

# L'ART DE LA GUERRE - Reference sheet V4

## SEQUENCE (P 23)

1. Movement : activate each corps one at a time
2. Shooting
3. Combat
4. Rout and Pursuit
5. Victory

## COMMAND (P 24)

Commander	Value	Range
Ordinary	0	4 UD
Competent	+1	6 UD
Brilliant	+2	8 UD
Strategist	+3	8 UD

Range is doubled for LH and LI

## COMMAND POINTS (P 25)

CP = (1D6 + Value of commander) / 2  
Result rounded up + 1 free CP

## ORDERS (P 25)

- No CP for a spontaneous or uncontrolled charge
- 1 CP to move unit in command range
- 1 CP to rally a unit if enemy is less than 4 UD, or 2 CPs if unit is in melee or melee support
- 3 CPs to prevent an uncontrolled charge
- +1 CP for a unit out of command range
- +1 CP for a difficult manoeuvre
- +1 CP if commander is engaged in melee except to rally the unit to which he is attached or included

## UNITS CHARACTERISTICS TABLES (P 22)

Foot	Cat	Pr	Co	Combat factors
Light infantry	LI	1	2	0 vs all. Destroyed in open terrain by LMI, MI, HI, Cv, Ct, HCh & Kn.
Javelinmen	LMI	1	3	+1 vs LI, LH, El and Sch, <i>Javelin</i>
Bowmen, Xbowmen Handgunner	LMI	0	3	+1 vs LI and LH ; +1 in 1st round vs mounted if received the charge
Medium swordsmen **	MI	1	3	+1 vs all except Ct, HCh, Kn
Medium spearmen * @	MI	1	3	+1 vs all except Ct, HCh, Kn
Heavy swordsmen **	HI	1	4	+2 vs LMI in open terrain or vs LH Otherwise +1 vs all <i>Heavy armour</i> and <i>2HW</i> if knight
Foot knights **		[3]		
Heavy spearmen * @	HI	1	4	+2 vs LMI in open terrain or vs LH Otherwise +1 vs all
Pikemen * @	HI	1	4	+2 vs All
Levies	HI	1	3	+1 vs LI, LMI and LH
War wagons #	WWg	2	4	+2 vs mounted exc. El ; +1 vs LI +1 bonus vs all if <i>Battle-ready</i>
Artillery	Art	1	2	+1 if shooting vs El and WWg +1 for the enemy except if LI or LH

Mounted	Cat	Pr	Co	Combat factors
Light cavalry Light camelry <sup>(1)</sup>	LH	1	2	+1 vs LI if LI is in open terrain
Medium cavalry Light chariot Medium camelry <sup>(1)</sup>	Cv	0	3	+1 vs mounted, LI, LMI, MI, Levies +1 vs HI if attacking flank/rear +1 in 1st round vs LMI & Medium swordsmen unless cavalry has <i>Impact</i> or is penalised by terrain
Heavy cavalry (with <i>Armour</i> )		[1]		
Heavy chariot	HCh	[1]	3	<i>Armour</i> +2 vs LMI and LH, 0 vs WWg, +1 vs others No <i>Impact</i> vs Kn
Cataphract Cataphract camelry <sup>(1)</sup>	Ct	[2]		
Medium knight Heavy knight	Kn	[1]		
		[2]		
Elephant <sup>(1)</sup>	El	0	3	+2 vs mounted and +1 vs foot <i>Impact</i> exc. vs LI, LH, Javelinmen
Scythed chariot	SCh	0	1	0 vs all. Enemy factor is 0 in 1st round except LI, LH, LMI, WWg or El, which keep the factors. Cancels enemy's support in 1st round.

\* Cancels *Impact* of mounted (except El) if receiving the charge on the front.  
\*\* Cancels *Impact* of *Impetuous* swordsmen if receiving the charge on the front.  
@ +1 in 1st round vs mounted (except El) if the unit received charge on front.  
# Cancels *Impact*, *Javelin* and *Furious charge*, except if attacked by elephants.  
WWg with blades : +2 vs El and cancel their *Impact* and *Furious charge*.  
<sup>(1)</sup> Panic horses if camels, or horses and camels if elephants.

