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*Champs de bataille* is a generic game system that simulates the ancient-Medieval historical battles. The first version of the rules appeared in VV9, and then in VV15, with numerous Army lists and counters being published since. This is a complete and amended version of the rules. Indeed, several extensions, errata and new rules have appeared in VV since the second edition. Indeed, the system has been enriched by many playings and certain modifications that were indispensable.

At all times, the basic system of *Champs de bataille* has been retained; only certain mechanisms that functioned incorrectly have been changed.

The game requires several six-sided dice (d6).

## 0 - GENERAL RULE

### 0.1 – Game scale

*Champs de Bataille* is designed to simulate the clashes of Armies of very different troops over a very long period of history, the scale of the game altering from one battle to another. Nevertheless, as an indication, the base scales were as follows:

- A game turn is about 15 minutes of real time;
- A hexagon is about 50 m wide;
- Each counter represents a variable number of men between 125 and 250 horsemen or foot, 1 000 men per horde counter, 15 elephants or 25 war chariots.

### 0.2 - Abbreviations

To permit an easy adaptation to the Army Lists for *DBM*, we have chosen to retain, as unit designations, the same abbreviations as in the original rules, that is to say the abbreviations of the English terms. Additionally, this usage conforms to that of the official French translation of *DBM*, allowing players to use the same terms to identify their Armies.

## 1 - TERRAIN

### 1.1 - Maps and hexagons

A hexagonal grid is superimposed on the map to regulate movement and combat. The abbreviation hex for hexagon is used throughout. All distances are measured in hexagons, hex of departure for a unit that moves or the hex of a missile-unit is excluded, and the hex of the target is included. The cut out terrain elements provided in *Vae Victis* will allow you to modify the map.

*Champs de bataille* is an adaptation of the figures rule set *DBM*, designed by Phil Barker and Richard Bodley-Scott and published by WRG. Adaptation devised by Stéphane Martin, Théophile Monnier and Nicolas Stratigos, with the active support of Dominique Sanches.

### 1.2 - Types of terrain

Several types of terrain can be used on the map:

- **clear terrain or clear** (flat and cultivated terrain without any important features, gentle hills);

- **Broken terrain** (moderately marshy or rocky terrain, muddy ground, frozen rivers and lakes, heavy brush, etc.);

✗ - **Difficult terrain**: woods, orchards, olive tress, oasis, enclosures, marsh and buildings.

In difficult terrain, groups (see 5) can only be formed with the units in a single column; that is adjacent to one another by only their front or rear hexes.

This obligation only applies if the group finishes its movement in difficult terrain. A group on the edge of difficult terrain may leave the terrain **in line**.

**Exception**: units of Psiloi (only) may move as a group in difficult terrain without being in terrain.

**Woods or oasis**: Visibility across a wood is limited to two hexes. Units entering a wood must start their movement adjacent to the edge.

Terrain may affect movement (see 9.6), shooting and mêlées (see relevant tables) or block lines-of-sight (see 10.2). As a general matter, the battle field is composed of clear terrain, with several areas with other terrains.

## 2 - UNITS

### 2.1 - General Rule

An army is composed of different types of combat units, represented by counters.

Each army has two to four generals (the term general does not represent a rank but simply indicates leaders of armies, and their guards). Apart from their command capacity (see 4), generals counters follow the same rules as other units, depending on type.

Each unit counter carries a number of details about the unit (see plan).

### 2.2 - Regular and Irregular Units

In *Champ de bataille*, each unit is either regular (**Reg.**), or irregular (**Irr.**). This distinction, which depends on the level of training and the discipline of the troops, reflects the ease with which the units could be controlled (see 4.2). Thus, regulars are generally trained and can perform complex manoeuvres whereas the irregulars can only follow simple commands.

The classification is also used for the generals, the regular generals benefiting from a greater flexibility of command (see 4.1).

### 2.3 – Quality of units

The classification of Unit Quality evaluates morale, the level of training and of motivation as well as the quality of the

equipment of different units. They are distinguished as follows: superior units (**S**), ordinary (**O**) and inferior (**I**) but equally the swift units [(**F**) for Fast] and exceptional units (**X**), which have specific characteristics.

### 2.4 - Types of unit

This list of unit classification is a function of their style of use (movement and combat) on the battlefield. The unit abbreviations are shown in brackets.

#### A - Mounted units

- **Knights (Kn - Knights)**: units of shock cavalry which use a spirited charge as the basic tactic (ex.: Companions of Alexander the Great or knights of the Middle Ages). By extension, this category also includes heavy chariots (three or four horses).

Units of **Kn (X)** represent the cataphract units equipped with the kontos, a long lance used with both hands. The **Kn (X)** are treated like **Kn (S)** against shooting and against units of **LH**, **Sp**, **Pikes** and of **Bowmen** in *mêlée*. However, they are treated as (**I**) against **Knights**, **Blades** and **Wb**, and (**O**) in all other cases.

- **Cavalry (CV)**: units of cavalry equipped with bows or throwing weapons (bows, javelins) rather than shock weapons (spears, swords). By extension, this category also includes the majority of war chariots.

- **Light Cavalry (LH - Light horse)**: these units fight as skirmishers, with sudden charges and shooting from a distance, to avoid hand-to-hand combat.

- **Elephants (EL)**.

- **Camels (Cm)**

✗ - **Expendables (Exp - Expendables)**: scythe chariots or driven herds intended for suicidal charges on enemy formations.

#### B – Foot Units

- **Spears (Sp - Spears)**: infantry fighting in ordered ranks often in a deep formation, equipped with a spear or a javelin and shield (e.g. Greek hoplites).

- **Blades (Bd - Blades)**: infantry fighting in ordered lines but trained for individual combat (swords, halberds, axes, etc). Included here are Roman legionnaires, knights fighting on foot, etc.

✗ - **Pikes (Pk - Pikes)**<sup>1</sup>: infantry fighting in ordered ranks often in a deep formation, equipped with a pike or long spear held with both hands (Swiss pikes, Macedonian phalanx, Scots schiltrons, etc.).

- **Auxilia (Ax)**: infantry in loose order but sufficiently armed and protected to fight

1. The adaptation of Pike units for *Champs de bataille* poses a problem of stacking, as it is possible, in *DBM*, to put up to four ranks of Pikes one behind the other. It would be complicated to place double ranks of counters because of the hexagonal grid, and we have opted for the simplest solution: Pikes in *Champs de bataille* may stack up to four counters per hex to obtain the maximum support bonus (+3). We recommend however limiting support to one or two counters, to avoid the overuse of large pike lines with a deep line only one hex containing four counters.

hand-to-hand (Greek peltasts, Roman auxiliaries, etc.).

Auxilia (X) are treated as (S) for hand-to-hand combat to their front with Knights, Expendables, Sp, Bd, Wb or Hordes, and as (I) in all other cases.

**X - Bowmen (Bw - Bowmen):** units in formed ranks, armed with bows or crossbows and trained for volley shooting.

**- Psiloi (Ps):** troops with missile weapons (bows, slings, javelins) but fighting dispersed, with light equipment and seeking to avoid hand-to-hand combat.

