation. This is simply an *adjustment* to maintain a valid defensive formation, not a change of formation.

An Open Order Formation:

Some units can also be deployed in an *open order* formation. An open order formation is shown on the table as an **attack formation** (see above). A player simply places a small **blue marker** adjacent to his unit to indicate that that his unit is deployed in open order formation.

The only units that can form up into an open order formation are:

- Any *single stand unit* (or any unit that has been reduced to a single stand) is deemed to be in open order formation at all times. Therefore, all artillery units are deemed to be in open order formation at all times
- A *Light Foot* unit, regardless of size, can form an open order formation
- A *foot unit* that is *less than three stands* in size (or that has been reduced to less than three stands in size) can form an open order formation
- A *Light Mounted* unit, regardless of size, can form an open order formation
- A *Medium Mounted* unit that is *less than three stands* in size (or that has been reduced to less than three stands in size) can form an open order formation
- A *Heavy Mounted* unit can only form an open order formation if that unit is reduced to *one stand* in size

To form an open order formation, the player simply changes the unit's current formation into an attack formation and then places a blue marker adjacent to the unit to indicate that that unit is now deployed in an open order formation.

Since all single stand units (including artillery units) are deemed to be in open order formation at all times, they don't need to have the blue marker.

Finally

The stands of a formation must be directly forward, behind or to the side and in full contact with the other stands in a unit as shown in the examples above. No spacing, gaps, bending, off-setting or echeloning of stands, etc, is allowed (use a little common sense here please).

Remember, ***you can vary these formations to suit your own basing system.***

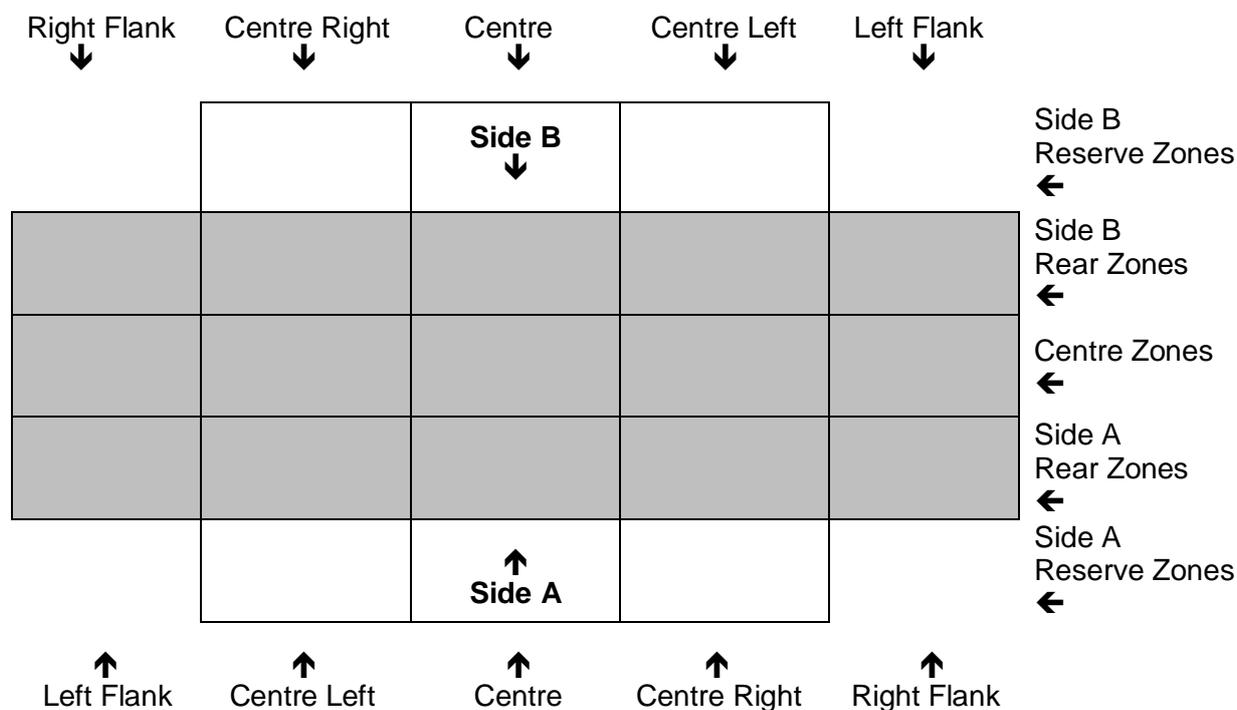
Now that the armies are ready, we can move onto some basic concepts...

Basic Concepts



As noted, *A Fine Victory* are an **abstract set of rules** and so there are some basic concepts that you need to understand before setting up and commencing play.

First – the game is played by dividing the tabletop area into various **zones** thus:



As shown in the diagram above, the tabletop area is divided into fifteen evenly spaced zones (shown shaded in the diagram above) in which all movement, firing (shooting) and all hand-to-hand combats are conducted. The three Reserve Zones are located *off the table* in a convenient place (see the *Using the Reserve Zones* section for more details on how to use these zones).

Players can adjust the number of zones across the table up or down to suit their needs. However, the table must *always* be three zones deep. Players can also adjust the location and the number of reserve zones up or down to suit their needs, including having no reserve zones at all.

Setting Up and Placing Units in Zones

Players can use any mutually agreed method to set-up their armies. Your *set-up zones* are the *Centre Left Zone*, the *Centre Zone* and the *Centre Right Zone* on your side of the table. Initially, you can only place the units of your army in these three set-up zones on your side of the table.

However, there is a limit on the number of friendly units that a side can have in any one zone at any one time during the course of the game.

- ***A side can never have more than four friendly units in any one zone at any one time during the course of the game, including the reserve zones***

All units count towards the four unit limit, but Commanders do not count towards the four unit limit. Again, players can adjust this four unit limit up or down to suit their needs.

Only when a side's Centre Left, Centre and Centre Right zones have all reached their maximum capacity of friendly units can a player start placing friendly units in that side's other Rear Zones.

Units that a player cannot place on the table during the set-up stage, or units that a player doesn't want to place on the table during the set-up stage, must be placed in any one of that side's Reserve Zones.

Now, here is another abstraction:

- ***The position of a unit within a zone is basically irrelevant – a player can place his units anywhere within a particular zone***

All of the units in a zone, whether friendly or not, are then said to be *contesting that zone* in some way. Players can simply shuffle units around within a zone to make space for other units as required.

Here is another abstraction:

- ***A unit must always be facing directly towards one of the four table edges***

Therefore, a unit must always be positioned in its zone facing directly towards your opponent (at zero degrees), facing towards either of the tabletop side edges (at 90 degrees or at 270 degrees) or facing towards you and the rear of the tabletop (at 180 degrees). All units placed onto the table must be initially placed facing directly towards your opponent (at zero degrees) and in any valid unit formation.

Tape Measure, Dice, Etc

Here is another abstraction:

- ***You don't need a tape measure***

However, you will need some dice. The game system uses standard six sided dice (D6) reading 1 to 6. 0D6 means no standard six sided dice; 1D6 means one standard six sided dice; 2D6 means two standard six sided dice; etc.

- ***You will also need some small coloured markers to indicate various things***

The rules use:

- **Blue** ones to indicate when a unit is in an **open order formation**
- **Red** ones to indicate when a unit **has fired**
- **Green** ones to indicate the **number of hits on a unit**
- **Yellow** ones to indicate when a unit **has reacted**
- **White** ones to indicate when **stakes are deployed**

Ok. Now, now that the basics are covered, its time to move onto the rules...

The Game Turn Sequence



Each full *Game Turn* consists of a series of seven *Phases* each done in the sequence noted below:

- 1) **The Determine the Initiative Phase**
Players determine which side has the initiative for the full Game Turn
- 2) **The Firing Phase**
Both sides resolve all firing (shooting)
- 3) **The Hand-to-Hand Combat Resolution Phase**
Both sides resolve all hand-to-hand combats
- 4) **The Remove Losses Phase**
Both sides remove losses
- 5) **The Initiative Movement Phase**
The side with the initiative performs its movement
The side without the initiative can only react
- 6) **The Non-Initiative Movement Phase**
The side without the initiative performs its movement
The side with the initiative can only react
- 7) **The Determine Victory Phase**
Both sides determine if the game is over and what level of victory has been achieved

The full Game Turn is over when all of these phases are complete. If it is determined that the game is to continue, then the next Game Turn begins by re-determining the initiative again, etc.