## MOVEMENT AND TERRAIN (P 29)

Categories and troop types	Movement allowance (UD)		
	Open	Rough	Difficult
Light infantry	3	3	3
Medium infantry	3	3	2
Heavy infantry and foot knights	2/3 #	2	1
Light cavalry	5	4	2
Medium and heavy cavalry	4	3	1
Medium and heavy knights	3	2	1
Light chariots and scythed chariots	4	2	-
Heavy chariots and cataphracts	3	1	-
Elephants	3	3	1
War wagon and mobile artillery	2	1	-

Along a road: Movement allowance in open terrain + 1 UD.  
# 3 UD in open terrain if starts its movement more than 4 UD from enemy.

## SPECIAL ABILITIES (P 17-20)

Order: Quality, Combat factors and bonuses, *2HW* or *Polearm*, *Armour*, *Missile support*.

- **Armour and Heavy armour:** +1 to protection if *Armour* or +2 if *Heavy armour*. If the unit loses the melee, +1 to the die roll before determining the combat outcome if the unit has a heavier armour. Does not apply against elephants or in the 1st round if enemy has *Furious charge*.
- **Two handed weapon:** If the unit wins a melee on its front, +1 to the die roll before determining the combat outcome. Bonus of +1 to the die roll in case of tie against spearmen or pikemen.
- **Polearm:** +1 in the 1st round of a melee against mounted (except El) if the unit received the charge on the front. If the unit wins a melee on its front against mounted, +1 to the die roll before determining the combat outcome.
- **Furious charge:** Inflict +1 loss if unit wins the 1st round of a melee when charging or receiving the charge on the front.
- **Impact:** +1 on the 1st round of a melee if the unit charges or receives the charge on the front except against elephants. *Impact* ability of foot troops does not apply if foot charge mounted or if mounted have also the *Impact* ability.
- **Impact / ½ bow:** Shoot as one level lower in quality: Ordinary to Mediocre. Can evade.
- **Impetuous:** Same as *Impact* unless *Impetuous* foot charges the front edge of medium or heavy swordsmen. The unit is *Unmanoeuvrable* and likely to make an uncontrolled charge.
- **Incendiary :** +1 shoot and melee vs El and WWg
- **Javelin :** LI, LH and LMI has +1 in the 1st round of a melee if charges or receives a charge on the front. Cancelled if enemy has *Impact* and fight on front edge or vs WWg. Applies vs El and SCh.
- **Panic:** -1 in melee for all mounted units (friend and enemy) in contact unless SCh.
- **Pavise:** +1 to protection unless vs. artillery or *Incendiary*. Cannot be added to terrain cover.
- **Stakes:** Cancel *Impact* and *Furious charge* of mounted. Mounted (except El) have -2 in melee.
- **Expendable:** Do not count for either army cohesion nor losses. Cannot be rallied.
- **Missile support:** If the unit loses the 1st round of a melee on its front edge, add +1 to die result and cancel mounted *Furious charge*.
- **Mixed Unit:** Shoot as normal but combat as one level lower in quality: Ordinary to Mediocre.

## SHOOTING RANGES (P 56)

Missile weapon	Range
LI, LH or Cv with <i>Javelin</i> , Javelinmen, LI <i>Incendiary</i>	1
LI or LH with slings, bows, crossbows or firearms ; MI with <i>Atlatl</i>	2
Cv with bows, crossbows or firearms	2
Foot with bows, crossbows or firearms	4
War wagon, light artillery	4
Medium artillery	6
Heavy artillery	8

## MOVEMENT (P 29)

### Manoeuvres (P 30)

- One slide with an advance of one UD before or after.
- Wheel 90° max (or 45° if WWg) (count as 1,5 UD)
- Only one half-turn or quarter-turn per move. Cost 1 UD or 2 UD if *Unmanoeuvrable*, WWg, Pikemen or Cataphract. LI and LH have a free first half-turn or quarter-turn.
- Extension or a contraction (see p 32-33).