**- Barbarians (Wb - Warband):** troops whose effectiveness is due to their ferocity and the impetuosity of the fighter rather than their cohesion or discipline (Gauls, Germans, etc).

**- Hordes (Hd):** masses of troops of poor quality and badly equipped (revolting peasants, Persian levies, etc.).

**X - Artillery (Art):** includes all units shooting over long distances.

**X - War Wagons (WW):** All heavy wheeled vehicles used on the field of battle (wheeled towers, Hussite wagons, Italian carroccios). The WW (X) are treated as WW (O) in frontal combat against elephants and (I) in all other cases.

**- Baggage (Bag):** non-combatant units, Baggage represents the logistical support of the armies. Fixed (camps, stockades) or mobile (wagons, herds), they have no offensive power. Baggage has a combat value of 1 (in defense only) and is always (I). It can be immobile (movement = 0) or mobile (movement = 2). The mobile Baggage of a demoralised corps (see 12.3) flees normally and is treated as destroyed if it leaves the map.

## X 2.5 - Impetuous Units

The units classed as impetuous are susceptible to making uncontrolled movements (see 9.5 and 11.9). The following are impetuous:

**- Irregular units** as follows: **Knights (S), (O) or (F), Barbarians, Blades (S) or (F), Camels (S), Hordes (S) or (F);**

**- Regular and Irregular Units, other than Baggage, who are closer, in hexes, to a demoralised enemy unit than to a non-demoralised enemy unit (see 12).**

The units of a demoralised corps (see 12.3) are **never** impetuous (and lose all these attributes when they become so).

## 2.6 - Light units and skirmishers

These types of units observe special movement rules. They are:

**- light units:** units of light cavalry, of Psiloi and of Auxilia (see 4.2);

**- skirmishers:** units of light cavalry and of Psiloi only (see 6.2 and 9.2).

## X 2.7 - Units which can dismount

In certain scenarios or Army lists, some units may fight on horseback or on foot.

The mounted or dismounted status is shown by different counters. **At the beginning of the game**, during the set-up of a corps, the player must choose whether to have the units mounted or dismounted, and use the relevant counters. The units retain this status for **the whole game** and may not remount or dismount. The choice is made for each counter, the player is free to determine the proportion of mounted to dismounted troops. The Army lists show the mounted and dismounted equivalents of the relevant troops.

**X Note:** *contrary to what is shown in their Army list; certain troops dismount as follows:*

*- Carolingian knights (VV9) dismount as Bw (O) and Sp (O). The new counters for this army were in VV n°22.*

*- The Bucellari of the Eastern Roman Army and the Herule and Gepid Kn (F) (VV9 and 12) all demount as Sp (O).*

## 2.8 - Units of mounted infantry

According to Army lists, certain infantry units are treated as mounted for movement. During strategic movement (that is to say when more than four hexes from an enemy unit), these units move (and flee) like mounted troops. In tactical movement (that is to say when 4 hexes or less from an enemy unit), these units move and fight as foot troops. They do not pay AP to mount or dismount, the action is automatic.

Mounted infantry on horses perform strategic movement as Cavalry, those on Camels as Camels (4 MP in both cases).

## 3 - GAME SEQUENCE

Each game turn consists of two similar sequences, one for each player. The attacking player goes first in each turn. The player whose turn sequence this is is called the **active player**.

### 1. Determining the number of action points

The active player throws 1d6 for each of his generals and apportions the scores achieved (see 4.1).

### 2. Movement of units

The active player, depending on the number of action points that he has, may now move units or groups of units (see 9). Once all movements are completed, « unrestrained » impetuous units make a spontaneous advance (see 9.5) and the units of a demoralised corps flee.

### 3. Ranged Shot

The units of two players with shot capability engaged in Ranged Shooting (see 10).

### 4. Mêlée

The units of the two players which are in frontal contact fight. The active player decides the order of resolution of mêlées (see 11).

Once the turn sequence of the first player finishes, it is the turn of the second player to activate, in the same manner.

## 4 - ACTION POINTS

Action points (AP) represent the control capability generals have over the units of their corps. Each army has several corps, each commanded by a general. One of the corps is commanded by the Army Commander (see 14 for the way in which armies are organised).

APs permit the activation of units.

### 4.1 - Determining AP

At the start of his turn, the player throws a number of **d6** equal to the number of corps in his army.

For **regular** generals, the player is free to assign each dice to the corps of his choice after having thrown them. Contrariwise, before throwing the dice, the player assigns one to each corps led by an irregular general or where the commander of the army is dead.

**Note:** *we recommend using dice of the same colour for the regular generals and dice of different colours for the other corps.*

**Example:** an army composed of two corps and commanded by two regular generals. The player throws two dice and scores 5 and 3. He is then free to assign each dice to the corps of his choice. Contrariwise, if this army included an irregular general, the player allocates one dice of one colour to the irregular corps and a dice of a different colour to the second corps. Each corps rolls for its AP independently with its dice for the whole game.

The action points cannot be accumulated from one turn to the other.

### 4.2 - Using AP

During the movement phase, the AP of each general permits the activation of units or of groups of units (see 5) belonging to the corps of that general. A unit or a group of units may move or be restrained (for impetuous units or those in flight). Only movement uses action points, shooting and combat are automatic and free.

The base cost for activation for a unit or a group of units is **1 AP**.

**All modifiers are cumulative.**

#### ● Movement

The base cost for movement is modified as follows:

**X + 1 AP** to move a unit or a group of units composed of **irregulars** (except **light troops** or **Cavalry**) who are making a change in facing during movement.

**X + 1 AP** to move a unit or a group of units composed of **irregulars** or at least one irregular unit (except **light troops**) not spending all their movement allowance. The modifier does not apply if at least one of the

units in the group moves adjacent to an enemy unit, a river, a wood or impassable terrain.

+ **1 AP** to move a unit or a group of units composed of **irregulars** (except *skirmishers* in both cases) attempting a second march movement in the same turn (see 9.3). The cost of + **1** applies to each march movement after the first (see ex. 3).

✗ + **1 AP** to move a group containing mounted infantry, knights, Cavalry or Light Cavalry **and** foot troops (except for *Psiloi*). **Exception:** a mounted general will not count for this penalty.

### ● Restraining

A player must spend AP to prevent his impetuous troops from making spontaneous advances (see 9.5) or the troops of a demoralised corps from fleeing (see 12.3). The base cost is modified as follows:

+ **1 AP** to restrain a unit or a group of units which includes **irregular** units (except a unit or group of units entirely on **foot** occupying advantageous terrain: in broken terrain, difficult terrain, on a higher level to the nearest enemy or defending fortifications or a river bank).

### ● Position of general

The base cost for all actions is modified as follows:

+ **1 AP** to activate a unit or a group of units which are **all** as follows:  
 - in view of their general but more than 12 hexagons away;  
 - out of their general's sight (per 10.2) and more than 6 hexagons away.