The Determine the Initiative Phase



To determine which side has the initiative, a player from each side throws 2D6 and totals the dice throw. Players re-throw the dice on a tie.

- The side throwing the *lowest* total dice throw has the *initiative* for that Game Turn

The side with the initiative has a slight advantage in some circumstances.

The Firing Phase



First, players may decide between themselves as to what affects the terrain will have upon firing (shooting) before the game (for guidance, see the *Terrain Guidelines* in the appendix).

Both sides fire during this phase, and all fire and firing resolution is simultaneous during this phase.

Firing is not compulsory. A player does not have to fire a unit if that player does not wish to do so.

- A player cannot fire with a friendly unit if that friendly unit is engaged with (in contact with) an enemy unit (see the Movement Phase section on how to engage other units)

A friendly unit that is engaged with an enemy unit at the start of this phase must fight hand-to-hand combat instead (see the following *Hand-to-hand Combat Phase* section).

- A player *cannot* fire at a friendly unit. A player can only ever fire at an enemy unit

- A player *cannot* fire at a Commander, and a Commander cannot fire
- A player *cannot* fire at an enemy unit if that enemy unit is engaged with a friendly unit (that is, you cannot fire into a hand-to-hand combat)
- A *unit* can fire once and once only *per full Game Turn*

Therefore, whenever a player fires one of his units during the Game Turn, that player *must* immediately place a small **red marker** adjacent to that unit to indicate that that unit has fired.

- A unit that can fire but doesn't fire during this phase (that is, it has no red marker placed adjacent to it) is deemed to be *holding its fire* (see the *Reactions* section)

Unit Facing and Firing

Another abstraction:

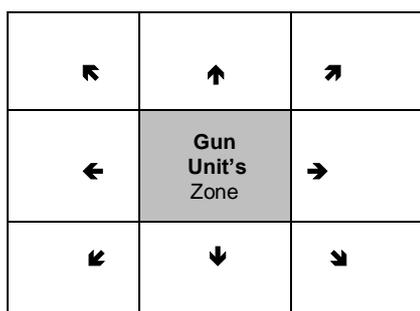
- ***The facing of a unit is irrelevant when firing***

In other words, a unit does not need to be facing the target unit to fire at that target unit. As long as a unit is unengaged, and is equipped to fire, it can fire.

Choosing a Unit's Target

Any enemy unit that is in the same zone as the friendly unit firing can be targeted and fired at.

In addition, a *Gun* unit can not only target and fire at an enemy unit that is in the same zone as the artillery unit, but Gun units can also opt to target and fire at an enemy unit that is in one of the eight immediately adjacent zones (including diagonally) thus:



Can a unit split its fire?

No, a unit cannot split its fire. The whole unit must fire at the same target.

How many units can fire at a target at once?

A player must spread the fire from his units as evenly as possible.

Therefore, each unengaged enemy unit in the zone must be fired at at least once before further friendly units can target and fire at any of the enemy units in the zone a second time. Similarly, each unengaged enemy unit in the zone must be fired at at least twice before further friendly units can target and fire at any of the enemy units in the zone a third time, etc.

How do you resolve firing?

Only firearm stands, bow stands, longbow stands, crossbow stands and artillery stands can fire during *this* phase.

- Spears can also be fired, but can only be fired *if the unit is reacting* (for details, see the *Reactions* section – *Defensive Fire*)

A stand can fire once and once only during a full Game Turn.

All fire is simultaneous and is resolved unit by unit thus:

To fire firearms, bows, longbows, crossbows and spears:

Remember, spears can only be fired *if the unit is reacting* (for details, see the *Reactions* section – *Defensive Fire*).

To fire, the player simply *announces* which friendly foot unit is firing at which enemy unit.

All of the stands in the nominated unit must fire at that nominated enemy target unit. For example, a player with a unit that contains four stands of bows must fire all of those four stands of bows at the nominated target unit.

The player starts with 1D6 for each stand firing. This basic number of dice is then increased or decreased depending on the firer and target thus:

If firing longbows or crossbows	Add 1D6
If firing spears	Subtract 1D6
If the firer is mounted	Subtract 1D6
If the firer is in a defensive formation	Subtract 2D6

If the target unit is a mounted unit	Add 1D6
If the target unit is in a defensive formation	Add 2D6
If the target unit is in an open order formation	Subtract 1D6
If the target unit is a heavy foot unit	Subtract 1D6
If firing firearms at a heavy foot unit	Add 1D6
If the target unit is a heavy mounted unit	Subtract 1D6
If firing firearms at a heavy mounted unit	Add 1D6
If the target unit is a bombard unit	Subtract 1D6

The final number of dice as determined above is then thrown. Each result on a dice of **a 1 or a 2 scores one hit** on the target unit. For each hit on the target unit, **one green hit marker** is placed adjacent to that enemy unit.

For example, a friendly unengaged unit with five stands of bows that is in an attack formation fires at an unengaged enemy unit in defensive formation. The player starts with 5D6 (one for each bow stand) but then adds 2D6 for the target unit being in a defensive formation, that is, the player throws a total of 7D6 (requiring a 1 or 2 on a dice for a hit). The player throws a 1, a 2, a 4, another 4, a 5, another 5 and a 6. The 1 and the 2 are hits. The 4's, the 5's and the 6 are misses. Therefore, the player gets two hits on the enemy defensive formation and so two green hit markers are placed adjacent to that enemy unit.

To fire artillery:

To fire an artillery unit, the player simply *announces* which friendly artillery unit is firing at which enemy unit.

The player then starts with a basic number of dice depending on the artillery type and the range thus:

Artillery Type	Target is in the Same Zone	Target is in an Adjacent Zone
Organ Guns	1D6	Can't
Guns	2D6	1D6
Bombards	4D6	Can't

This basic number of dice is then increased or decreased depending on the target thus:

If the target unit is a mounted unit	Add 1D6
If the target unit is in a defensive formation	Add 2D6
If the target unit is in an open order formation	Subtract 1D6

The final number of dice as determined above is then thrown. Each result on a dice of **a 1 or a 2 will score one hit** on the target unit. For each hit on the target unit, **one green hit marker** is placed adjacent to that enemy unit.

For example, an unengaged Gun unit fires a long range shot into an adjacent zone at an unengaged enemy mounted unit that is in an attack formation. Thus, the unit starts with 1D6 and then adds 1D6 for the target being mounted, 2D6 in total (requiring a 1 or a 2 on a dice for a hit). The player throws a 2 and a 6. The 2 is a hit. The 6 is a miss. Therefore, the player gets one hit on the enemy unit, and one green hit marker is placed adjacent to that enemy unit.

The Hand-to-Hand Combat Phase



Once all firing has been resolved, players then move on to the Hand-to-hand Combat Resolution Phase.

First, players may decide between themselves as to what affects the terrain will have upon hand-to-hand combat before the game (for guidance, see the *Terrain Guidelines* in the appendix).

Both sides fight hand-to-hand combat during this phase, and all hand-to-hand combat resolution is simultaneous during this phase.

A friendly unit can only conduct hand-to-hand combat against an enemy unit (or units) that it is currently *engaged* with (see the *Movement Phase* section on how to engage enemy units). Units that are not engaged with any enemy units do nothing during this phase.

But before discussing hand-to-hand combat, we need to discuss...

Command

Your army's Commander (stand) can have some influence on the proceedings during the game providing that he is close to where his presence will inspire his troops. In these rules, this local influence is handled in the following manner.

- All friendly units that are in the same zone as your Commander stand are said to be *in command*
- All *Heavy Mounted* units, whether in the same zone as the Commander or not, are also considered to be in command at all times

Next, during the course of hand-to-hand combat resolution, as players throw dice, it may be that a player throws a particularly bad set of dice for a friendly unit's attack (see the *Combat Resolution Procedure* below). If so, then because of the presence of your Commander stand in the *same zone* as that unit, the player can opt to re-throw that particular bad throw of the dice.