### Multiple movements (P 34)

- Units must never be less than 4 UD from enemy.
- 3<sup>rd</sup> mvt forbidden if Artillery, WWg, *Unmanoeuvrable* (unless *Impetuous* Cv) or if a commander is not present.

### Difficult manoeuvres : +1 PC (P 34)

- 3<sup>rd</sup> mvt unless LI, LH and *non-Impetuous* Cavalry.
- Exit enemy's ZoC except if the unit can evade.

*Unmanoeuvrable* units (*Impetuous*, Elephants, Levy, WWg, Heavy artillery and SCh) count also the following as difficult:

- Movement < mvt allowance unless contact with enemy.
- Quarter or half-turn (also if WWg, Pikemen and Cataphract).
- Extension or contraction (see p 32-33).

### Interpenetration (P 39)

- LI through all units in all orientations and vice versa.
- Mounted through LH in same/opposite direction & vice versa
- LMI through LMI in same/opposite direction & vice versa
- Heavy/medium swordsmen *non-Impetuous* through bowmen & crossbowmen in same/opposite direction & vice versa.
- Foot through Artillery or WWg by the long side only.

Burst through: 1 loss for the crossed unit. Prohibited through EL, Pikemen, WWg, Camp or friendly unit in melee or support.

**Disengage (P 40)** : A move straight backwards of full movement allowance minus one UD until meeting an obstacle.

- LI facing foot, El or mounted penalized in a terrain.
- Javelinmen facing HI or Elephant.
- Mounted (except El and SCh) facing foot or slower mounted.
- All facing Artillery, WWg, fortifications or obstacles.

## ZONE OF CONTROL (P 35)

Area of one UD in front of the unit. Permitted movements are:

- Stay in place or charge the *most threatening enemy*.
- Advance, wheel/slide or make a ¼ or ½ turn to align and/or move closer to the *most threatening enemy*.
- Perform an extension or contraction without leaving ZoC.
- LI exerts a Zoc only on LI, LH, Elephant, SCh and Artillery.
- No ZoC for Camp, Art, WWg and units in melee, into or from a penalising terrain or behind fortification/obstacle.

### Exiting ZoC:

- Units capable of evading can evade.
- Others units move individually straight backwards of 1 UD (2 UD if mounted) for 2 CP and are *Disordered*.
- Mounted whose rear is in ZoC of a slower enemy can move straight ahead for 1 CP and without becoming *Disordered*.

## SPECIAL MOVEMENTS (P 42)

### Charge (P 43)

Restrictions: Prohibited to WWg (except blades), Artillery and *Expendable* levies. In open terrain, LI may charge LI, Art, SCh, El and camp. In rough/difficult, LI can only charge an enemy penalised in combat or from the flank/rear or in *Disorder*.

- Designate the target, the charge direction and check range.
- A slide **or** a wheel is allowed at the beginning of the charge.
- Straight movement without reorientation with adjustment if all targets evade. Roll D6: 1-2 -1 UD or 5-6 +1 UD.
- Advance min 1 UD foot/2 UD mounted or max if *Impetuous*.
- Units in contact conform, other can continue charge up to maximum distance (mandatory if *Impetuous*).

Spontaneous charge: Against a target in the ZoC (no CP).

Uncontrolled charge: *Impetuous* and SCh in range (halt = 3 CP) charge by priority the *most threatening enemy*, the most in front then the closest. Combat at -1 (see exceptions p 46).

**Evade (P 47)**: LI, LH, Javelinmen, Cv with no *Impact/Impetuous*

- Orient unit by a quarter or half turn if necessary.
- Evade is blocked by enemy ZoC in front or by enemy or friendly units or by impassable terrain at less than 1 UD.
- Can adjust the orientation to match the charge direction.
- Move straight forward. Roll D6: 1-2 = -1 UD or 5-6 = +1 UD
- Slides or wheels allowed to avoid obstacles or interpenetrate.