The command distances cannot run through an enemy unit or impassable terrain.

+ **1 AP** to activate a unit or a group of units if the general is adjacent to an enemy unit, has left the map or been eliminated (in the two latter cases, the modifier «out of sight» does not apply). Only the position of the general of that corps influences the AP spent on units of that corps.

Additionally, the army commander has an **extra action point**, usable by him or by the group in which he currently is.

### ✗ 4.3 – Allied corps (see also 14)

An army may include an allied corps. This corps has its own activation dice.

An allied corps is treated as unreliable if, on the first die roll for AP of the game, the player scores **1** for the corps.

The units of an unreliable allied corps will not voluntarily move to less than **12 hex** from any enemy units and they may not shoot. A corps returns to reliability and may be activated normally in one of the following cases:

- the player scores **6** with the AP dice of this corps;  
 - an enemy unit is adjacent to one of the

units of the corps;

- a unit of the corps is shot at;
- an enemy corps becomes demoralised.

An irregular unreliable allied corps of a **different nationality** changes sides and falls under control of the opponent if one the corps of the army of its own side becomes demoralised. The enemy player can control this corps from the beginning of the following turn. An unreliable regular or irregular allied corps, which is of the same nationality, will change sides only in a Civil War.

## 5 - GROUP

The concept of a group is one of the most important in the game. Keeping one's army in a minimum of groups permits the best use of action points.

### 5.1 - Definition of a group

A group is composed of units of the **same corps**, adjacent to at least one other unit of the group and all having the same facing (see Example 1).

A unit in an **Enemy Zone of Control** (see 7) at the beginning of a movement is not part of a group.

A group may be constituted at the beginning of each movement with all the units which meet the conditions of a group, but not during movement (a group may not "collect" units during its movement). Similarly, a unit belonging to a group cannot be left behind during movement, that is to say all units which move in a group must start and finish their movement together.

The movement of a group follows strict rules (see 9.4).

## 6 - FACING

### 6.1 - General Rule

Each unit must face towards one of the six vertices of the hexagon they occupy. They have two front hexes, two flank hexes and two rear hexes (see plan on page 28).

Baggage has no facing and does not exert a Zone of Control.

### 6.2 – Changing Facing

During its movement, a unit may change its facing at a cost of **one movement point** per hex vertex.

### ● Turning units of a group

Units moving at group level may only pivot **a single** hex vertex per movement. This limitation applies to march movement (a group of units may make **one** turn for each march movement).

**Exception:** units of skirmishers in a group may make more than one turn per movement, at the cost of 1 MP per vertex.

### ● Turning isolated units

A unit moving alone may make more than one turn per movement, whatever its type, at the cost of one MP per hex vertex. Also, a unit of skirmishers moving alone may make an **about turn** at the cost of one MP.

A unit in an Enemy ZOC cannot pivot in its movement phase.

### ✗ 6.3 - Turning before combat

At the beginning of the Mêlée phase, the two players designate which unit is engaging (see 11) an enemy player unit - where necessary it must pivot to present a front hexes to the enemy unit, using the least turns possible.

A unit, of either player, which is in the ZOC of an enemy unit at the beginning of mêlée is **obliged** to fight this enemy unit, pivoting if necessary within this rule.

Conversely, two adjacent opposing units neither of which is in the ZOC of the other at the beginning of the Mêlée Phase **do not** fight and do not pivot.

Before the Mêlée phase, the two players, starting with the active player, must then indicate, wherever it occurs, units that are engaging an adjacent enemy unit which is not facing the attacker. Each attacking unit can only designate a single enemy unit for combat, which then pivots to present its front.

The designation of attacks at the beginning of mêlée is only made where an enemy unit is able to turn to face; the other attacks are declared and resolved one after another.

*Note: a unit already in frontal contact (see 7.3) with an enemy unit cannot turn because it is obliged to fight the unit which it faces.*

## 7 - ZONE OF CONTROL

### 7.1 - General Rule

Every unit exercised a Zone of control (ZOC) over the two front hexes.

This zone limits the movements of enemy units:

- a unit which enters an Enemy ZOC must halt its movement;
- a unit cannot enter an Enemy ZOC if it presents its flank or rear to one of the units that exercise that zone (that is a unit can enter an Enemy ZOC only if it faces all the units that exert the zone).

### 7.2 - Movement in a ZOC

At the beginning of its movement, an active unit may leave an Enemy ZOC only by making a rearward movement (see 9.2) as long as they have a movement allowance **greater** than all the units who exercise a ZOC on them. Any unit that retires in this way cannot enter an enemy ZOC of an enemy unit to its flank or in its rear. Also, a



unit which leaves an Enemy ZOC cannot move directly into another Enemy ZOC.

## 7.3 - Frontal contact

Two units are said to be in frontal contact if the ZOC of each of the two units contains the other. A frontal contact does not require that these units fight. For combat, frontal contact affects overlaps (see 11.2 and 11.3).

## 8 - STACKING

Stacking is not allowed, except for units which benefit from a rank of support (Spears, Bows, etc.). Stacking is then limited to an extra unit per hex (exception: Psiloi or Pikes). The units capable of stacking are shown on the Support Table.

### Exception:

- units of Psiloi, on certain Army lists, may stack with other types of units to support them. This stacking is limited to one Psiloi counter, **in addition** to the authorised stacking for the units supported by the Psiloi (Example: In the Patrician Romans List, a Psiloi counter may stack with two counters of Blades, for a total of + 2 against certain troops).

- Units of **Pikes** of the same quality may stack up to a maximum of four units per hex, for a total bonus of + 3.

The stacking rules apply during movement and during recoils (that is to say it is impossible to pass through a hex occupied by another enemy or friendly unit). Note: you must differentiate between stacking and pass through capacity for units. Only the units noted in 8.2 are capable of passing-through other units, as noted in that rule.

In all cases, only units **in the same corps** may stack together (but units of different corps may pass through per 8.2).

## 8.1 - Ranks of support

Certain units, when stacked together, have a combat or shot bonus. Units stacked together are treated as a **single unit** (for movement, recoil, advance after mêlée, destruction, etc).

During initial set-up, all units which can stack together are allowed to do so.

The units must be stacked in the order of support, the unit on top of the stack is treated as being in the front rank (they undertake combat), the unit at the bottom of the stack is considered to be in the rearward rank.

The Ranks of Support Table shows the combat which benefit the stacked units.

- **Advancing the front unit**

A unit at the top of a stack may, alone or as part of a group, advance independently during movement, only into front hexes. It may not recoil alone.

- **Recoil of a unit of the rear rank**

A unit at the bottom of a stack can, alone or as part of a group, independently during movement, recoil only into its rear hex. It may not advance unless it can pass-through the units in the front (see 8.2).

A unit giving a rank of support (which is placed at the bottom of the stack) may recoil into its rear hex even if the unit is in an enemy ZOC.

- **Constitution of ranks of support**

To enter a hex to provide a rank of support, a unit must enter from one of the two rear hexes and have the same facing as the unit already present; the entering unit is then placed at the bottom of the stack. This movement is permitted in an Enemy ZOC (as in Rule 7.1).

