2020 Characteristics

1. MELEE EXPERT

Melee expert covers troops who were especially good at hand-to-hand combat <u>for their quality grade</u>.

1. *Infantry* with *melee expert* (ME) gives a claim in *melee combat* against any enemy except Elephants and Expendables.
2. *Cavalry*, *camelry*, *chariots* with *melee expert* gives a bonus in *melee combat* except against opponents that would keep them at a safe distance: a) *2+ deep shieldwall* in *good going* or b) 2+ deep *long spear or pikes* in *good going*; or c) against *Elephants*.

2. COMBAT SHY

Combat shy covers troops that feared hand-to-hand combat and were ill equipped to fight, such as many peasant levy bowmen and many *skirmishers.*

1. *Combat shy* gives a claim to <u>opponents</u> in both *charge* and *melee combat* in <u>all</u> circumstances.

3. DEVASTATING CHARGER

Devastating Charger covers troops who had a fearsome charge and tended to be somewhat impetuous when close to enemy. The classic barbarian warband being the main type. It is also used to represent the fiercest cavalry charges such as the heaviest medieval knights.

1. *Devastating chargers* gives a claim vs. certain opponents in *charge combat* as long as they are 2+ ranks deep, in any terrain (see QRS table).
2. Can cause a *Shatter,* even if only in 1 rank, subject to terrain (see SHATTER below).
3. They have *forced charges* against enemy TuGs *directly ahead* within 3BW unless they have missile weapons <u>other than</u> *Charge-Only* shooters (so these are still subject to *forced charges*). Those with such missile weapons <u>can</u> *free charge*.
4. Cannot have their *pursuits* shortened by playing an *F1* Prompted Action.

4. SHATTER

Shatter covers troops who were good at punching holes through sheer force of a charge. It includes all *Devastating Chargers* and others whose weaponry aimed to create a similar effect.

1. *Shatter,* when claimable, occurs on *skull,* or *S* results, except:
   a. vs. 2+ deep *shieldwall* in *good going* <u>except</u> if you are *elephants,*
   b. vs. *elephants*,
   c. vs. *barricades* or *obstacles* (including *battlewagons & fortified camps*) <u>except</u> if you are *elephants.*
2. *Shatter* may be claimed in any terrain by a) *elephants*, or b) *devastating chargers.*
3. If fighting in *good going* (front edge of the fight) the following may also claim *shatter:* a) *charging lancers* and b) *mounted polearms*.
4. *Shatter* gives a +2 to *neighbouring files* in *charge combat* <u>only</u>.

5. SHOVE

Shove covers troops who were good at pushing back an enemy with weight and pressure - so this reflects the classic phalanx fighting method. Many *pikes* and *long spear* troops have Shove, as do many *elephants* through sheer bulk.

1. *Shove* occurs on *skull* or *S* results on the fighting dice, except that a) vs. 2+deep *shieldwall* in *good going* <u>except</u> if you are *elephants,* b) vs. *elephants*, c) vs. *obstacles* or *barricades* (including *battlewagons & fortified camps*) <u>except</u> if you are *elephants.*
2. 2+ deep *close order* infantry in *good going* vs. *Loose* or *Skirmish* order infantry can cause *shove* <u>even if they do not have the characteristic</u>.
3. *Shove* gives a +1 to *neighbouring files* in <u>both</u> *charge combat* and *melee combat*.

6. SHIELDWALL

Shieldwall represents troops who were particularly resilient at holding strong defensive lines, characterised by many spearmen in the Dark Ages.

1. *Shieldwall* can only be claimed to the front, when in *close formation* and 2+ deep in *good going*.
2. It <u>cannot</u> be claimed by *TuGs* that have done a *charge*, *countercharge* or *intercept* this *turn,* or if in any *charge combat* after they run into enemy during a *pursuit*.
3. 2+ deep *shieldwall* cancels all opposing *shatter* and *shove* results on the dice, <u>except</u> for those claimed by *elephants*.
4. 2+ deep *shieldwall* negates *cavalry*, *camelry* and *chariot melee expert*.

7. EXPENDABLE

Expendable covers all types of "charge and forget" troops aimed to cause chaos in enemy ranks: the various scythed chariots of Pontic, Galatian and Persian armies, as well as the herds of stampeding animals, and the volatility of working through a Mongol hostage screen.

