

Cost of movement when the commander is engaged in melee

Clarification : 2.e

- *Movement, General rules p 27*

Problem:

The General rules under Movement (page 27) , 7th bullet point, state that: "**One additional CP must be spent if the commander is engaged in melee**". Most players consider that this situation must be assessed at the precise moment when the movement of a unit or group occurs, which causes a problem where an included commander charges an enemy unit. Depending on whether he performs this charge before or after moving the other units under his command, the CP cost of these movements will be different.

This poses a problem of asymmetry in the rules between an included commander and a detached commander. In the case of a detached commander, the order of unit movements has no impact on the CP costs since the commander only decides whether or not to join a unit in melee during the combat phase, after all movements are complete

Question:

- When should a commander be considered engaged in melee for determining the CP cost of moving a unit?

Answer :

- For the CP cost of moving a unit, **check if the commander is engaged in melee at the beginning of the movement phase**; the order of moving the units of his corps makes no difference.
- It should be noted that this rule applies in both directions, so **if the commander is already engaged in melee at the beginning of the movement phase, all his unit activations will cost 1 extra command point, even if the commander escapes from melee at some point during the phase.**