A unit which enters a hex to provide a rank of support must stop its movement on doing so. The unit once formed can then undertake March Movements, as in rule 9.3. In the same fashion, a unit which recoils may enter a hex to find a rank of support if it does so via the front hexes (the unit is placed on top).

A unit making an **impetuous advance** (9.5) cannot enter a hex to provide a rank of support.

## 8.2 - Exceptions to stacking and passing through units

**Important:** whatever the exceptions below, a unit **adjacent** to an enemy unit can never be passed through by a friendly unit.

- **Psiloi**

Units of Psiloi may pass through any friendly unit with the same or reverse facing. Mounted units (and only they) can pass through units of friendly Psiloi with the same or reverse facing.

- **Bowmen**

Units of Bowmen may pass-through friendly units of Blades with the same or reverse facing. Equally, units of Blades may pass-through Bowmen with the same or reverse facing.

- **Baggage**

Baggage may be passed through by all types of friendly foot units.

- **Impetuous elements**

Units making a spontaneous advance (see 9.5) must (and can) pass through all friendly units in their fronts (exception: Elephants, which turn them back). The units passed through must immediately make the following movement:

- foot units passed-through by Knights: flee (11.8);

- impetuous troops: make a spontaneous advance following the impetuous troops who passed through them, unless they have already made a spontaneous advance this turn;

- other troops: recoil if possible (they are not eliminated if recoil is impossible).

## 9 - MOVEMENT

### 9.1 - General Rule

A unit moves from hex to hex expending its movement allowance.

The movement points (**MP**) are shown on each unit counter (if in red, this shows the unit is irregular).

✗ Note: Note the MP value of Bowmen should be 2.

MP cannot be accumulated from turn to turn, nor from one march movement to the other (see 9.3). The player may spend all or part of the movement points of his units (note the use of AP for the movement of certain units which do not use all their MP, see 4.2).

The movement of a unit or of a group of units must be completed before starting to move another unit or group of units. Contrariwise, March Movements (see 9.3) may alternate between units or groups of units. Units advance only from their front hexes and can only recoil via their rear hexes (see 9.2).

### 9.2 - Movement to the rear

A single unit (of whatever type) or a group of units which is entirely constituted of **skirmishers** may make a normal movement (that is, using all or part of its movement allowance) from one or more of its rear hexes without changing its facing, always respecting the limits of 7.2 if in an enemy ZOC.

In the same movement, a unit may not combine movement to the front and movement to the rear.

### 9.3 - March Movements

A unit or a group of units which remains **more than 4 hexes** from all enemy units may use a multiple of its movement allowance in the same turn.

For each **activation** (expenditure of AP) for a unit or a group of units, the unit or group of units may use its movement allowance (that is to say make a normal movement).

A unit or a group of units which are at the beginning of the movement phase, **4 hexes or less** from an enemy unit may only move once in their turn.

Similarly, a unit or a group of units during their first movement, come within 4 hex or less of an enemy unit may not make a further movement that turn.

Finally, a unit or a group of units makes more than one movement in a turn cannot move to **4 hexes or less** of an enemy unit.

### 9.4 - Movement of a group

The movement of all the units of a group must be made hex by hex (turning by vertex by vertex) and unit by unit. As each

spends a MP, all the units of the group must not move so as to be positioned to remain within the rules for the conduct of a group (Rule 5).

All the units of a group must remain within the rules for the conduct of a group as each uses the MP of the group.

During a group movement, a unit may be left behind **at the beginning** of the movement, but not **during** the movement.

*Note: this nuance is very important, a Player may not « scatter » units of a group during group movement.*

**All units of a group use the number of MP equal to that of the slowest unit in the Group** (but the penalty for irregulars who do not use all their movement does not apply here).

## 9.5 – Spontaneous Advances

Impetuous units (see 2.6) are susceptible to making spontaneous advances.

At the end of the movement phase, an impetuous unit makes a spontaneous advance if:

- the unit has not moved at least one hex in its movement phase.
- or the player does not spend AP (or does not have enough AP) to « restrain » this unit

- A unit making a spontaneous advance must obey the following rules:

- ✗ - the units move singly, never in a group and make **two** advances to the maximum of their movement allowance, except where an enemy unit is 4 hexes or less away (see 9.3), in this case they make only one advance;

- The unit must follow the following movement priorities:

1. towards the nearest enemy unit situated within 4 hexes or less.
2. towards the nearest enemy Baggage in sight.
3. towards the nearest enemy unit in terms of movement points.

- the unit must face (spending MPs normally) to present its front hexes towards the units to which it is moving.

- An impetuous unit can ignore, for its spontaneous advance:

- for a mounted impetuous unit, all enemy unit in difficult terrain or in fortifications;

- for all impetuous units, all enemy **skirmishers** not in their front hexes (before the impetuous advance). The player can choose whether or not to ignore a skirmisher unit .

A unit stops its spontaneous advance when there is an enemy unit in its ZOC or when its advance is rendered impossible by friendly units which it cannot pass through (that is, friendly units adjacent to an enemy unit or a unit of Elephants, see 8.2).

- It is not necessary to restrain an impetuous unit in the following cases (that is, the unit will **not** make a spontaneous advance):

- the unit, alone or in a group, makes a movement of at least one hex in the Movement Phase;

- the unit already has an enemy unit in its ZOC or the unit is in the ZOC of an enemy unit;

- the unit has an overlap (of whatever kind) against an adjacent enemy unit engaged by another friendly unit;

- the unit belongs to a corps of an unreliable allied general (see 4.3);

- the unit belongs to a demoralised corps (but, in this case, the unit must make a flight movement, or be restrained, see 12.3).

## 9.6 – Effect of terrain

Entering a hex, of whatever type or terrain or its level, always costs **1 MP**.

Certain units have a reduced movement allowance depending on terrain:

- ✗ - Units of **LH** and **CV** and **Fast** mounted units have their movement allowance **reduced by 1** if they move in broken terrain. The modifier is cumulative (a LH [F] thus loses 2 MP in broken terrain).

- all the mounted units have a movement allowance of **2** if they move in difficult terrain during a movement.

**Chariots:** chariots of all types cannot enter difficult terrain off-road. In **Broken** terrain, the chariots not on roads must move counter by counter (no group movement is possible).

## 10 - SHOOTING

- ✗ In *Champs de bataille*, only units of **Bowmen (Bw)**, **Artillery** and of **War chariots (O) and (S)** are capable of using ranged shot. All other units, even those represented by units armed with a bow, such as some Psiloi or units Light Cavalry, fight **only** using the normal mêlée rules, with the corresponding modifiers. In reality, such units would skirmish, coming up close (several dozens of metres) to the enemy and shooting rapid volleys of arrows or javelins, without engaging hand-to-hand<sup>2</sup>.

### 10.1 – Limitations of shot

During the Ranged Shot Phase, the units of **Bowmen from both sides** must make Ranged Shooting on units within sight and within range. The active player first resolves all his shooting in the order of his choice.