1. *Expendable* files fight normally, but any *S* result in *charge combat* converts to a *skull* result.
2. *Expendables* may <u>not</u> *break-off* and are <u>removed</u> if still in combat with enemy at beginning of an *end of turn phase*. In the case of being removed they do not cause *KaBs* on friends, but if destroyed or routed they do so.

8. FANATIC

Fanatic represents the most dedicated of fighters who would rather die than run. Usually fanatical in protecting a leader, in which case they can only use the characteristic if the general is with them, but in other cases through religious zeal or extreme military code.

1. Unless otherwise noted in their specific army list *fanatics* only retain this characteristic when they have a general <u>in their line of command with them.</u>
2. *Fanatics* do not break at 50%+ as other UGs - all the bases must be killed, at which point the UG is deemed lost/broken, and <u>no</u> *rout* occurs.
3. Once completely lost they then count as a broken UG and cause *KaBs* on friends as a lost *TuG*.
4. Note that if a *General* is required for them to be *fanatic*, and the general moves away from them or is killed in combat, they <u>immediately lose</u> *Fanatic* status and will therefore <u>break</u> if they are already above 50% losses.

9. CANTABRIAN

Cantabrian represents the <u>best</u> of the circulating firing formations for skirmish troops giving potent fire at a single point (most skirmishing having some lesser form of it). It can only be used by SuGs.

1. It is free to convert in or out of *cantabrian* as part of any move in the *movement phase*, but movement distance is reduced by 1BW if starting or finishing any *prompted action* in *cantabrian*. So this does not apply to *run away* or *skirmish* moves.
2. Troops in *cantabrian* upgrade their shooting from *experienced* to *skilled* as long as the shooting *SuG* is <u>not</u> doing a *run away* response (so there is no point giving *cantabrian* to *unskilled* shooters as they cannot do it).
3. *Cantabrian* still has a front and flanks and is represented on the tabletop by leaving the front rank as is and turning the other bases of one file to face the rear or side.
4. Troops in *cantabrian* <u>cannot</u> *charge*, *countercharge* or *intercept*, and if charged they must *run away* or *skirmish,* remaining in *cantabrian* if they *skirmish*. Note they have a -1 on the *variable distance roll*.
5. If contacted they immediately revert to normal formation.

10. AFRICAN

African represents the best of organised circulating fire for *TuGs* - as used by some Byzantine cavalry to great effect.

1. It is free to convert in or out of as part of any move in the *movement phase*, but speed is reduced by 1BW if starting or finishing any *prompted action* in *African.*
2. Troops in *African* still have fronts and rear and are represented by turning one front rear base to face the rear.
3. *African* upgrades shooting from *experienced* to *skilled* as long as the shooting TUG is not doing a *Run Away* response (so there is no point giving *african* to *unskilled* shooters as they cannot do it).
4. Troops in *african* <u>cannot</u> *charge, countercharge* or *intercept*, but can choose to *stand*, *skirmish* or *run way* if charged. Note they have an additional -1 on their *variable distance roll*, but do not lose -1BW (as this is a *Response Move).*
5. If contacted they immediately revert to normal formation.

11. INTEGRAL SHOOTERS

Integral shooter represents troops either having archers behind their main ranks or those having a decent proportion of archers, javelinmen or crossbowmen mixed within them. In both cases the quantity of shooters is <u>not</u> sufficient in number to make them a *missile-armed UG*.

1. *Integral shooters* do <u>not</u> count as *missile-armed* for *forced charges.*
2. *Integral shooter* gives *charge combat claims* against chargers when *standing to receive* a charge from *ahead* of their front line as follows:
   - +2 vs. *Unprotected*
   - *+1 vs. Protected* or *-/FArm*
   - There is no benefit vs. *FArm, ArmHrs/Prot* or *ArmHrs/FArm*.
3. Representation on the tabletop should be by having a marker (a single skirmisher base is enough) or some suitable missile figures mixed into bases.

12. SHOOT & CHARGE (inc. charge-only shooters)

Shoot & charge covers troops who were adept at firing a volley and following it with a charge to take immediate advantage of the effect of their shooting. The charge was still their primary fighting method, but with a softening up effect immediately beforehand. Byzantines and Aztecs both operated this way.

