

Art de la Guerre

Changes in version 4

This document lists the main changes in version 4 of *l'Art de la Guerre*. It allows players familiar with version 3 to quickly identify the most significant new features. This document is not intended to update version 3 to version 4 - the new edition has been completely rewritten and reorganized and contains many details and clarifications that are not covered here.

TROOPS

Light infantry

- No longer automatically destroyed if contacted during a pursuit but must evade instead.
- In clear terrain LI now has a ZoC against all the enemies it can contact: LI, LH, EL, SCh and Art.
- Light infantry armed with grenades, flame throwers, naffatun etc now have the *Incendiary* ability. They fire at 1 UD and their target has no protection (except LI and LH). They also have a +1 bonus in melee and shooting against Elephants and WWg. Budget 5 pts.
- LI gives a bonus for initiative (3 LI count as 1 LH).

Bowmen, Crossbowmen and Handgunners

- They can interpenetrate medium and heavy swordsmen (except if *Impetuous*) as well as other LMI.
- They can charge all enemies without restriction.
- The budget of the longbow drops by one point (+1 instead of +2).
- Most medieval crossbowmen have the *Pavise* option.
- English archers and those of the French and Burgundian Ordonnance become medium swordsmen with longbow after 1415.
- From 1490 onwards, some armies may have LMI handgunners with same factors as Crossbowmen.

Medium swordsmen

- The budget drops to 6 pts or 4 pts if Mediocre.

Medium spearmen

- Their *Impact* ability in V3 is replaced by a +1 in the 1st round against mounted troops (except elephants) if they are charged from the front (same for heavy spearmen).
- The +1 bonus in the 1st round for cavalry charging MI does not now apply against medium spearmen.
- Almugavars can be Medium spearmen *Impact* to represent their double armament: long spear + javelins.

Heavy spearmen and pikemen

- Their *Impact* ability in V3 is replaced by a +1 in the 1st round against mounted troops (except elephants) if they are charged from the front.

Levy expendable

- They cannot charge or contact enemy to provide support, and cannot pursue.

War wagons

- Their combat factor against all mounted troops (except Elephants) increases to +2.
- They are subject to ZoCs like other units but have no ZoC.

- They are not *unmanoeuvrable* anymore, but making a quarter or half turn costs them 2 UD of movement and they are limited to wheels of 45° maximum.
- WWg can make a ¼ turn including a 1 UD slide (see diagram p 32).
- WWg's can shoot after moving.
- WWg do not inflict cohesion losses in multiple attacks and do not count for flank or rear attacks (they only provide a +1 for simple support).
- During movement, for 1 extra CP, a WWg can become *Battle-ready* by placing stakes, mantelets, chains etc They then gain an additional +1 bonus in combat against all opponents.
- A WWg who is *Battle-ready* must spend 1 further CP before moving off again.
- Mediocre WWg included in some army lists (Achaemenid Persians, Chinese 3 Kingdoms, N&S Chinese Dynasties, Pechenegs, Muscovite Russians) cannot be *Battle-ready* (budget 8 pts).
- Budget increased to 12 pts

War wagons with blades (Camillan Roman, Classical Indian, Communal Italian)

- These are wagons equipped with blades, pikes and hooks used against mounted troops or elephants.
- They do not shoot and cannot become *Battle-ready* like other WWg.
- They can charge or contact the enemy and conform, but cannot pursue.
- Combat factor of +2 against elephants and cancel the *Impact* ability of elephants.
- Budget 8 pts

Artillery

- Light artillery can move/rotate and shoot in the same turn.
- Elephants and WWg with artillery can shoot after moving.
- Roman, Ming and Korean Yi light artillery can fire over some friendly infantry, and now cost +1 pt. These types are called *Integrated Light Artillery*.
- Artillery placed behind a fortification is stationary and cannot rotate.
- Only heavy artillery is now *Unmanoeuvrable* (costing 2 CP to rotate).

Light cavalry

- LH now has a ZoC against all units.
- All LH can attack any opponent without restriction.
- LH *Impact* has the *Furious charge* ability against foot.
- Bonus of +1 when rolling for flank march arrival if it consists entirely of LH.