- ✗ Exception: units of Artillery do not shoot in the enemy Shooting Phase.

A unit can only shoot once per **Player turn**. A unit may only be shot at once per Phase. A unit capable of shooting which is shot at must use its shot capability to shoot back (see 10.4).

A unit that has made March Movements (that is to say are moving more than once) or which fled in their Movement Phase **may not shoot**.

- ✗ Exception: a unit of artillery (O) or (S) may only shoot if it has not moved **in any way** during its turn.

A unit may not shoot if an enemy unit is in its ZOC or if it is in the ZOC of an enemy unit.

A unit that has an overlap on a friendly unit which is in contact may not shoot. Additionally, it is forbidden to shoot at an enemy unit which is in frontal contact with a friendly unit or which has an overlap on a combat.

A shooting unit must target the **nearest** enemy unit (in hexes) in its line of sight (the player may choose where there is more than one).

- ✗ A unit cannot shoot if the retreat of the target would cause the destruction of a friendly unit.

### 10.2 – Lines of Sight

Units of Bowmen can only shoot at units situated from their front hexes.

- ✗ Units of War chariots and of Artillery mounted on vehicles may fire in any direction.

To establish the LOS of a unit, the player trace a line from the centre of the hex occupied by the shooting unit and the centre

## NOTES ON MOVEMENT

For movement, consider a group as a macro-unit, where the counters are facing in the same direction and must remain adjacent to one another throughout movement (that is to say no unit that starts movement with a group can be dropped off during movement, nor can group be broken up during movement. Accordingly – and this is a very important point –, a group must halt movement if one of its units enters an Enemy ZOC.

Furthermore, the constraints of a group exist only during each march movement. Units that moved together as a group may separate into other groups (or move independently) for other march movements in the same turn, providing they respect the rules for march movements (that is remain for hexes away from all enemy counters).

Finally, remember that units are not limited in their march movements in a turn, the only limit is the number of AP available. For example, if a player has a group of irregular cavalry and has scored 6 on his AP die-roll for the corps of this group, it may make a first march movement (1 AP), a second (2 AP, these are irregulars), a third (2 AP, ditto) and finally a fourth if the commander-in-chief of the army is part of the group. In total, supposing the line of cavalry advanced its whole move, the group will cover 16 hexes! A group of regular cavalry could cover 24 hexes... Obviously, on the VV map, these types of unit can move immediately to contact. □

<sup>2</sup> The combat results permit, without complex rules, the simulation of the specific characteristics of these light units. For example, Psiloi are never destroyed by heavy infantry units (they flee, unless taken in the flank) but are only vulnerable to units of light infantry (Auxilia and other Psiloi) and, of course, mounted units. Also, only Archer units, trained and in formed ranks, are capable of generating the weight of shot sufficient to maintain ranged combat.

of the hex occupied by the target unit. Sight is blocked if the LOS crosses a hex (including a hex edge) occupied by an obstacle (A hill higher than two elements, woods, buildings, orchards).

In addition, friendly or enemy **units** (including the hex edges of hexes they occupy) block shooting (Bowmen cannot therefore shoot over a line of friendly units).

### 10.3 – Support for shot

Units able to fire on the same target and which are adjacent to each other do not fire separately on the same target. One of the units is treated as the base unit, at the player's choice, the other units provide support.

A unit may not support missile combat where it may shoot at another enemy unit. It is then obliged to shoot separately at that unit.

The Bowmen may also have a rank of support, for shot only (**not for mêlée**). For each enemy unit in overlap or in support, the target unit suffers an adjustment of - 1 to the dice (up to a maximum of - 2).

✘ A unit of Bowmen can only provide an overlap or a rank of support for shooting if they are the same quality and same corps as the shooting unit, and if not situated in difficult terrain.

### 10.4 - Resolution of shot

Shot resolution is done in the same way as mêlées (see 11), apply the results immediately. Of course the shooter cannot suffer any unfavourable result to himself, except where shot at in response. When shooting provokes a return of shot, the two units may both be affected by shooting, just as in a mêlée.

The response shot is determined at the same time as the enemy shooting. They perform the same shot but with the two units possibly being affected. Example: a unit of Bowmen shoots at a unit of enemy Bowmen. Each player throws 1d6, and adds the corresponding modifier (against a foot unit = + 2). One or other then suffers the result but the two are treated as having shot for the turn (one on attack the other in response).

A unit of Bowmen uses the tactical value of their target (foot or mounted), the units being shot at uses the tactical value for foot combat.

✘ **Exceptions:** Knights, War Wagons and Blades which suffer shooting by Bowmen use a tactical value of + 4.

## 11 - MELEES

Mêlées include not only hand-to-hand combat but also close skirmishing as practised by some light units.

### 11.1 - General Rule

During the Mêlée phase, all the units of the active player with at least one unit in their front hexes must engage in mêlée with

an enemy unit, or provide an overlap for another mêlée against a unit to their front.

**Bowmen:** a unit of Bowmen may not voluntarily move into contact with the front of an enemy mounted unit if it is capable of shooting at that unit.

The active player selects and resolves in the order of his choice all mêlées. Each mêlée is resolved before passing to the other.

A unit may fight only one enemy unit per turn, the number of overlaps supporting other mêlées is not limited. A unit may only be attacked once per turn.

### 11.2 - Resolution of a mêlée

At the beginning of each mêlée, the active player indicates which enemy unit is engaged by each of his units.

After which units fight each other is decided, each player throws a d6 and applies the following modifiers (see Combat Modifiers Table):

- tactical value of the unit;
- bonus for ranks of support;
- tactical modifiers;

## PLACEMENT OF TERRAIN

**DBM 2.1** uses a new rule for the set-up of terrain which is more random. The defender, once determined by die-roll, chooses all the terrain elements, but these are now randomly placed in one of the six sectors of the map (using a 1d6).

The maps of Champs de bataille and the availability of terrain elements make a strict observance of the rules difficult. We offer the following solution.

**Preliminary remark:** the availability of terrain elements, provided by VV or made by the players, conditions the use of the following rule. For the players who do not use or do not have any terrain elements (simply the bare map), use the basic rule (the attacker chooses his map side on a 1 to 4 on the dice).

1. The two players throw a dice and add their aggression values. The highest score is the attacker the other player is the defender. The attacker decides whether to follow a road or a river for his invasion. He then places a road or river from his side of the board to the other, he may treat one side of the map as a body of water (no flank marches on this side).

Furthermore, if the attacker sets-up a road (or not if the players do not have any road terrain elements!), he may set-up 0 to 3 elements of steep hills on the map.

✘ 2. The defender then sets-up the obligatory terrain (as required by the list) and 2 to 3 terrain elements in the following manner. The map is divided into six squares (two in the centre, four on the flank) numbered 1 to 6. For each terrain element, the defender throws 1d6 and sets up the element in the corresponding square. Then he throws again the 1d6, on a score of 1 to 4, the terrain must touch one of the edges of the map, on 5 or 6 the terrain element must be within 7 hexes or less of the map edge. If an element must be placed in a square where there is no space, it is not placed and is lost.