1. Troops must start within shooting range from targets to use *shoot & charge.*

2. The *UG* shoots <u>immediately</u> from its current position and range when they *declare a charge*.
3. For added clarity, *generals* may *prompt through fire* to recover any *slowing* effect caused by *shoot & charge*.
4. *Shoot & charge* cannot be used with a *countercharge* or *intercept*, which we deem to be a hurried response not allowing the time for their normal prepared charge to be carried out.
5. *Shoot&charge* is an automatic characteristic (free) for troops who have *charge-only* shooting.

13. FEIGNED FLIGHT

Feigned flight represents troops who were adept at taunting enemy into a charge to pull them into a trap or out of terrain. This was common with some steppe armies and some armies who usually fought in difficult terrain but was also notably used by the Bretons at Hastings.
1. *Feigned flight* can only be taken by armies allowed it in their army lists.
2. An army with *feigned flight* can give the characteristic to any <u>single</u> *SuG* or *TuG* of flexible *Cv/Cm* in its army.
3. An *UG* with *feigned flight* is always treated as if a <u>*TuG*</u> when considering whether enemy will have *forced charges* against it, even if in *skirmish* form. As a result, *SuGs* will cause enemy *TuGs* to charge at 3BW/1BW as per the normal forced charge rules for the troops in question.
4. In all cases an enemy *forced charge* can be held as usual with a *C4 prompted action* during charge declaration.

14. PAVISE

Pavise covers troops who carry a large free-standing personal barricade for missile protection and as a minor obstacle to chargers. This were notably used by Persians, and Japanese and some Medieval Crossbowmen.
1. *Pavise* gives no benefit of any type if *charging*, *countercharging* or *intercepting*, (indeed it would be left behind) otherwise:
   o *pavise* gives *Cover* to those behind them when shot at by files who have all of their front edge *ahead* of the line of their front (so a benefit vs. anything except *artillery*).
   o *pavise* gives a +1 bonus in *charge combat* against any <u>*infantry.*</u>
2. Players are encouraged to represent *pavise* on the tabletop but this is not compulsory. All distances are measured from the troop bases.

15. SHIELD COVER

Shield Cover represents troops with large shields who were able to lock them together for protection against missiles. The Roman Testudo is the ultimate version, but many troops with large shields could do something similar, and Romans were adept at doing so without forming formal Testudo (which were generally for sieges).
1. Files may choose to use *shield cover* <u>when shot at</u> in any *shooting phase* - they choose to do so before shooting dice are rolled. The shooting player must enquire before rolling dice.
2. *Bases* that have used *shield cover* this turn may <u>not</u> *shoot* (unless specified as an exception in the *Army Lists)*; bases <u>behind</u> such a base can *shoot* normally.

3. *UGs* with <u>any</u> bases using *shield cover* suffer a 1BW *slowing* that will affect them in *movement* thereafter (place a dice as usual to record this). *Generals* may *prompt through fire* to remove this *slowing* effect.
4. *Shield cover* increases the targets armour level by one from *unprotected* to *protected*, or *protected* to *fully-armoured* (and therefore has no benefit vs. *artillery*)
5. *Shield cover* <u>cannot</u> be used in the *charge phase*, nor by any base engaged in *combat* either frontally or as a *supporting file*.
6. *Shield cover* <u>can</u> be used when shot at from *Flank* or *Rear*.

16. ORB

Orb represents the ability to form a square or orb with no flanks to attack, often a last stand or to hold a flank against cavalry.

1. To form an *orb* an *UG* must have all files at least 2 ranks deep.
2. Changing into *orb* requires a YELLOW in the *movement phase* while remaining stationary and you must be ≥2BW from enemy *TuGs*.
3. Reverse the facing of the rear rank to show the troops are in *orb*.
4. An *orb* fights 1-deep in all directions, but it has <u>no</u> *flank* or *rear* (so all fights are frontal) and it can have <u>no</u> *supporting files* against it, nor provide any to friends.
5. Troops may <u>only</u> come out of *orb* by making a *prompted action* <u>M</u> move and can reform on any facing prior to doing so.
6. While in *orb*, *UGs* can move 1BW in any direction in any terrain at the cost of GREEN.
7. An *orb* cannot *charge* and does not *pursue.*

17. CALTROPS

Caltrops covers troops carrying light spiked obstacles intended to disrupt mounted attackers. These were easy to place as they were simply thrown on the ground in front of the line.