Light chariots

- Some light chariots can have the *Armour* ability, as they were well protected (Egyptian, Assyrian ...)

Heavy chariots

- Bonus of +1 against Cavalry instead of +2 in V3 (meaning that they are no longer better against Cv than Cataphracts).
- The *Impact* ability of Heavy Chariots does not count against Knights with *Impact* but does count if the Knights do not have *Impact* or if they are charged from the flank/rear.
- Heavy chariots without *Impact* ability have a budget of only 9 pts.

Cataphracts

- Cataphracts now have *Impact* against **foot and mounted** except Elephants.
- The *Impact* ability of Cataphracts does not count against Knights with *Impact* but does count if the Knights do not have *Impact* or if they are charged from the flank/rear.
- Budget 12 pts

Knights

- Knights now have only +1 combat factor against Cataphracts and Heavy chariots.
- Their *Impact* ability mean they retain an advantage over Cataphracts and Heavy chariots (see above).
- Heavy Knights without *Impact* have a budget of only 11 pts.

Elephants

- The *Elite* quality represents the presence of escorting infantry. Seleucid, Ghaznevid, Timurid and Sultanate of Delhi elephants have *Armour* ability instead of being *Elite* (cost 16 pts).
- Elephants must now pursue after melee.

Camels

- *Impetuous* mounted units are not subject to uncontrolled charges against the units that cause them *Panic*. So horsemen can now better avoid elephants **and camels**.
- All medium and light camels with bows in all lists are *Mediocre* (except Tuareg LH).

SPECIAL ABILITIES

Polearm

- Medium/heavy swordsmen units equipped with halberds have been reclassified from *2HW* to *Polearm*: Chinese armies, medieval halberdiers, Swiss, Scandinavian, Hussites, Vonyuks etc
- Bonus of +1 on the 1st round against mounted (except Elephants) if receive the charge on front edge.
- If a *Polearm* unit wins a combat on its front edge against mounted units, +1 is added to the die roll before determining the effect of the combat.
- Budget +1 pt

Note: Ashigaru with Naginata are classified as medium swordsmen without *2HW* or *Polearm*, as they were considered inferior to those equipped with Yari (who are classified as Medium spearmen).

Atlatl

- Shooting range is increased to 2 UD.

Impact/ 1/2 Bow

- This represents cavalry only partially equipped with bow: Some Byzantines, Jurchen Chin etc
- These units shoot as if they were one level lower in quality: ordinary becomes mediocre and elite becomes ordinary, no change if already mediocre.
- The unit can evade, has Impact ability and keeps its quality in melee.
- Budget +1

Javelin

- Some light chariots (Hittites, Celts, Gauls, Picts, Caledonians etc) and medium cavalry (Numidians, Moors, Berbers etc) may have *Javelin* ability, but only for shooting.
- They shoot at 1 UD, but gain no combat bonus as it is already included in the cavalry's combat factor.
- LI, LH and LMI with *Javelin* keep the +1 bonus in the 1st round of a melee.

Missile Support

- The bonus of +1 against all if the unit loses the melee in the 1st round is unchanged from V3, but now applies even if their opponent has *Heavy Armour*.
- Cancels the *Furious charge* of mounted troops when receiving their charge on the front edge.
- Bowmen, Crossbowmen, Handgunners, Javelinmen, mixed units and MI with bows do not have *Missile Support* ability.

Dismounting

- Dismounting types have been revised (see p 21).
- Some cavalry can dismount as heavy swordsmen or heavy spearmen with 3 cohesion points.
- *Impetuous* cavalry no longer counts as *Impetuous* once dismounted.
- In a limited number of army lists specific types of dismount are indicated in the notes which overrule these general rule. For example, Galatian, Gallic, Ancient Spanish and German cavalrymen dismount as *Impetuous* medium swordsmen.

MOVEMENT

Corps activation

- It is no longer required to dice to activate an invisible corps first.

Heavy infantry movement

- Heavy infantry (including dismounted knights) may advance 3 UD in clear terrain if they start their movement 4 or more UD from the enemy.
- A heavy infantry charge against an opponent who evades now advances at normal speed on a 1-4 and +1 UD on a 5-6. This prevents the heavy infantry from being slowed down too much by LI/LH when charging.