The defender may set-up a river (which counts as one of the elements), but only from the centre of the shortest side of the map to the other, or a river on the site of the map if required. Note only one of the short sides of the map can be a water element.

3. The two players set-up their corps (and their ambushes for the defender), according to the normal rules. The attacker goes first.

The score resulting is compared to the

score of the opponent and any modifiers for troop quality applied.

### 11.3 – Overlapping units

In each mêlée the active player selects one of his units to be the unit engaging the enemy unit. Friendly units adjacent to the enemy unit which is already engaged may give support by an overlap, under certain conditions:

- a unit automatically provides an overlap against all enemy units situated in a flank hex if the unit which overlaps is on the flank or rear of the enemy unit;

- a unit may overlap all enemy units situated in its front hexes which are engaged by other friendly units, with the following exceptions;

- a unit may only overlap an enemy unit in its front hexes if its other front hexes does not contain an enemy unit in frontal contact with the unit.

✘ - a unit of Elephants cannot give an overlap to a combat made by a mounted unit (except for another unit of Elephants).

For each overlapping enemy unit, a unit suffers an adjustment of - 1 to the combat dice. During combat resolution, overlaps are taken into account for inactive units (which are engaged) as well as against active units (who are engaged) overlapped by inactive units.

The maximum overlap adjustment that can be suffered by a unit during one mêlée is - 3, with a maximum of - 1 per hex edge.

### 11.4 - Flanking

A flank attack is an attack with special overlapping. Understanding this mechanism is vital to mastering the combat tactics of *Champs de bataille*.

A unit overlapping an enemy unit which is both presenting its flank or rear hex and in the overlapper's ZOC has launched a flank attack. This flank attack cannot be claimed if the overlapping unit is itself in an Enemy ZOC (note that in such a case it could not provide any overlap support).

A unit which is taken in the flank cannot retreat if a recoil is inflicted in combat, it is instead eliminated as in rule 11.7.

### 11.5 - Combat results

Depending on the type of unit and the difference in scores of each player, the combat result can be a draw (scores are the same), recoil or the destruction of one of the units. See the combat results table.

#### ● Draw

The units do not move. They may fight the same unit in the next turn or fight another unit in frontal contact.

#### ● Recoil

The unit must immediately retreat into one of its rear hexes (see 11.6).

#### ● Elimination

The unit is immediately removed from



the game (see 11.7).

- **Flee**

The unit must immediately flee (11.8).

**Units with overlap:** units providing an overlap **do not recoil** as a result of combat.

## 11.6 - Recoil

A unit that recoils follow shooting or a mêlée must move into one of its two rear hexes (player's choice) without changing its facing. It is possible to recoil into an enemy ZOC.

A unit that recoils must obey the following limits:

- ✗ - if the recoil is caused by shot, then the unit is turned towards the shooter before recoiling;

- it cannot recoil into a hex occupied by an enemy unit, a prohibited hex or into fortifications;

- it can recoil through a hex occupied by a friendly unit facing in the same direction and which it may pass through (8.2). The unit recoiling moves until it reaches an empty rear hex;

- it can recoil by displacing a friendly unit through which it cannot pass but which has the same facing. The unit pushed aside must comply with the normal recoil rules. It is always impossible to push aside a unit of Elephants, WW, artillery, or Baggage (in these cases, if the unit cannot recoil into another hex, it is eliminated, without any effect on the rearward unit).

- It can recoil by displacing a friendly unit of skirmishers facing in another direction unless this unit is in the ZOC of an enemy unit. The skirmishers thus displaced are then in one of the two hex facing the recoil of the unit (the usual consequences of recoil apply);

- it can recoil into a rear hex occupied by a friendly unit if this complies with the rules for ranks of support;

- one cannot recoil by displacing a friendly unit other than **skirmishers** facing in a different direction.

A unit passed through or pushed aside by a unit of Elephants that recoil breaks and flees (see 11.8).

**Order of recoil:** for recoil, a unit must chose, in the following order of priority:

1. A hex free of all friendly or enemy units and not in an enemy ZOC
2. A hex not in an Enemy ZOC occupied by a friendly unit;
3. A hex in an Enemy ZOC.

A unit which cannot recoil into its two rear hexes and which suffers a recoil result from a flank attack is destroyed. All the normal consequences of destruction apply.

## 11.7 - Destruction

A unit that suffers a destruction result or which cannot recoil is eliminated.

Additionally, a destroyed unit whose two rear hexes are occupied by friendly units causes the destruction of the units in one of its rear hexes (at the choice of the player). The unit destroyed in this manner does not in turn cause any further destruction.

This supplementary destruction does not apply in the following cases:

- if the destroyed unit or at least one of the units in the rear hex is Baggage;

- if the destroyed unit is Psiloi, unless the unit the rearward unit is also Psiloi;

*Note: a destroyed unit de Psiloi does not cause the destruction of rearward units, unless they are Psiloi. Conversely destruction of a any other unit will not cause the destruction of Psiloi in a rear hex.*

- if there is a fortification in a rear hex;
- if the destruction is due to shooting (except with a unit of Elephants).

A unit that cannot recoil into its two rear hex because of the presence of enemy units destroys one of these units (enemy player choice) if the two units present a flank or rear.

In the case where the rear hexes are occupied by friendly *and* enemy units, the rearward destruction rule does not apply.

In addition, a destroyed unit of elephants (by shot or mêlée) whose two rear hexes are occupied by enemy units (whatever their facing) causes:

- the recoil of a foot unit or the flight of a mounted unit (enemy player choice, only one unit is affected);

## 11.8 - Flight

A unit that suffers a flee result must make a normal recoil movement (with all its possible consequences, 11.6). It is then refaced in the direction of its own map edge (the two front hexes must face the map edge) and then makes a movement in that direction equal to its movement allowance.

Where necessary, a fleeing unit may change direction to avoid certain hexes (enemy units, impassable terrain) but it cannot

### MOVEMENT OF BOWMEN

The MP values of Bowmen (**Bw**) of all types is now only **2** (instead of the previous 3). This decision seems reasonable for troops organised in formation (as compared to units in open order like Auxilia or Psiloi) and it permits the use of more homogenous corps of infantry, without AP penalties. However, all the archer counters printed in previous *Vae Victis* become incorrect... Be careful to use this new value for your Bowmen, and keep an eye on your opponents!

turn by more than one consecutive hex vertex to avoid the impassable hex. If this would be the case, it is eliminated without any further consequences for the adjacent units.

A friendly unit which cannot be legally passed-through nor gone round is thus passed through « illegally » by the unit in flight. The unit passed through is placed behind the unit in flight, with the same facing,

and accompanies it to the maximum of its movement for the rest of its flight.

- ✗ A unit that flees may not enter an enemy ZOC.

A unit in flight must leave the map if it has enough MP. It is then removed from the game and treated as a loss.

A unit that fled may activate normally in the next Game Turn.