1. *Caltrops* can be laid out at the <u>end</u> of deployment without playing cards, representing them being laid before battle commences, or by playing cards during the *movement phase*.
2. To lay *caltrops* requires is an M1 action and troops must ≥2BW from enemy *TuGs*.
3. A *block move* can be used to lay *caltrops* in front of several UGs with them at the same time even if some other UGs in the block are not so equipped.
4. A TuG with *caltrops* can claim *barricades combat claims* against *cavalry, camelry, chariots* and *elephants* in *charge combat* <u>only</u>.
5. *Cavalry, camelry, chariots* and *elephants* fighting defenders behind *caltrops* do <u>not</u> count any factors that require *good going* – i.e. those that are cancelled if *affected* by terrain (but are only *affected* or *badly affected* by terrain if in such terrain).
6. *Caltrops* gives <u>no</u> cover against any shooting.
7. *UGs* behind *caltrops* can move through them freely, at which point they are removed, and they can relay them later if desired.
8. *Caltrops* should be represented by thin bases placed in front of each file of UG which are moved to the back once enemy make contact. If enemy break off or breaks, or for any reason a file has a free frontage again, the *caltrops* are put back to the front.

18. STAKES

Stakes covers troops carrying stakes that needed to be placed in the ground to form a solid defence against mounted attacks, as used by longbowmen in the medieval period. There are examples of these being emplaced during battle and even moved forward.

1. *Stakes* can be emplaced at the <u>end</u> of deployment, representing their emplacement before battle commences, or by playing cards during the *movement phase*.
2. Otherwise to emplace *stakes* in front of the *UG* requires an *M1 Prompted Action* and *UGs* must be ≥4BW from enemy *TuGs*.
3. A *block move* can be used to emplaced *Stakes* for several UGs with them at the same time, and not all *UGs* in the block need to be so equipped.
4. *Stakes* provide <u>no</u> cover against shooting.
5. A *TuG* with *Stakes* gets *barricades combat claims* against *cavalry*, *camelry* and *chariots* in <u>both</u> *charge combat* <u>and</u> *melee combat*.
6. *Cavalry*, *camelry* and *chariots* fighting defenders behind *stakes* do not count any factors that require *good going* – i.e. are cancelled if *affected* by terrain (but are only *affected* or *badly affected* by terrain if in such terrain).
7. Troops behind *stakes* can move through them without penalty, at which point the stakes are removed, and may re-lay them later if they have cards and space to do so (a simplification to avoid having to remember).
8. *Stakes* should be represented by a thin base placed in front of each file of UG which are moved to the back once enemy make contact. All measurement and distances are always from troop bases. If enemy break off or breaks, or for any reason a file has a free frontage again, these are put back to the front.

19. BARRICADES

Barricades represent troops behind <u>permanent</u> walling, fencing, or plashing that have been constructed prior to battle. These are easy to defend and provide cover from shooting (cf. obstacles below).

1. *UGs* so equipped must be deployed <u>immediately</u> after any camp placement as part of the first batch of deployment.
2. *UGs* deploying them must cover their entire frontage with *barricades.*
3. *Barricades* should be represented by thin bases in front of the troops. All measurement and distances are always from troop bases.
4. *UGs* may leave barricades by moving through them, playing a YELLOW for a move directly ahead - this is representing dismantling gaps and opening gates - or they can turn to move without crossing them as normal.
5. *Barricades* stay on the table, and if undefended can be crossed by *infantry* <u>only</u> but these are slowed by 1BW while any part of the UG is crossing them.
6. If abandoned, they may be re-defended from their <u>original side</u> <u>only</u> by reaching their defensible long edge and aligning to it, as long as no enemy are in contact with the *barricade* base.
7. *Barricades* give claims in the combat tables, and troops behind them are treated as *in cover* when shot at by files whose entire front edge is ahead of them.
8. *Files* fighting defenders behind *barricades* do not count any factors that require *good going* – i.e. are cancelled if *affected* by terrain (but are only *affected* or *badly affected* by terrain if in such terrain).
9. *SuGs* (and therefore *artillery*) behind *barricades* attacked frontally do not have to *run away* or *skirmish* and cannot be *pushed back* and therefore stand and fight.