Now, and this is important:

- A player can only opt to re-throw the dice for one attack per unit per hand-to-hand combat phase. Therefore, a unit *splitting* its attack can only re-throw for one of that unit's attacks

To perform such a re-throw, the player must first *announce* that he is performing a *Commander's re-throw* for that unit. The player then picks up all of the dice just thrown for that particular attack and re-throws them once.

Ok. Now that we understand what a Commander can do, we move onto hand-to-hand combat...

Nominating a Unit's Hand-to-Hand Combat Opponent

As noted above, a friendly unit can only perform hand-to-hand combat against an enemy unit (or units) that it is currently *engaged* with (see the *Movement Phase* section on how to engage enemy units). Therefore, players **are allowed to split a friendly unit's stands** to attack the enemy units that it is currently engaged with, and in any manner desired.

For example, say a player has a single friendly unit that is engaged with three separate enemy units. That player could allocate all of that friendly unit's stands to attack just one of those enemy units, or the player can opt to split the unit's attack and allocate that unit's stands in any manner desired to attack just two or even all three of those enemy units.

The Hand-to-Hand Combat Resolution Procedure

The very first thing that players do when resolving hand-to-hand Combat is to **place one green hit marker adjacent to every unit that is engaged with another unit.**

Next, all of the stands in a unit must fight hand-to-hand combat. For example, a player with a unit that has six stands must *allocate* all of those six stands to attack in some way. The player cannot opt to attack with (say) just four of those six stands with the other two stands not attacking anyone.

Next, an individual *stand* can only be allocated to fight once and once only during this phase.

Next, a friendly *unit* can only perform hand-to-hand combat against a particular enemy unit once and once only during this phase. For this single attack against that enemy unit, the player must first *announce* how many stands from that friendly unit are being allocated to attack that particular enemy unit.

Each stand type has a basic Combat Value (CV) thus:

Weapon	Light Stands	Medium Stands	Heavy Stands
Artillery	1		
Light Hand-to-Hand Weapons	1	2	3
Hand-to-Hand Weapons	2	3	4
Pikes		4	5
Mounted	2	3	4

This basic hand-to-hand combat value (CV) is then **modified** (increased or decreased) thus:

- 1) All stands in an *open order formation* decrease their basic CV by one
- 2) All *non-pike* stands in a defensive formation decrease their basic CV by one if attacking a *foot unit*
- 3) All mounted stands increase their basic CV by one if attacking any *foot unit* that is in an *open order formation*
- 4) All mounted stands increase their basic CV by one if attacking any *foot unit* that is *armed with firearms*
- 5) All mounted stands decrease their basic CV by one if attacking a unit in a defensive formation that *does not contain pike stands*, or decrease their basic CV by two if attacking a unit in a defensive formation that *does contains pike stands*.

However, there are limits to the modified CV:

- A modified CV can never be less than 1
- A modified CV can never be more than 5

To resolve the attack, the player throws with **1D6 for each stand** from the friendly unit that has been **allocated** to attack the enemy unit. For example, if a player allocates three of a unit's stands to attack a particular enemy unit, then that player would throw 3D6.

Each result on a dice of the **modified Combat Value (CV) or less will score one hit** on the enemy unit. For each hit on the enemy unit **one green hit marker** is placed adjacent to that enemy unit.

What do you do if your unit is overlapping the unit that it is attacking?

A friendly unit is deemed to have *overlapped* an enemy unit if that friendly unit is **engaged with either flank** of the enemy unit that it is attacking (see the diagrams in the *Movement Phase* section). A unit in a defensive formation cannot be overlapped.

A player with a unit that is overlapping an enemy unit can opt to **re-throw upto two of the dice** just thrown for that particular hand-to-hand combat.

To conduct such a re-throw, the player simply *announces* that he is conducting an *overlapping* re-throw. The player then picks up either *one or two* of the dice just thrown for that particular attack and re-throws them once.

What do you do if your unit is outflanking the unit that it is attacking?

A friendly unit is deemed to have outflanked an enemy unit if that friendly unit is ***engaged with the rear*** of the enemy unit that it is attacking (see the diagrams in the *Movement* section). A unit in a defensive formation cannot be outflanked.

A player with a unit that is outflanking an enemy unit can opt to ***re-throw any of the dice*** just thrown for that particular hand-to-hand combat.

To conduct such a re-throw, the player simply *announces* that he is conducting an *outflanking* re-throw. The player then picks up *any or all* of the dice just thrown for that particular attack and re-throws them once.

When does the Commander's re-throw occur?

Once the initial throw and any re-throws for outflanking and overlapping have been done, only then can the player opt to use his Commander's re-throw for a unit (as noted in the *Command* section above).

To conduct such a re-throw, the player simply *announces* that he is conducting a *Commander's* re-throw. The player then picks up *all of the dice* just thrown for that particular attack and re-throws them once.

What about stakes or the like?

Stakes or the like only affect a unit engaging an enemy unit (refer to the *Engaging Enemy Units* section).

An Example of a Hand-to-Hand Combat

Two friendly but depleted three stand medium foot units armed with hand-to-hand weapons have the initiative and successfully engage a five stand enemy foot unit also armed with hand-to-hand weapons. In doing so, one of the friendly units has overlapped the enemy unit. The enemy unit has its Commander in the same zone.

First, to resolve the hand-to-hand combat, each of the three units involved has one green hit marker placed adjacent to it.

Next, the first friendly foot unit throws a *set of dice* consisting of 3D6 (1D6 for each stand) requiring a 3 or less on a dice for a hit. The other friendly foot unit that has the overlap is the same. The enemy foot unit, having been overlapped, opts to attack the foot unit that is overlapping it with everything it's got (not surprisingly). It attacks that unit with a *set of dice* consisting of 5D6 (1D6 for each stand) also requiring a 3 or less on a dice for a hit.

The first friendly unit throws and gets one hit on the enemy unit. The second friendly unit that has overlapped is the same, but throws very poorly and gets no hits. However, having overlapped the enemy unit it is attacking, the player opts to pick up two of the dice just thrown and re-throws them. Again, the player gets no hits. With no friendly Commander stand in the same zone as this unit the player cannot opt to conduct a Commander's re-throw, and so sadly the throw stands.

The enemy foot unit throws and only gets one hit on the unit that it is attacking. However, having his Commander's stand in the same zone, the player opts to conduct a Commander's re-throw. The player picks up the five dice just thrown and re-throws them resulting in only one hit on the unit again.

Thus, the first friendly unit ends up with one hit on it (the initial hit), the second friendly unit that overlapped ends up with two hits on it (one initial plus one more), and the enemy unit ends up with two hits on it (one initial plus one more).

The Remove Losses Phase



As noted, players place small green hit markers adjacent their units to show how many *hits* those particular units have taken for various reasons during the course of play. These hit markers are only ever removed during this phase.

Hit markers are removed in *steps* thus:

- 1) Hit markers are removed from all units with a single stand remaining first
- 2) Hit markers are then removed from all units with two stands remaining next
- 3) Hit markers are then removed from all units with three stands remaining next
- 4) Hit markers are then removed from all units with four stands remaining next
- 5) Etc

Further, hit markers are removed at each step by the *non-initiative player first* and then by the player with the initiative next. As a result, the player with the initiative gains a slight advantage.

How do you remove stands?

The player controlling the unit chooses which stands to remove.

One stand is removed from the unit **for every two hit markers** that the unit has on it. When a stand is removed, then so are two hit markers. Stands that are removed from play do not return to the game.

However, **for Bombards, one stand** is removed from the unit **for every three hit markers** that the unit has on it (because they are defences). Therefore, for Bombards, when the stand is removed, then so are three hit markers. Stands that are removed from play do not return to the game.

Now, after removing the required number of stands from a friendly unit, it is quite possible that that unit could end up being no longer being in contact with the enemy unit (or units) that the friendly unit was engaged with. Breaking contact with an enemy unit (or units) by removing stands is allowed (this represents the ebb and flow of a hand-to-hand combat).

However, as previously noted, a unit must *always* be in a valid unit formation. Therefore:

- If after removing the required number of stands from the unit that unit is not in a valid unit formation, then that unit immediately breaks and *routs!*

In addition:

- If after removing the required number of stands from a unit that unit is reduced to a single stand, then that unit immediately breaks and *routs!*

(To be clear, a single stand unit that only takes one hit doesn't have to remove a stand and so doesn't have to rout. However, a multi-stand unit that has to remove some stands, and as a result is reduced to one stand, has taken losses and so is forced to rout).