## 11.9 – Advance after mêlée

An impetuous unit (see 2.5), in attack or defence, must advance into a hex which has become free after a mêlée (by recoil, flight or destruction). Only the unit that engaged in combat, if it is impetuous, advances (a unit which gives an overlap does not advance).

An impetuous unit does not advance after combat if:

- it is a foot unit engaging skirmishers;
- it defends a fortification
- the advance would cause it to leave the map.

- ✗ Non-impetuous units never advance after combat (Remember: the units of a demoralised corps are not impetuous, even if they were formerly).

**Exceptions:** certain non-impetuous units must advance after a combat (but they are not subject to the spontaneous advance rules):

- units of Knights (except chariots and [X]), regular or not, except against Psiloi;
- also, **Spears** and **Irregular Blades** must advance after a victorious mêlée, except against Psiloi and mounted troops.

In a stack comprising an impetuous unit supported by other units, all the units are obliged to advance (this does not apply in reverse).

A unit does not re-face after an advance after combat.

## 12 - DEMORALISATION

After a certain level of losses, an entire corps (with all its units) can become demoralised and flee the battlefield.

### 12.1 - Losses

The eliminated units or those which have fled the map are treated as lost. The losses are calculated as follows:

- ✗ - each Psiloi or Horde counter (except Horde [I] which counts as 0) loss is treated as a half-counter;

- each Baggage counter lost counts as the equivalent of two counters;
- each lost counter of any other type is treated as a single counter.

The **Baggage** of a corps is not included in the counter equivalent for a corps. Where destroyed, they are counted as army losses, not for their corps.



## 12.2 – Level of Demoralisation

A corps can become demoralised in the two following circumstances:

- at the end of a player's turn, where at least on third of its counter equivalents has been lost. The corps is automatically demoralised;
- the general counter is eliminated. In this case, if the next activation dice belonging to the corps is less than or equal to the number of counter equivalents already lost (general counter included), the corps becomes demoralised. This test only happens once.

To calculate the Demoralisation Level of a corps, one must destroy at least 1/3 of the counter equivalents, in calculating a third round up to the next whole number. Exception: if the corps consists of Psiloi or Hordes (which count as half EC), round up to 0.5.

**Example:** a corps has 13 EC, its Demoralisation Level is 5. The corps becomes demoralised when it loses 5 EC. However, if the corps consists of Psiloi or Hordes, its Demoralisation Level is 4.5.

## 12.3 - Consequences of Demoralisation

Each following turn, the player throws normally for his AP but, until the end of the game, he may only use the AP attributed to a demoralised corps to activate a single counter (but without march movement) and to restrain the other units or groups of units of that corps (including mobile Baggage).

All the non-restrained units must make a flight movement towards a friendly board edge (see 11.8) unless they are in the ZOC of an enemy unit or if their ZOC includes an enemy unit.

A restrained unit cannot turn.

A unit belong to a demoralised corps has its combat factor reduced by 2 (-1 for the general) but it engages enemy units normally.

## 13 - VICTORY

The first player to destroy half of the enemy counter equivalents (12.1) wins the game.

To calculate losses, the units of a demoralised corps are treated as lost, **even if still on the table**. Exception: the Baggage is only treated as lost if it is destroyed in combat.

The game ends when one player des players wins the game (the number of turns is never counted, unless in a scenario rule).

## 14 - ARMIES AND PLACEMENT

*Champs de bataille* can be played with historical scenarios, where the troops of each side are given, or with Armies from the historical Army lists.

The Army lists given in *Vae Victis* are

from the books published by WRG for the figure rules-set *DBM*. The *DBM* lists are entirely compatible with *Champs de bataille*.

Each list gives the composition of an army, with minima and maxima for each type of unit, and the cost of these units in purchase points. The lists presented in *Vae Victis* are all for 200 points battles. For games of 300 or 400 points, it is necessary to multiply the minima and maxima (exception: the number of generals does not change).

## 14.1 - Composition of Armies

The possible number of corps of an army is determined by the number of generals shown in the army list, with a maximum of four generals, including allies.

Each army must be accompanied by two Baggage units per corps (at no cost), mobile or immobile at the choice of the player. The Baggage may be with a corps freely set-up.

## 14.2 – Cost of Allied Corps

The Army lists also cover Allied Corps. When constituting his army, a player may « buy » units from another Army list as an allied corps.

Generally, allied contingents are specified with a reference to their own list. An allied contingent must include a general and two Baggage units. The general can be of the type of the commanding general or of a sub-general from the allied list. Unless

stated otherwise, an allied contingent can only include obligatory troops, as stated below:

- It must contain at least 25% of the minimum of mandatory elements;
- It must contain more than a third of the maximum of mandatory units and at least one element.

✗ Allied generals cost, in purchase points, the following: allied regular general: + **10 points** of the corresponding troop type; allied irregular general: + **5 points** of the corresponding troop type.

An allied contingent cannot contain allies of its own.

Unless otherwise stated, there can only be one allied contingent per nationality in an army. In the case where the number of allied elements is limited, the limitation includes the general and the Baggage (which is treated as a counter). Allied Corps suffer from the risk of becoming undependable (see 4.3) or changing sides.

*Note: Allied Corps, purchased from another list but with allied generals of the same nationality, which are obligatory on certain lists (the Arabs for example), are subject to the same dependability rules as other allies. The difference is that the allied generals of the same nationality do not change sides.*

## Identification of corps

In certain situations, it can be difficult for players to remember which units belong to which corps. We recommend placing an identification marker on the back of the counters or on the edge to permit players to be certain of the corps to which units belong (this is important for Demoralisation).

## 14.3 – Set-Up

Without a specific scenario, preparation of a game is done as follows:

### 1. Determining the defender

If the sides are not determined by the scenario, each player throws a dice and adds his army's aggression factor. The player with the highest score is the attacker.

### 2. Choice of side

The attacker chooses one side of the map (the longer sides) and throws a d6. On a result of 1 to 4, he sets up on the chosen

## OPTIONS FOR 200 POINTS GAMES

The following options are wide-ranging and have been used in championship games. They serve to simplify the game, especially for **200 points**.

### ● March movements

On the VV maps, certain units are capable of crossing the map in one turn. To avoid this excess and for a simpler game, the players may use the following rule:

- Regular and light troops may make two movements per turn;
- Irregular units may only make one movement per turn.

### ● Simultaneous set-up

Rather than setting up in the alternating manner, a screen may be used for the players to set-up simultaneously each on half of the map. The ambushes can only be placed on the half of the map of that player. Ambushes in position, each camp is set up two hexes from the edge of the map.

### ● Simplified game

Players who wish to have very quick games may play without baggage units and without commanders-in-chief.

### ● Demoralisation with 200 points

To avoid short games at 200 points, a corps is only demoralised when it loses half its EP (this option is strongly recommended).