20. OBSTACLES

Obstacles represents troops behind permanent ditches, ramps or plashing that have been constructed prior to battle. These are easy to defend but will not provide any protection from enemy missile fire (in contrast with barricades above).

1. *TuGs* so equipped must be deployed <u>immediately</u> after their camp is placed.
2. *TuGs* deploying them must cover their entire frontage with *obstacles.*
3. *Obstacles* stay on the table, and can be crossed by any *troops* if there are no enemy occupying the other side, but crossers are slowed by 2BW while any part of the UG is crossing them.
4. If abandoned, they may be re-defended from their original side only by reaching their defensible long edge if there are no enemy within 2BW.
5. *Obstacles* give *barricade combat claims* but provide <u>no</u> *cover* from shooting at any time.
6. Files fighting defenders behind *obstacles* do not count any factors that require *good going* – i.e. are cancelled if *affected* by terrain (but are only *affected* or *badly affected* by terrain if in such terrain).
7. *SuGs* (and therefore *artillery*) behind *obstacles* attacked frontally do not have to *run away* or *skirmish* and cannot be *pushed back* and therefore stand and fight.
8. *Obstacles* should be represented by thin bases in front of troops. All measurement and distances are always from troop bases.

21. DISMOUNTABLE
Dismountable covers both mounted troops that at times dismounted to fight on foot and infantry who campaigned and moved on horseback in order to fight on foot.

1. Dismounting for both types requires a YELLOW in the *movement phase* and is not possible if any part of the UG is in combat.
2. *Mounted TuGs* with *dismountable* can be dismounted at deployment for free. Those troops most comfortable dismounting to fight on foot have their types defined in their army lists
3. Others are less comfortable fighting on foot but dismount when allowed per the rules Page 105. Here for completeness as follows: mounted troops dismount as per lists, otherwise as *close* formation infantry if the riders are Farm, other as *loose* formation:
    o of the same *quality* as mounted but are *combat shy* when on foot,
    o of the same *training* type as when mounted,
    o keeping *short spear* and *melee expert* if they have them.
    o as foot *long spear* if they were *charging lancer* or *long spear*,
    o as foot *polearm* if they were *mounted polearm*,
    o keeping any *missile weapon* and *shooting skill* <u>except</u> if they were *charge-only* shooters*.
4. *Infantry TuGs* with *dismountable* may choose to start the battle dismounted as normal Infantry but otherwise move as *formed loose cavalry/camelry* when mounted, but may <u>not</u> *charge*, *countercharge*, *intercept*, *skirmish* or *run away,* or *shoot* while mounted.
5. If contacted while mounted, *dismountable infantry* fight as if they are on foot but are treated as *combat shy,* representing their discomfort at fighting without having properly dismounting.
6. Once dismounted troops cannot remount.
7. In terms of representation:
    o acceptable dismounted figures (or markers) must be provided (respecting local guidance for figure accuracy and umpires decisions);

- mounted Infantry should have a cavalry sized horse holder base behind every 2 infantry bases or have alternative acceptable mounted bases (or markers) provided.

22. FLEET OF FOOT

Fleet of foot represents troops who were light and agile and move more quickly than troops encumbered by arms and armour. Many unprotected and lightly armoured troops benefit from it, as well as a few troops renowned for their speed across the ground.

1. TuGs with *fleet of foot* use *skirmisher movement distances* except when doing a *break off*.
2. There are no benefits other than this extra *movement distance*.

22. KEIL

TuGs with *keil* characteristic are adept at protecting and fighting to flank when in large formations - Swiss and Landsknechts being the primary exponents in this period.

1. A *keil* must begin as 8 or 12 *bases* as specified in their army lists and must be 2 *files* wide if an initial 8 ,or 2 or 3 *files* wide if an initial 12.
2. A *keil* fight better to its flanks than other TuGs. Bases fight to flank as if they were turned to face, but only 1 rank deep (therefore gaining no rank factors but negating any +s to the enemy for a *flank charge* or *flank melee*).
3. *Rear* charges, however, are just as devastating against *keil* as other troops.