To *rout* a unit at any time during the game, the player simply picks up all of that unit's remaining stands and all of its markers from the table and removes them from the game. Routed stands and routed units do not return to the game.

What do I do with leftover hit markers?

If after removing the required number of stands and hit markers a unit still has hit markers remaining on that unit, then those hit marker or markers have no ongoing effect. Simply remove the hit markers (the unit recovers slightly).

If a player scores more hits on an enemy unit than there are stands available to be removed as loses, then those excess hits fail to cause any further loses (it's an *over-kill*). The excess hits are *not* taken from some other enemy unit. Simply remove any such over-kill hit markers.

The Movement Phases



First, players may decide between themselves as to what affects the terrain will have upon movement before the game (for guidance, see the *Terrain Guidelines* in the appendix).

The player with the initiative has the first movement phase followed by a movement phase for the player without the initiative.

A player cannot move his opponent's units at any time. A player can only move his own units.

A friendly foot unit or a friendly artillery unit that is *engaged* with an enemy unit at the start of a player's movement phase cannot do anything at all during that player's movement phase (see the *Engaging Enemy Units* section below).

However, a friendly mounted unit that is engaged with enemy units at the start of a player's movement phase may be able to move (see the *Disengaging* section below).

Ok. What can a player do during his movement phase?

During a player's movement phase, that player conducts *movement* with any or all of his units on the table **one unit at a time**.

The player whose movement phase it is first chooses a friendly unit that has not yet been chosen during the current movement phase.

The player must then opt to do one of three things with the chosen unit. The player can opt to:

- a) **do nothing** with the unit, **or**,
- b) **perform actions** with the unit, **or**,
- c) **engage an enemy unit** with the unit.

However, in doing so be aware that enemy units do not just sit there. **Enemy units may be able to react** to what you are doing, so be careful (see the *Reactions* section).

To finish movement with the chosen unit, the player simply proceeds to choose another friendly unit that has not yet been chosen during the current movement phase.

Performing Actions

A foot unit (whether that unit has fired or not) can perform one and one only of the following actions. It can either:

- a) Change Formation, or,
- b) Turn, or,
- c) Move into an adjacent zone, or,
- d) Deploy stakes

A mounted unit (whether the unit has fired or not) can perform upto two of the following actions in any order. It can either:

- a) Change Formation, or,
- b) Turn, or,
- c) Move into an adjacent zone, or,
- d) Disengage

For example, a mounted unit could turn (its first action) and then move (its second action), or move and then move again, or turn and then move, or disengage and then dismount, etc, etc.

An Organ Gun unit (whether the unit has fired or not) can perform one and one only of the following actions. It can either:

- a) Turn, or,
- b) Move into an adjacent zone

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A Gun unit that has not fired (that is, the unit does not have a red marker placed adjacent to it) can perform one and one only of the following *actions*. It can either:

- a) Turn, or,
- b) Move into an adjacent zone

A Gun unit that has fired (that is, the unit does have a red marker placed adjacent to it) can only:

- a) Turn

Remember, **Bombards**, once placed onto the table, cannot move and cannot turn at all during the course of the game.

Changing Formation

To change a unit's formation, the player simply *announces* that the unit is *changing formation*. The player then changes that unit's formation into another *valid* formation for that unit type.

If a player is changing a foot unit out of a defensive formation into either an attack formation or an open order formation, then that player can also face that new formation *in any valid direction*.

Turning a Unit

To turn a unit, the player simply *announces* that the unit is *turning*. The player then turns the unit to face any one of the four valid directions. A unit turning must maintain the exact same formation both before and after the turn.

Moving a Unit

To move a unit, the player simply *announces* that the unit is *moving*. The player then moves that unit directly forward into the adjacent zone that is in the same direction that the unit is facing. A unit that is moving must maintain the exact same formation and maintain the exact same facing both before and after the move.

Can a defensive formation move or turn?

No. A foot unit that is in a defensive formation cannot be moved and it cannot be turned to face another direction. To move or turn again, the player must change the unit's formation from a defensive formation into either an attack formation or an open order formation.

Deploying Stakes

Only foot units in *attack formations* can deploy stakes (or the like).

To deploy stakes, the player simply places a **white marker** adjacent to the unit to indicate that the unit has deployed stakes (or the like).

If a unit with stakes deployed subsequently moves or turns to face another direction, or if the unit forms a defensive formation, or if the unit forms an open order formation, then the white marker is simply removed, and the unit no longer has stakes deployed.

Engaging Enemy Units

At no time during the course of the game can a friendly unit and an enemy unit be in contact with each other unless one of those two units has successfully *engaged* the other.

Units in defensive formations cannot move, and so they cannot engage enemy units. Artillery units cannot engage enemy units. However, though defensive formations and artillery units cannot engage enemy units, defensive formations and artillery units can still be engaged by enemy units. Remember, Commanders are for indication only, and so cannot engage enemy units or be engaged by enemy units.

A friendly unit can only attempt to engage an enemy unit that is *in the same zone* as the friendly unit.

Further, if there are any unengaged enemy units in the zone, then the player must first engage those unengaged enemy units. Only when all of the enemy units that are in a particular zone have been engaged by at least one friendly unit can a player opt to engage those enemy units in that zone with additional friendly units, and engage them *in any manner desired*.

Can foot units engage unengaged mounted units?

A friendly *pike armed* unit can engage an *unengaged* enemy mounted unit at any time and from any direction.

Otherwise:

- A friendly foot unit can only engage an *unengaged* enemy mounted unit if that friendly foot unit **will outflank** the enemy mounted unit upon contact (see the *Hand-to-hand Combat* section for the difference between *overlapping* and *outflanking*)

In any other situation a friendly foot unit cannot engage an unengaged enemy mounted unit.

Do you need to test to engage an enemy unit?

Of course, but there are two exceptions:

- 1) If a friendly unit **is in command**, then that unit does not need to test to engage (see the *Hand-to-hand Combat* section for command). A unit that is in command automatically passes the test to engage.
- 2) If a player **already has at least one friendly unit currently engaged with an enemy unit**, then any other friendly units opting to engage that same enemy unit do not need to test to engage. Such units automatically pass the test to engage, and can simply *join in*.

In any other situation, a friendly unit must test to engage an enemy unit.

To test to engage, the player simply **throws 1D6**, the result being that the friendly unit:

- a) successfully engages **on a 3 or less** if the friendly unit is **in an attack formation**, or,
- b) successfully engages **on a 1** if the friendly unit is **in an open order formation**.

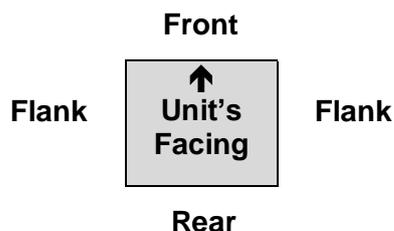
If the friendly unit successfully passes the test to engage, then the enemy player must *react* with an enemy unit if able (see the *Reactions* section).

If the friendly unit fails the test to engage, then that unit simply remains unengaged and does no more during the current movement phase (the unit's commander vacillated and opted to not to carry out his orders and engage). Play moves on to the next unit.

So, how do you actually engage an unengaged enemy unit?

A friendly unit engages the enemy unit immediately *after* that enemy player has completed his reactions. Obviously, if the enemy player cannot react for any reason whatsoever, then the friendly unit simply engages the enemy unit that it is trying to engage (see below).

Every unit has a *front*, two *flanks* and a *rear* thus:



To engage an *unengaged* enemy unit, the player controlling the friendly unit simply picks up that friendly unit and places the *front* of the friendly unit in contact with the enemy unit thus:

- a) If the enemy unit that is being engaged is currently facing the opposite direction to the friendly unit, then the two units are placed in *front to front contact* with each other (see diagram 1 below).

- b) If the enemy unit that is being engaged is currently facing side on to the friendly unit, then the friendly unit is placed in contact with *the enemy unit's flank* (see diagrams 2 and 3 below).
- c) If the enemy unit that is being engaged is facing the same direction as the friendly unit, then the friendly unit is placed in contact with *the enemy unit's rear* (see diagram 4 below).