Slide

- In the case of a slide before a charge or to contact an enemy, the requirement to advance at least 1 UD no longer applies.
- It is possible to slide into the ZOC of the most threatening enemy to charge it.

Extension

- It is now possible to move forward and extend in the same movement. Each UD moved decreases the number of units that can expand. For example, a group of cavalry units may advance 2 UD and expand by one unit.
- A group of LH can extend by 4 units (instead of 3 before).

Contraction

- A group of LH can contract by 4 units (instead of 3 before).

Exit ZoC

- Units that can evade can now make an evade move during normal movement to exit a ZoC, adjusting their move distance with 1D6. This can cause the units to exit the table, as in normal evade moves.
- LI and LH can no longer shoot after exiting a ZoC as when evading.
- Mounted units whose rear is in the ZoC of a slower enemy can now move straight ahead up to their movement allowance without going into *Disorder* for only 1 CP, even as a group. This prevents them from being pinned by an enemy ZoC on their rear.

Interpenetration

- Light or medium artillery can be shifted during an interpenetration.
- If a unit is shifted it cannot subsequently move or rally, unless it is a LI or LH.

Sliding along enemy

- Permitted in some very specific circumstances, as indicated on p 41.

Charge

- The charge procedure is detailed on page 43-44.
- Units in a charging group that have not contacted an enemy and are not supporting a friend in melee may continue the charge up to their maximum movement allowance (see P 44).
- No uncontrolled charge if the unit would end up with an enemy on its flank or rear.
- Uncontrolled charges are now all performed from left to right or from right to left (to avoid over-optimization).

Blocking evade (see p 47-48)

- It is no longer possible to block an evade move with a small part of a base, a ZoC is now required.
- An evade move is blocked if, after its reorientation, the evading unit has an enemy situated at least partially directly in front and this enemy exerts a zone of control over the unit trying to evade.
- An evade move is also blocked if its path is blocked by obstacles.
- Light troops can make an additional free half-turn at the end of their evade move.

Conformation

The rules on conformation have been revised and grouped together in a single chapter (see p 50). Players are invited to read them carefully. Here are some of the key points.

- Conformation is always done relative to *the most threatening enemy*.
- Conformation should always be done if it is at all possible. A unit cannot stay in contact corner to corner or flank to flank if it is not taking part in a melee: it must now conform or move away.
- It is now possible to contact an enemy on the flank or rear even if the unit cannot fully conform because of terrain or other units. This is categorized as an "incomplete conformation".
- ZoCs must always be respected and therefore you still cannot attack an enemy from the flank if the attacking unit would enter a ZoC.
- During a conformation, enemy units cannot now be shifted.
- : LH/LI can move and rally after being shifted, other units can no longer move or rally after being shifted. This rule is now the same for both conformation and interpenetration

COMBAT

Melee and support

- LH, LMI and mixed units can now charge all enemies without restriction.
- A unit can be in melee or in support position. Support is now divided into *simple support* (a contact by a corner or flank) and *melee support* (contact with the unit's front against the enemy's flank or rear edge).
- A *simple support* gives a +1 bonus in combat.
- A *melee support* gives a +1 bonus + combat factor.
- This makes multiple attacks more effective if the units involved are stronger. For example, if an MI is attacked on the front and flanked by an archer the attacker will have a +1 bonus for *melee support* (because the archer has a combat factor of zero against MI). If the unit providing *melee support* is an MI Swordsman this bonus increases to +2 and if it is a Pikemen the bonus increases to +3.

Pursuit

- LI are no longer automatically destroyed if they are contacted during a pursuit: they must evade.
- Units pursuing and contacting a new enemy must conform immediately in the pursuit phase wherever possible.
- If an enemy is contacted on the flank or rear by a pursuing unit (except LI/LH) while it is already in melee or in melee support it loses one cohesion point.

Fortifications and Obstacles

- Some lists may have obstacles and/or fortifications.
- Obstacles are ditches, stakes or pitfalls. Their budget is ½ pt but they do not provide cover or a combat bonus against foot units.