**RALLYING (P 55)** – Unless elephants and *Expendables* units

- 3+ if unit is at more than 4 UD of all enemy (0 CP)
  - 4+ if unit is at 4 UD or less of an enemy (1 CP \*)
  - 5+ if unit is in melee or in melee support (2 CP \*)
- +1 if commander is included in or attached in the unit  
\* +1 CP if unit is outside command range

## SHOOTING (P 66)

### Shooting priority (P 56)

- The nearest target directly in front of the shooter or
- The nearest target in the shooting zone

### Shooting resolution (P 58)

Each player rolls 1D6 and the target add its protection. If the shooter has the higher result, the target loses 1 cohesion point.

- LI or LH shooting -1
- Target in cover or behind a fortification -1
- Shooter is disordered -1
- Shooter from cover or in difficult terrain except LI -1
- LMI, MI, HI with bow/crossbow/firearm vs. mounted +1
- For each supporting unit (max +3, LI/LH count as ½) +1

### Protection modifiers (P 58)

- Crossbows or firearms : Protection equals 1 for all except if El or WWg. Do not add *Armour* or *Heavy armour* bonus.
- Longbows : -1 to protection (minimum zero) against all except Artillery, WWg, LI and LH who keep their protection.
- Artillery, *Incendiary* : Protection = 0 for all except LI and LH.
- Pavise : +1 to protection except vs Artillery and *Incendiary*.

**QUALITY MODIFIER (P 12)** – for shooting and melee

The die result is modified **before** applying any other modifier :

- Elite : +1 if D6 result is 1, 2 or 3
- Mediocre : -1 if D6 result is 4, 5 or 6

## MELEE (P 60)

1D6 + modifier, highest result wins the melee.

- Loser - 1 cohesion point
- Difference of 3 or 4 - 2 cohesion points
- Difference of 5 or 6 - 3 cohesion points
- Difference of 7 or + Automatic rout

### Modifiers (P 63)

- Combat factor and special abilities
- 1 if unit is *Disordered* and -1 if uncontrolled charge
- +1 if unit is on a flank or on the rear of the enemy
- +1 for each unit in simple support **or** Combat factor +1 for each unit in melee support (except vs. SCh in 1st round)
- +1 if higher, on river bank, edge of a gully or fortification
- +1 if commander is engaged in melee
- 2 if mounted attack fortifications, obstacles or stakes
- Rough: -1 HI, WWg ; -2 heavy spearmen, pikemen, mounted
- Difficult: -1 MI, LMI ; -3 mounted

No penalty for camels in brush or sand dunes.

No penalty for elephants in brush or fields.

No *Impact* or *Furious charge* for mounted that are penalised.

**Multiple attacks (P 61)** : The unit loses one cohesion point if already in melee or in melee support and attacked on flank or rear by a new enemy other than by LI, LH, Art or WWg.

**Flank or rear attack (P 64)** – unless vs. WWg and Art

- Combat factor equals to zero. The unit loses *2HW*, *Impact*, *Javelin*, *Furious charge*, *Missile support* and *Polearm*.
- Armour*, *heavy armour* & *panic* remain valid.

**Furious charge (P 18)** : +1 cohesion point loss on 1<sup>st</sup> round if:

- Impetuous* foot against all foot unless WWg.
- LH, Cv, HCh, Ct and Kn *Impetuous* or *Impact* against all foot except WWg.
- All Cv, HCh and Kn against LMI and LH against LI.
- Elephants and SCh against foot except LI and Javelinmen.

**Commander in melee (P 28)** : Opponent roll a D6.

- Commander killed on roll of 1 if the unit loses the melee.
- Commander killed on roll of 1, 2 or 3 if the unit is *Routed*.

## ROUT AND PURSUIT (P 68)

- Rout** : Loss of 1 cohesion point for friends (LI only affect LI) less than 1 UD behind unit (except if routed is Art/WWg).
- Pursuit** : Phasing player's units can advance up to one UD. One UD is mandatory if elephant or *Impetuous* (see p 69).