Both units are then said to be *engaged*.

Then:

- **If the friendly unit has engaged the enemy unit front to front, and if that enemy unit has stakes deployed, then** the friendly unit (either mounted or foot) engaging suffers considerable disorder, and so two green hit markers are placed adjacent to that friendly unit engaging. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit

Otherwise:

- **If the friendly unit has engaged the flank or rear of the enemy unit, and if the enemy unit has stakes deployed, then** both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

Can a unit be turned when engaging?

No. A unit cannot be turned when engaging an enemy unit. A friendly unit engaging must maintain the same valid facing (unless noted otherwise).

Can more than one unit engage a particular facing?

No. Only one unit at a time can engage a particular facing. Therefore, the maximum number of friendly units that can engage a single enemy unit is *four* – one unit in front; one unit on each flank; and one unit in the rear.

How do you engage an enemy unit that is already engaged?

As before, the player controlling the friendly unit simply picks up the friendly unit and places it in contact with that engaged enemy unit as noted above.

However, if the friendly unit cannot be placed as noted above (that is, because the required facing is already occupied by another unit), then the following *priorities* are used instead:

- 1) The friendly unit must be engaged to the enemy unit's **front first**
- 2) The friendly unit must be engaged to one of the enemy unit's **flanks next**
- 3) The friendly unit must be engaged to the enemy unit's **rear last**

Obviously, in this situation a unit may need to be *turned* to place the *front* of the friendly unit in contact with the enemy unit. Such a turn is allowed in this situation, and incurs no penalty.

Disengaging

As noted, a friendly *mounted* unit that is engaged with enemy units (including enemy artillery units) may be able to disengage from those enemy units. Artillery units and foot units cannot opt to disengage (although they may be able to “disengage” in a sense by removing stands – see the *Remove Loses Phase*).

First, for a friendly mounted unit to be able to disengage at all, that mounted unit cannot be engaged with any enemy *mounted* units whatsoever. If a friendly mounted unit is engaged with any enemy mounted units, then that mounted unit must remain engaged.

Further, to disengage from the enemy, a friendly mounted unit cannot be engaged on all four facings, that is, the mounted unit must have at least one of its four facings (front, a flank or rear) *vacant* (that is, there must be no enemy unit engaged with the friendly mounted unit on that facing). If so, then the player can opt to disengage the friendly mounted unit.

To disengage a friendly mounted unit, the player simply *announces* that the mounted unit is *disengaging*. The player then moves the unit out of contact with the enemy units with which it is engaged. A mounted unit that disengages must maintain the exact same valid formation and the exact same facing both before and after disengaging.

- A friendly mounted unit that disengages has one green hit marker placed adjacent to it for every enemy unit that is in an *attack formation* engaged with it before it disengages

For example, if a friendly mounted unit is in contact with two enemy foot units which are both in attack formations, and the friendly mounted unit opts to disengage, then that friendly mounted unit has two hit markers placed adjacent to it. If a friendly mounted unit is in contact with two enemy foot units, one of which is in an attack formation and the other in an open order formation, and the friendly mounted unit opts to disengage, then that friendly mounted unit only has one hit marker placed adjacent to it. If the friendly mounted unit is in contact with two enemy foot units, both of which are in an open order formation, and the friendly mounted unit opts to disengage, then that friendly mounted unit has no hit markers placed adjacent to it.

A friendly mounted unit that disengages from the enemy can possibly be intercepted by enemy mounted after it has disengaged (see the *Reactions* section – *Intercept*).

Can a player opt to voluntarily withdraw a unit?

Yes. At anytime during a player's movement phase, that player can *order* a friendly unit (including any friendly units that are currently engaged with enemy units and even Bombard units) to *withdraw* from the battle. However, as usual, there is a restriction:

- Only friendly units that are in the same zone as their Commander's stand can be ordered to withdraw from the battle

To withdraw a unit from the game, the player simply *announces* that he is ordering a particular friendly unit to *withdraw*. The player then picks up all of that unit's remaining stands along with all of its markers and removes them from the game. Units that have been ordered to withdraw from the game do not return to the game, and are considered to have been *routed*.

Ending a Player's Movement Phase

A player's movement phase immediately ends when:

- a) that player *has no more units to choose*, or,
- b) that player *announces* that it has ended, or,
- c) that player *moves* his Commander into another zone.

To move his Commander, the player simply *announces* that his Commander is *moving*. The player then moves his Commander stand into any one of the eight adjacent zones (including diagonally) thus:

↖	↑	↗
←	Commander Stand's Zone	→
↙	↓	↘

(Remember, a Commander stand is only used to show the zone that the Commander is in. Therefore, a player can turn his Commander stand to face any direction desired and at any time).

Once a player's movement phase has ended, that player cannot do anything else with any of his units or his Commander stand that same movement phase. Play immediately moves on to the next phase (use a little gamesmanship here when learning the game please).

Using the Reserve Zones



As noted, each side has a number of *Reserve Zones* that are located off the table.

- A unit cannot fire into or fire out of a Reserve Zone
- A friendly unit cannot enter any of the enemy's Reserve Zones under any circumstances

Otherwise, at any time during a player's Movement Phase, that player can opt to do the following with any, all or none of his units that are *in or adjacent to* that player's Reserve Zones.

- 1) A unit in a Reserve Zone can be moved directly forward out of a Reserve Zone and **onto the table** providing that the unit has no markers on it. A unit cannot be moved diagonally onto the table.

To move a unit onto the table, the player simply picks up the unit from the Reserve Zone that it is in, and places it onto the table in the required zone. The unit is placed on to the table *facing directly forward* (towards your opponent at zero degrees) in either an attack formation or in an open order formation. The unit does no more this phase. It cannot move again, cannot turn, cannot change formation, cannot engage, etc, etc.

A unit moving onto the table can be intercepted by an enemy unit once it has been placed on the table (see the *Reactions* section – *Intercepting*).

- 2) A unit in a Reserve Zone can be **moved between the friendly Reserve Zones**, that is, the unit can be moved any number of friendly Reserve Zones regardless of the unit type or the unit's current formation providing that the unit has no markers on it.

The unit is simply picked up from the friendly Reserve Zone that it is in and is then placed into one of the other friendly Reserve Zones. The unit does no more this phase. It cannot move again, cannot turn, cannot change formation, etc, etc.

- 3) An **unengaged unit** on the table that is adjacent to a Reserve Zone can be moved directly backwards **off the table** and placed into that Reserve Zone. However, Bombard units, being deployed in fixed defensive positions, and not being able to move, cannot be moved off the table into a reserve zone, and a unit cannot be moved diagonally off the table.

The current facing and formation of the unit being moved off the table are irrelevant. As long as the unit is unengaged, the unit along with all of its markers are simply picked up and are placed into the relevant Reserve Zone. The unit does no more this phase. It cannot move again, cannot turn, cannot change formation, etc, etc.

A unit that is moving off the table into a Reserve Zone can be intercepted by an enemy unit *before* it is removed from the table (see the *Reactions* section below – *Intercepting*).

Reactions



Reactions are very important within the game system – please read through this section carefully.

- First, a friendly unit can only opt to react during the enemy side's Movement Phase
- Next, the friendly unit reacting and the enemy unit being reacted against must be both in the same zone
- Next, only unengaged units can react, and only unengaged units can be reacted against. Therefore, a friendly unit that is currently engaged with an enemy unit cannot react, and an enemy unit that is currently engaged with a friendly unit cannot be reacted against.
- Next, a unit can only react once and once only during the enemy player's Movement Phase (so consider your reaction options carefully)

To indicate that a unit has reacted during the current movement phase, players place a **yellow marker adjacent** to that unit, and then at the end of the current movement phase, players remove all of these yellow markers.

- Last, some reactions are *compulsory* and some reactions are *optional*

The compulsory reactions that a unit *must* perform if able are:

- 1) **A mounted unit must either counter-charge or recoil**
- 2) **An artillery unit must issue defensive fire at an enemy mounted unit**

The optional reactions that a unit may be able to perform are:

- 3) **A foot unit may be able to issue defensive fire at an enemy foot unit**
- 4) **A foot unit in attack formation can hastily form a defensive formation**
- 5) **A foot unit in open order formation can evade from an enemy foot unit**
- 6) **A mounted unit can intercept an enemy unit**
- 7) **An artillery unit may be able to issue defensive supporting fire**

Ok. How does a unit react?