## PLAY WITH 300 POINTS

*Champs de bataille* is ideal for games of 300 points. As the VV maps are adapted for games of 200 points, the players must find hexagonal maps (maps from *SPQR* or *Alexander* by GMT for example) or make a map of **28 x 36 hexagons** (fitting exactly a *DBM* table). The army lists remain in effect, but multiply by two (or 1.5 to be exact...) the minima and maxima of the different troops, except the generals whose number remains the same. Enjoy !

side; on a result of 5 or 6, he sets up on the other side. The defender sets up opposite the attacker (before the selection of map edge, the defender may add any terrain elements that he wishes).

Each player, defender first, sets up his Baggage on hexes adjacent to his map edge.

### 3. Preparation of Ambushes

Each player secretly notes, on a sheet of paper, the set-up of his corps (e.g. corps 1 to the right, corps 2 to the left) and must follow this set-up. Additionally, the defender may set-up, in a broken terrain hex, units of Psiloi, at least 5 hexes from the enemy map-

edge. The set-up of these units is noted on a sheet of paper and they do not appear on the map. The units are visible by enemy units at three hexes range and are then placed on the map, or when the player activates them.

Additionally, all types of units may be placed in ambush in a wood or an oasis. They are revealed when seen by the enemy or when activated.

Finally, all troop types may be placed hidden behind a wood or a hill (flank corps only or in a deployment zone). These troops revealed only when an enemy unit has a LOS to them or they activate.

### 4. Set-up of corps

The defender sets-up his most numerous (in counters) corps four hexes or less from his map edge. The attacker then places his most numerous (in counters) corps at two hex or less from his edge of the map. Additionally, the units of each side must be set-up more than two hex from the right and left edges of the map (except hidden units). The players then alternate the placement of all their corps. The game starts with the attacker's turn. □

## COMBAT MODIFIERS

### 1. Stacking and Ranks of support

**The bonus for a rank of support is always + 1 per counter.**

Only the units listed here are capable of stacking, the rank of support bonus applies in the conditions listed below (but they may remain stacked even if their bonus does not apply. Example: Blades in difficult terrain).

**Stacking is always limited to two counters, exceptions: Psiloi with infantry and Pikes**

**X - Cavalry:** two **CV (I)** counters or a **CV (O)** or **CV (S)** counter supported by a **CV(O)** only against **CV** or **LH**.

- **Ax(X):** against mounted troops  
- **Blades:** in clear terrain against **Kn** only.

- **Lances:** of the same quality and in clear terrain.

**X Pikes:** of the same quality and in clear terrain (maximum + 3 = four counters per hex max.).

- **Psiloi:** supported by a **Psiloi (O)** against **Psiloi** only.

- **Barbarians** (two counters max. per hex)

- **Bowmen:** shot bonus only (not in mêlée) and in clear terrain only

+ 1 (if permitted by Army lists) for a unit composed of one or more **Lances, Blades, Pikes** or **Auxilia** counters supported by a **Bow-armed Psiloi** counter against **Barbarians** or mounted units (except **Kn [X]**), cumulative with other bonuses.

**X + 1** (if permitted by Army lists) for a **Cavalry** counter supported by a **Psiloi (S)** or **(I)** counter against **Cavalry** or **Kn (X)**.

### 2. Tactical modifiers

+ 1 for a position of advantage: higher on a hill or behind a river.

- 1 per overlap (shot or mêlée) or rank of support (shot).

**X - 1** for the general of a demoralised corps.

**X - 2** if the unit is part of a demoralised corps.

- **2** for **mounted units in mêlée** when in broken or difficult terrain or fighting against units in broken or difficult terrain.

- **2** for **Barbarians (S) or (O)** or **Blades** in difficult terrain or Broken during a mêlée.

- **2** for **Hordes (O), Lances** or **Baggage** in difficult terrain or Broken during mêlée.

**X - 2** for **Pikes** in difficult terrain or Broken during a mêlée.

- **1** for shot from or into a woods hex

### 3. Troop Quality Modifiers

The modifier applies **after** the final score is calculated for each unit.

**X + 1** for a **(S)** unit in mêlée where the score is less than that of the enemy unit of a different type and quality (except against Elephants, the bonus does not apply).

**X + 1** for a unit **(S)** being shot at (except artillery shot) and whose score is less than that of the enemy unit which is of a different type and quality.

**X + 1** for a unit **(S)** shooting at a unit of a different type and quality whose score is lower.

- **1** for a unit **(I)** whose score less than or equal to that of the enemy unit (shot and mêlée)

- **1** for troops **(F)** whose score is less than that of the enemy unit in mêlée during an enemy turn.

**X - 1** for troops **(F)** being shot at (except artillery) and whose score is lower than their enemy's

## COMBAT RESULTS

### X 1. Score equal to the opponent:

- **Expendables:** destroyed  
- **Other troops:** the combat continues if neither break off.

### 2. Lower score than opponent but more than half of his total:

- **Elephants:** destroyed by **Psiloi**,

**Auxilia**, **Artillery**, **Light Cavalry** or by all troops if the **Elephants** are in difficult terrain. Otherwise **recoil**.

- **Knights:** destroyed by **Elephants**, **Expendables** and **Light Cavalry**, by **Bowmen (S)** in their first mêlée or by all other troops if the unit of **Knights** is in difficult terrain. Otherwise **recoil**.

- **other mounted troops:** flee if in difficult terrain or against **Expendables**. Otherwise **recoil**.

- **Blades, Pikes, Lances:** destroyed on clear terrain by **Knights**, **Camels (S)** or **Expendables** or in any terrain by **Barbarians**. Otherwise **recoil**.

- **Auxiliaires:** destroyed on clear terrain by **Knights** or **Camels (S)**. Otherwise **recoil**.

- **Bowmen:** destroyed by all mounted units in mêlée. Otherwise **recoil**.

- **Barbarians:** destroyed in clear terrain by **Knights**, **Camels (S)** and **Expendables** or by **Elephants** on all terrain. Otherwise **recoil**.

- **Psiloi:** destroyed in clear terrain by **Knights**, **Cavalry** and **Light Cavalry**. **Recoil** faced by **Elephants** and **Expendables**, being shot at or by any types of troops in difficult or broken terrain. Otherwise **flee**.

- **Expendables:** destroyed.

- **Artillery:** destroyed by all types of troops if in contact otherwise **recoil**.

- **War chariots:** destroyed by artillery (except for [X]) or by **Elephants**.

- **Hordes:** destroyed in clear terrain by **Knights**, **Camels (S)** and **Expendables** or in any terrain by **Elephants** or **Barbarians**. Otherwise **recoil**.

- **Baggage:** destroyed in mêlée per by all units. Otherwise **flee** if mobile.

### 3. Score less than or equal to half of your opponent:

- **Light Cavalry:** destroyed by all mounted units, **War chariots** and **Bowmen** in mêlée or if in mêlée in difficult terrain. Otherwise **flee**.

- **Cavalry:** flee in clear terrain against **Lances** and **Pikes**. Otherwise **destroyed**.

- **Psiloi:** destroyed if **(X)** or in mêlée

in clear terrain with any mounted units.  
**Destroyed** by Bowmen, Auxilia or Psi-

loi. Otherwise **flee**.  
- **Other units: destroyed.**