Sacred Camp

- Some lists can have a Sacred Camp (budget 2 pts)
- It represents the presence of a holy person (Pharaoh, the Pope), priests, a religious symbol etc
- A Sacred Camp adds +1 to the army cohesion but counts 6 pts of loss if it is captured.

TERRAIN AND SETTING UP

Hills

- Gentle hills have a peak and optionally a crest line.
- Steep hills must have a peak and a ridge line.
- Visibility behind a hill has been redefined and simplified (see p 71).
- It is now easier to ambush units behind a hill (see p 77).

Initiative

- A group of 3 LI counts as 1 LH when calculating the scouting initiative bonus.

Terrain

- The number of available terrain pieces has been increased (see p 74) to allow both players to have enough choice:
 - Plain: 4 fields and 1 marsh
 - Forest: 4 woods and 3 brushes
 - Mountain: 4 hills and 2 gullies
 - Desert: 4 sand dunes and 1 road
 - Steppes: 4 hills, 1 marsh and 1 road
- In the steppes, a single hill may be covered with brush and be rough terrain.

Terrain placement

- Placement of the village is done like other terrain pieces, but it can only fall in the flank sectors.
- The first time a terrain piece cannot be placed on the table due to lack of space the player may re-roll the dice for placement. This re-roll is allowed only once for each player.
- If one player's half of the table has 3 or more terrain pieces (excluding road, river or coastal zone) more than the other half, the next terrain piece is now always placed in the half of the table with fewer terrain pieces.
- Impassable terrain cannot be placed in the central sectors.
- Placement of the road is now done randomly (see p 75).

Terrain adjustment

- A result of 3 or 4 only allow a player to move a terrain piece by 4 UD, not to rotate it.
- When adjusting terrain, a "6" allows the removal of a terrain piece only the first time it is rolled. Subsequent "6"s become "Rotate or 6 UD move".

Flank march

- Bonus of +1 for the arrival of a flank march consisting only of LH.

Optional rules

Reduced format

- The reduced format with 100 pts now permits play with 2 corps, and allies.

Random factor

- New suggested options to replace D6 with average die, a D4 (or D8/2), a D10/2 or to roll 3D6 and take the middle die result.
- Suggested mechanism to also replace the die with cards numbered 1 to 6.

Events

- A system of random events has been included to further spice up the game (see p 85-86).

ARMY LISTS

Allied corps

- In an allied corps you now need only take troops whose minimum is 2 or more (after halving numbers). Troops with an (adjusted) minimum of 1 are no longer mandatory, but must still be taken before selecting any troops with a minimum of zero.

Lists modifications

- All lists have been reviewed and most have been modified.
- There are more Strategists than in V3.
- When an option in a list refers to a named strategist (Hannibal in Italy for example), the player does not have to purchase this commander as a Strategist to use these options.
- The dates of the allies have been specified.
- There are more options and variety.
- Some of the background material has been rewritten and refined.

New army lists

- V4 now has 300 lists, some of which are entirely new.
- Some lists have been split into 2 or 3 and others have changed datelines.
- All lists in the Feudal period now include only medium knights. Heavy knights are only present in the Medieval period. The Dark Ages period has no knights.
- Some list names have been slightly modified or corrected.
- Chinese lists now use the Pinyin transcription system. Thus, the Hsing-Nu become the Xiongnu.
- The numbers of some lists have been changed to follow the order of the new book. The statistics of the armies played in tournaments will be updated and adapted to the new numbering.
- Lists 281 (Forest Indian) and 283 (Plains Indian) have been combined into a single list (298 North American Tribes).

82	Yayoi Japanese
101	Post Roman British
145	Later Scots-Irish
147	Later Pictish
152	Astur-Leónese and Navarrese
169	Rebel Vietnamese
176	Heian Japanese
185	Feudal Welsh
192	Konstantinan Byzantine
204	Taifa Kingdoms
212	African Kingdoms
218	Feudal Scandinavian
234	Medieval Anglo-Irish
253	Medieval Teutonic
264	Medieval Cyprus
276	Vijayanagar Kingdom
283	Olmec
300	Polynesian and Melanesian