First, the enemy player *announces* what he is doing with his unit (see the *Movement Phase* section).

The friendly player must then *announce* if a friendly unit is reacting to that enemy unit's movement.

- ***If the friendly player opts to not react with any units, or if the player cannot react with any units, then*** the enemy player simply proceeds to conduct that unit's movement

The enemy player cannot change his mind. The enemy player must do the movement that he has announced for that unit.

Otherwise:

- ***If the friendly player opts to perform a reaction with a unit, then*** that player proceeds to do so with the unit nominated

The friendly player then continues nominating other friendly units to react, reacting with *one unit at a time*, until he *announces* that he *doesn't wish to perform any more reactions at this time*.

Then, *unless the result of a reaction dictates otherwise*, the enemy player conducts the announced movement with his unit thus:

- ***If the enemy unit is attempting to engage a friendly unit, then*** the enemy unit engages the friendly unit in the usual manner

- **If the enemy unit is not attempting to engage a friendly unit, then** the enemy player simply proceeds to conduct that unit's movement

Remember, if a reaction is compulsory, then that unit *must* perform that reaction if it can.

The full details of each reaction are:

1) An unengaged friendly mounted unit must opt to either counter-charge the enemy unit that is attempting to engage it, or opt to recoil from the enemy unit that is attempting to engage it

First, the enemy player *announces* which enemy unit is attempting to engage the friendly mounted unit.

The player controlling that friendly mounted unit must then:

- Opt to counter-charge that enemy unit, or,
- Opt to recoil from that enemy unit.

If the player opts to counter-charge the enemy unit, then the friendly mounted unit engages the enemy unit *front to front*. The friendly mounted unit that counter-charged suffers some disorder, and so one green hit marker is immediately placed adjacent to that mounted unit. In addition, if the mounted unit that counter-charged had to *turn* (that is, change facing to face another direction) to engage the enemy unit front to front, then one additional green hit marker is placed adjacent to that mounted unit. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

Otherwise:

If the player opts to recoil from the enemy unit, then the friendly mounted unit recoiling and all of its markers are simply picked up and placed in the *closest friendly Reserve Zone*. This mounted unit does no more this phase.

Then:

If the enemy unit attempting to engage the mounted unit is a foot unit, then that enemy foot unit remains unengaged, and does no more this phase. Play moves on to the next unit.

Otherwise:

If the enemy unit attempting to engage the mounted unit is also a mounted unit, then the player controlling that mounted unit must immediately:

- Opt to engage another unit with the mounted unit, or,
- Opt to rally the mounted unit.

If the enemy player opts to engage another unit, then the enemy player simply proceeds to do so using all of the normal rules for engaging enemy units (see the *Movement* section – *Engaging Enemy Units*), and friendly units can react as usual.

If the enemy player opts to rally the mounted unit, then the enemy player simply turns the enemy mounted unit to face any one of the four valid directions (see the *Movement* section – *Turning*). The mounted unit remains unengaged, and does no more this phase. Play moves on to the next unit.

2) An unengaged friendly artillery unit that is being engaged by an enemy unit must issue defensive fire at that mounted unit, but can only do so if the friendly artillery unit has no red marker on it (see the *Firing Phase*)

First, the enemy player *announces* which enemy unit is attempting to engage the friendly artillery unit.

The player controlling the friendly artillery unit then fires at that enemy unit (if able) using all of the normal rules for firing. This *defensive fire* is deemed to take place before the enemy unit engages the friendly artillery unit. A red marker is placed adjacent to the friendly artillery unit to indicate that the artillery unit has fired.

Then:

If the enemy unit suffers two or more hits from this defensive fire, then that enemy unit immediately *flinches*. As a result, both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the friendly artillery unit to indicate that it has reacted, and play moves on to the next unit.

If the enemy unit suffers less than two hits from this defensive fire, or if the artillery unit cannot fire, then the enemy unit engages the friendly artillery unit in the usual manner, and the artillery unit is immediately *over-run*. As a result, the friendly artillery unit is removed from play, and is considered to have been routed.

The player controlling an enemy mounted unit that over-ran the artillery unit *must* then:

- a) Opt to engage another unit with the mounted unit, or,
- b) Opt to rally the mounted unit.

If the enemy player opts to engage another unit, then the enemy player simply proceeds to do so using all of the normal rules for engaging enemy units (see the *Movement* section – *Engaging Enemy Units*), and friendly units can react as usual.

If the enemy player opts to rally the mounted unit, then the enemy player simply turns the enemy mounted unit to face any one of the four valid directions (see the *Movement* section – *Turning*). The mounted unit remains unengaged, and does no more this phase. Play moves on to the next unit.

3) An unengaged friendly foot unit that is being engaged by an enemy foot unit can issue defensive fire at that enemy foot unit, but it can only do so if the friendly foot unit has no red marker on it (see the Firing Phase section).

First, the enemy player *announces* which enemy foot unit is attempting to engage the friendly foot unit.

If the friendly player opts to issue defensive fire with the friendly foot unit, then the player proceeds to fire the friendly foot unit at that enemy foot unit using all of the normal rules for firing. This *defensive fire* is deemed to take place before the enemy foot unit engages the friendly foot unit. A red marker is placed adjacent to the friendly foot unit to indicate that it has fired.

Then:

If the enemy foot unit suffers two or more hits from this defensive fire, then that enemy foot unit immediately *flinches*. As a result, both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the friendly foot unit to indicate that it has reacted, and play moves on to the next unit.

If the enemy foot unit only suffers one hit from this defensive fire, then the enemy foot unit engages the friendly foot unit in the usual manner. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

However:

If the enemy foot unit suffers no hits from this defensive fire, then the enemy foot unit engages the friendly foot in the usual manner, and the friendly foot unit suffers a light impact. As a result, one green hit marker is immediately placed adjacent to the friendly foot unit. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

4) An unengaged friendly foot unit that is in an attack formation that is being engaged by an enemy unit can opt to hastily form a defensive formation

First, the enemy player nominates which enemy unit (either foot or mounted) is attempting to engage the friendly foot unit that is in an attack formation.

If the friendly player opts to hastily form a defensive formation, then the player proceeds to change the friendly foot unit's current formation into a valid defensive formation (see *Changing Formation*). This defensive formation is deemed to have been formed before the enemy unit engages the friendly foot unit. A unit that hastily forms a defensive formation suffers a certain amount of disorder depending on that unit's formation *before* it hastily changed formation thus:

- If the unit was in an *attack formation*, then the unit suffers some disorder, and so one green hit marker is immediately placed adjacent to the defensive formation
- If the unit was in a *skirmish formation*, then the unit suffers considerable disorder, and so two green hit markers are immediately placed adjacent to the defensive formation

Then:

If the enemy unit is also a foot unit, then that enemy foot unit engages the defensive formation in the usual manner. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

Otherwise:

If the enemy unit is a Light Mounted unit, then the unit *pulls up short* of the defensive formation (see below).

If the enemy unit is a Medium Mounted unit, then the player controlling that mounted unit must throw 1D6 to determine how the mounted unit's commander responds to the defensive formation being formed, the result being that:

- On a 1 to 3, the unit's commander opts to *pull up short* of the defensive formation
- On a 4 to 6, the unit's commander opts to *charge home* on the defensive formation

If the enemy unit is a Heavy Mounted unit, then the unit's commander opts to *charge home* on the defensive formation (see below).

Then:

If the mounted unit's commander opted to pull up short, then both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the defensive formation to indicate that it has reacted, and play moves on to the next unit.

If the mounted unit's commander opted to charge home, then the player controlling the defensive formation must throw 1D6 to determine if the defensive formation is sufficiently prepared:

- On a 1 to 3, the defensive formation is sufficiently prepared, and so the mounted unit is forced to *pull up short in disorder*
- On a 4 to 6, the defensive formation is ill prepared, and so the mounted unit *charges home* on the defensive formation

If the mounted unit pulls up short in disorder, then one green hit marker is immediately placed adjacent to the mounted unit. The player controlling that enemy mounted unit must then throw 1D6, the result being that:

- On a 1 or 2, the mounted unit is turned 90 degrees clockwise
- On a 3 or 4, the mounted unit is turned 90 degrees anti-clockwise
- On a 5 or 6, the mounted unit is turned 180 degrees

Both units remain unengaged, and both units do no more this phase. A yellow marker is then placed adjacent to the defensive formation to indicate that it has reacted, and play moves on to the next unit.

Otherwise:

If the mounted unit charges home, and if the foot unit is a pike unit, then the mounted unit engages the defensive formation in the usual manner, and the defensive formation suffers a *light impact*. As a result, one green hit marker is immediately placed adjacent to the defensive formation. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

If the mounted unit charges home, and if the foot unit is not a pike unit, then the mounted unit engages the defensive formation in the usual manner, and the defensive formation suffers a *heavy impact*. As a result, one green hit marker is immediately placed adjacent to the square if it was engaged by a Light Mounted unit, two green hit markers if it was engaged by a Medium Mounted unit, or three green hit markers if it was engaged by Heavy Mounted unit. Both units do no more this phase and both units await hand-to-hand combat. Play moves on to the next unit.

5) An unengaged friendly foot unit that is in an open order formation can opt to evade from an enemy foot unit that is attempting to engaged it

First, the enemy player *announces* which enemy foot unit is attempting to engage the friendly foot unit that is in an open order formation.

If the player opts to evade, then both units remain unengaged, and both units do no more this phase. A yellow marker is placed adjacent to the friendly foot unit to indicate that the unit has reacted, and play moves on to the next unit.

6) An unengaged friendly mounted unit can opt to intercept an enemy unit that:

- a) has just moved into the same zone as the friendly mounted unit, or,
- b) is trying to move out of the same zone as the friendly mounted unit, or,
- c) is attempting to engage some other friendly unit in the same zone as the friendly mounted unit, or,
- d) has just disengaged from a friendly unit in the same zone as the friendly mounted unit.

First, the enemy player *announces* which of the four options (as noted above) he is doing with his unit.

If the enemy player is moving his unit into the zone, then the enemy player first moves that unit into the adjacent zone, and then *suspends* the movement of that unit.

If the enemy player is trying to move out of the zone, then the enemy player *suspends* the movement of that unit.

If the enemy player is trying to engage another friendly unit, then the enemy player *suspends* the movement of that unit.

If the enemy player is disengaging, then the enemy player first *disengages* the enemy unit from the unit or units that it is engaged with, and then *suspends* the movement of that unit.

Then:

If the friendly player opts to intercept, and if the friendly mounted unit is in command, then that friendly mounted unit does not need to test to intercept. A unit that is in command *intercepts without testing* (for command, see the *Hand-to-hand Combat* section).

If the friendly player opts to intercept, and if the friendly mounted unit is a heavy mounted unit, then that friendly heavy mounted unit does not need to test to intercept. A heavy mounted unit that is in command *intercepts without testing* (for command, see the *Hand-to-hand Combat* section).

Otherwise, the friendly mounted unit must test to intercept.

To test to intercept, the player that is attempting to intercept throws 1D6, the result being that:

- A unit in an *attack formation* successfully intercepts on a 3 or less
- A unit in a *open order formation* successfully intercepts on a 1

If the attempt to intercept is unsuccessful, then a yellow marker is placed adjacent to the friendly mounted unit to indicate that it has reacted, and this unit does no more this phase.

Otherwise:

If the intercept is successful, then the friendly mounted unit *engages* the enemy unit *front to front*. This intercept is deemed to take place before the enemy unit completes its movement. A mounted unit that successfully intercepts suffers some disorder, and so one green hit marker is immediately placed adjacent to that mounted unit. In addition, if the mounted unit that intercepted had to *turn* (that is, change facing to face another direction) to engage the enemy unit front to front, then one additional green hit marker is placed adjacent to the mounted unit that intercepted.

Then:

If the enemy unit that has been engaged is also a mounted unit, then both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

If the enemy unit that has been engaged is a foot unit, then that enemy foot unit suffers a *heavy impact*. As a result, one green hit marker is immediately placed adjacent to that enemy foot unit if it was engaged by a Light Mounted unit, two green hit markers if it was engaged by a Medium Mounted unit, or three green hit markers if it was engaged by Heavy Mounted unit. Both units do no more this phase, and both units await hand-to-hand combat. Play moves on to the next unit.

If the enemy unit that has been engaged is an artillery unit, then that artillery unit is *over-run*. As a result, the enemy artillery unit is immediately removed from play, and it is considered to have been routed. A yellow marker placed adjacent to the mounted unit to indicate that the unit has reacted, and this unit does no more this phase. Play moves on to the next unit.

7) An unengaged friendly artillery unit can opt to issue defensive supporting fire at an enemy unit that is attempting to engage some other friendly unit in the same zone, but it can only do so if that friendly artillery unit has no red marker on it (see the *Firing Phase*)

First, the enemy player *announces* which enemy unit is attempting to engage some other friendly unit in the same zone.

If the friendly player opts to issue defensive supporting fire with an artillery unit, then that artillery unit immediately fires at the enemy unit using all of the normal rules for firing. This *defensive supporting fire* is deemed to take place before the enemy unit engages the other friendly unit. A red marker is placed adjacent to the artillery unit to indicate that it has fired, and a yellow marker is placed adjacent to the artillery unit to indicate that it has reacted.

Then:

If the enemy unit suffers two or more hits from this defensive supporting fire, then that enemy unit immediately *flinches*. As a result, that enemy unit remains unengaged, and does no more this phase. Play moves on to the next unit.

The Determine Victory Phase



The Determine Victory Phase is the last phase in a full Game Turn.

Determining Your Side's Breakpoint Value

Before the game, each side totals up the number of **units** that are in that side's army *not* including its Commander or any of its artillery units. Each side then calculates the 1/3 value and the 1/2 value of this number of units. The 1/2 value is that side's *Breakpoint Value*.

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For example, one side starts a large game with an army consisting of 31 units, not including its Commander unit or any of its artillery units. Thus, $31/3 = 10.33$ (round fractions up) = 11, and $31/2 = 15.5$ (round fractions up) = 16, and. This side's breakpoint value is 16 units.

During the course of the game, each side keeps a running tally of the number of units from that side that have *routed* off the table (again, not counting that side's Commander or any of that side's artillery units).

Ok. What do you do during this phase?

The first thing players do during this phase is to check how many units your side still has *on the table*, and how many units your side has *off the table*.

- Units *off the table* include all friendly units (not including the Commander or artillery units) that are currently *in that side's reserve zones* and all friendly units (again, not including the Commander or artillery units) from *that side have been routed*

If a side is found to have more friendly units off the table than on the table, then clearly that side is *in general retreat*.

What happens if a side is in general retreat?

A side that is found to be *in general retreat* must concede defeat to the other side immediately, and the other side scores ***A Fine Victory!*** However, in that rare case where *both* sides are found to be in general retreat at the same time, then the game is declared to be ***A Humiliating Loss for both sides!***

What happens if neither side is in general retreat?

The first thing players do is to ***remove any red markers and any yellow markers*** from their units. Any ***green hit markers*** on units ***remain*** on those units.

Both sides then check their running tallies:

If a side's running tally is equal to or exceeds that side's 1/3 value, then that side's Commander's stand is immediately removed from play. This represents the slow breakdown in command and control, morale, etc.

If a side's running tally is equal to or exceeds that side's Breakpoint Value, then that side's *morale breaks* and the game is declared to be over. Play ceases immediately, and players then proceed to determine the final outcome of the game (see below).

If neither side has reached their Breakpoint Value, then the game continues. Players proceed to play the next *full Game Turn* by re-determining the initiative, etc (see the *Sequence of Play*).

How do you determine the final outcome of the game?

The first thing a player does when his side's morale breaks is to ***remove from play any friendly single stand units*** (or any friendly units that have been reduced to a single stand) including any such units that are currently engaged with enemy units. All of these single stand units are considered to have been routed.

Then, to determine the final outcome of the game, each side tallies up how many of the ***on-table zones*** that that side's units currently occupy that are *uncontested*.

- An on-table zone is deemed to be *uncontested* if the zone in question is occupied by at least one friendly foot unit or by at least one friendly mounted unit *and* the zone is not currently occupied by *any* enemy units, that is, the zone in question has no enemy foot units, no enemy mounted units and no enemy artillery units in that zone

Now:

- If your side's tally is ten or more of the fifteen on-table zones, then your side has achieved the best possible victory over your opponent – it has achieved ***A Major Victory!***

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- If your side's tally is less than ten of the fifteen on-table zones, but your side still has more on-table zones than your opponent, then your side has only managed to achieve ***A Minor Victory*** over your opponent
- Otherwise, the game is declared to be ***A Draw***

Again, players can vary the numbers of zones to suit their needs.

Can a player concede defeat?

Of course – a side can always *concede defeat* to the other side, and at any time. However, if your side concedes defeat, then the other side immediately achieves ***A Major Victory*** regardless of the number of zones occupied or the number of zones uncontested.

Finally



Well, that's the rules. Please remember that ***A Major Victory is just a game!*** Try to have fun and sort out any problems thus:

- A player from each side throws 2D6 and totals the dice. Re-throw on a tie
- The player with the lowest total dice throw gets to decide

However, be careful because the decision made for that particular situation by the winning player will then apply to *both* sides for the same situation for *remainder* of the game.

Trevor Raymond

A Major Victory!

Appendix A: Terrain Guidelines



These terrain guidelines are just that – *guidelines!*

Players can use any agreed method to determine the terrain of a zone and what affect that terrain has on movement, firing, hand-to-hand combat, etc.

Are there any restrictions as to what formations units can use in terrain?

There are no restrictions as to what formations a friendly unit can use unless noted otherwise. A friendly unit may be in any valid formation that the player chooses.

How does terrain affect movement?

First, some types of units may be **prohibited** from entering certain types of terrain. If so, then units of those types cannot enter a zone with that prohibiting type of terrain in it under any circumstances.

Next, some terrain may have **restricted movement for mounted units**. If so, then mounted units are restricted to performing **only one action during that unit's Movement Phase** if the mounted unit:

- a) **is entering a zone** that has restricted movement, **or**,
- b) **is in a zone** that has restricted movement, **or**,
- c) **is leaving a zone** that has restricted movement.

Further:

- **A mounted unit cannot intercept in a zone that has restricted movement**

How does terrain affect firing?

Certain types of terrain may give a friendly unit some protection from enemy fire. If so, then a unit of that type in that type of terrain can claim **cover** from the enemy's fire.

If a friendly unit fires at an enemy unit, and that enemy unit can claim cover, then the unit firing at it simply **subtracts two dice from the final number of dice** that it would normally use to fire at that enemy unit.

The subtracting of the two dice **is cumulative**. A unit keeps subtracting two dice for each terrain feature in the zone requiring it.

It is certainly possible that a friendly unit and an enemy unit can both claim cover against each other by being in the same terrain at the same time.

How does terrain affect hand-to-hand combat?

Certain types of terrain may give a friendly unit an advantage in hand-to-hand combat. If so, then a unit of that type in that type of terrain can claim a **hand-to-hand advantage** when in hand-to-hand combat with an enemy unit.

If a friendly unit is in hand-to-hand combat with an enemy unit, and that enemy unit can claim a hand-to-hand advantage, then the friendly unit **subtracts two dice from the final number of dice** that it would normally use when attacking that enemy unit in hand-to-hand combat.

The subtracting of the two dice **is cumulative**. A unit keeps subtracting two dice for each terrain feature in the zone requiring it.

It is certainly possible that a friendly unit and an enemy unit can both claim a hand-to-hand advantage against each other by being in the same terrain at the same time.

Does terrain affect command?

No. Terrain never affects command although it may affect a Commander's movement.

Types of Terrain

A zone is deemed to be *clear terrain* unless the players determined it to be otherwise. Clear terrain has no affect on movement, firing, hand-to-hand combat, etc.

Otherwise, an entire zone can be classified as *one or more* of the following types of terrain. For example, a zone could potentially be classified as a hill, with a village, in woods that is also passable rough ground.

My suggestions for each terrain type are:

Hills:

- Hills are shown by placing a model hill in the zone. The whole zone is then deemed to be hills
- All units can enter hills but hills have restricted movement
- Hills give foot units and Bombard units the hand-to-hand advantage

Woods:

- Woods are shown by placing some model trees in the zone. The whole zone is then deemed to be woods. Only one wood zone can be present in a game
- Artillery units and Commanders cannot enter woods
- Only mounted units that are in open order formation can enter woods
- Woods have restricted movement
- Woods give foot units both cover and the hand-to-hand advantage

Villages:

- A village is shown by placing a suitable model building in the zone. The whole zone is then deemed to be a village. Only one village can be present in a game
- All units can enter a village but villages have restricted movement
- Villages give foot units and artillery units both cover and the hand-to-hand advantage

Rough Ground:

Players must agree as to what zones of rough ground are **passable** and what zones of rough ground are **impassable** before the start of the game. No units can enter a zone of impassable rough ground at any time. Otherwise:

- Rough ground is shown by placing some small rocks or the like in the zone. The whole zone is then deemed to be rough ground
- Organ gun units can enter rough ground, but other artillery units cannot enter rough ground
- Rough ground has restricted movement
- Rough ground gives foot units the hand-to-hand advantage

Boggy Ground:

- Boggy ground (or the like) is shown by placing a suitable bog looking terrain feature in the zone. The whole zone is then deemed to be boggy ground. Only one boggy ground zone can be present in a game
- A zone of boggy ground is impassable to all units

Escarments:

- Upto three edges of a zone can be defined as an escarpment
- Use a piece of string or the like to show the edges of the escarpment
- Artillery units can fire across an escarpment
- No units can cross the edge of a zone that is defined as an escarpment. They must go around

Appendix B: A Suggested Variation – Unit Quality



Player's may wish to experiment with variable unit quality. Players can use their own method to decide the quality rating of each of their units before the game (or you can use and adapt the army lists from other rule sets, or you can use the table and rules below).

The three unit qualities recommended are *Green*, *Seasoned* and *Veteran*.

As a guide, Green units are inexperienced units that may have had some basic training but have had little or no battle or campaign experience. Seasoned units are units that have had training and had some battle and campaign experience. Veteran units are units that have had a lot of battle and campaign experience. Unit quality can also be thought of as measure of how well that a particular unit is fighting on the day due to supply issues, fatigue issues, command issues, general confidence, etc.

For variable unit quality, my suggestions are:

Dice	Light Foot	Medium Foot	Heavy Foot	Light Mounted	Other Mounted	Artillery
1	Veteran	Veteran	Veteran	Veteran	Veteran	Seasoned
2	Seasoned	Seasoned	Veteran	Seasoned	Veteran	Seasoned
3	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned	Seasoned
4	Seasoned	Seasoned	Seasoned	Green	Seasoned	Green
5	Seasoned	Green	Seasoned	Green	Seasoned	Green
6	Green	Green	Green	Green	Green	Green

The minor rule changes for units rated as Green are:

- When *firing*, a Green stand always requires a 1 on a dice for a hit
- When *testing to engage*, a Green unit in any formation always requires a 1 on a dice to engage
- When *resolving a hand-to-hand combat*, a Green unit that scores hits on the enemy unit always reduces that number of hits done by one

For example: A green unit throws and inflicts two hits on an enemy unit. Therefore, only one hit marker is placed adjacent to the enemy unit. Another green unit throws and only inflicts one hit on an enemy unit. Therefore, no hit markers are placed adjacent to the enemy unit.

The minor rule changes for units rated as Veteran are:

- When *firing*, a Veteran stand always requires a 3 or less on a dice for a hit
- When *testing to engage*, a Veteran unit in any formation always requires a 4 or less on a dice to engage
- When *resolving a hand-to-hand combat*, a Veteran unit that scores *any* hits on the enemy unit increases that number of hits by one

For example: A veteran unit throws and inflicts three hits on an enemy unit. Therefore, four green markers are placed adjacent to the enemy unit. Another veteran unit throws and inflicts no hits on an enemy unit. Therefore, having scored no hits, no hit markers are placed adjacent to the enemy unit.

Anything else remains unaffected by unit quality. Again, players can vary these things to suit their own needs.