

Diagrams

A small diagram is more useful than a long text! These diagrams explain the placement of the miniatures in the game (*it is so simple that there has been almost no change since the 1st edition of the rules in 1996*).

The miniatures based on round bases follow the same dispositions as the miniatures on square bases (it is easier to understand in the game, and both shapes of bases can be used together).

Shooting

Diagram opposite:

the shooter can shoot

There must be an unobstructed line-of-sight between the shooter and his target; *or a single friend, in contact with him in front of him, not shooting and not in contact with an enemy.*

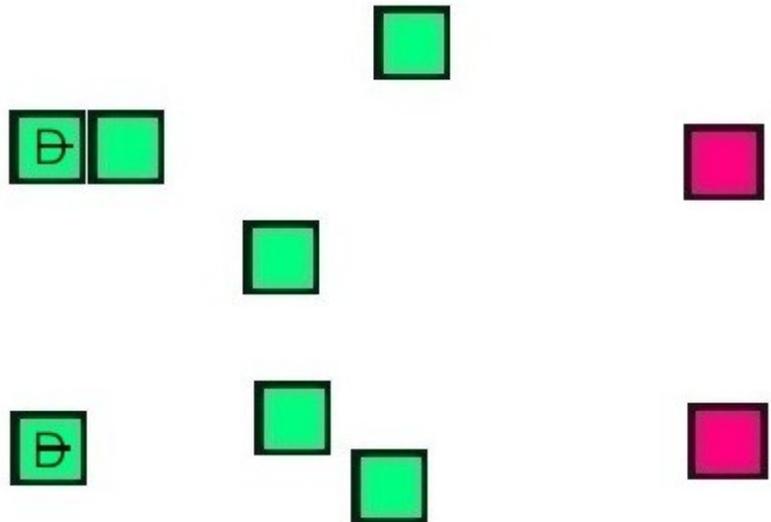


Diagram opposite:

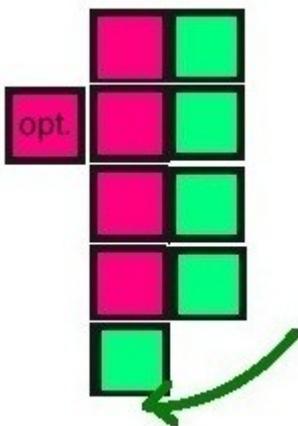
the shooter cannot shoot

Exceptions :

- Weapons thrown by hand in indirect shooting (throwing spear, pilum, angon, throwing axe, stones...) can be thrown above footmen without penalty; even if these footmen are shooting or are in melee contact (*but it is forbidden to shoot at enemies who are in melee contact*).
- *Optional rules may allow "indirect shooting" of some other weapons (bows; slings...) above the heads of friends, with -1 modifier to the die.*
- *In close order formation it is sometimes permitted to a second rank to shoot when the first rank is shooting (it depends on the weapon and historical period).*

Placement in a melee

Diagram opposite: placement of enemy groups in melee



Enemy characters come in base contact ; each group tries to form a rough line if there is enough space (and if they still have movement capacity).

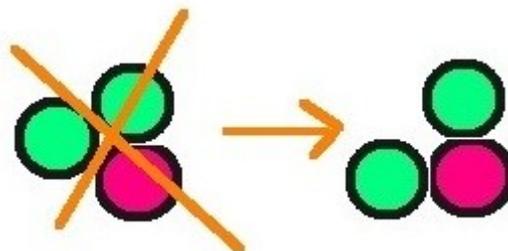
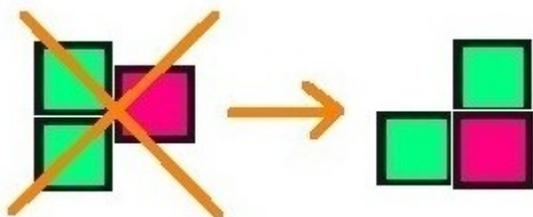
If one of the groups is more numerous than its opponents, some of its member can outflank the enemy line and come in contact of the side or back of an enemy (*green arrow on the diagram*) if they still have enough movement capacity to go there, if there is room enough, and if the enemy cannot move to prevent them from doing so.

The soldier marked "opt." on the diagram is probably forced to stay behind because he did not have enough movement to go to the end of the line; *or, if the unit is in close order, he can choose to stay in the second rank to strike with his weapon above the first rank (if the rules allow it with this weapon).*

Diagrams below: no partial contact

Contact between enemies in melee must be clear and direct, along the whole width of the miniatures bases. If two characters want to fight the same foe, each of them must come in contact with him on a different side of his base (if he accepts to wait for them, or if he cannot avoid it!)

Round bases must be placed as clearly as if they were square.



Picture: in the foreground, three soldiers fight an enemy (we suppose that the Bowman is using a sword or a knife to strike in melee); in the background two other billmen attack another peasant who fights with a flail.

(painted by E. A., picture M. B.)



Diagrams below: no more than four men on foot can fight a single enemy on foot

No more than four characters on foot can come in contact with a single enemy on foot, one on each side of his base (if he cannot avoid being surrounded). Other attackers must stay behind their friends.

Placement of round bases is exactly the same as square bases, even if there is room enough to put more. There cannot be more attackers, they would be too close to each other to strike effectively.

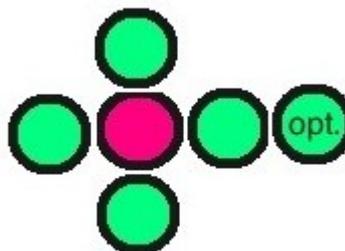
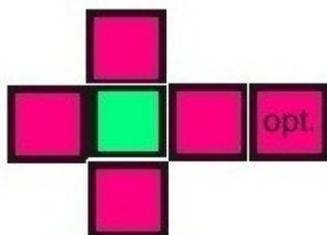
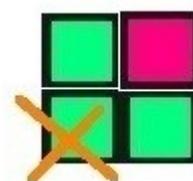


Diagram opposite: a corner of a base does not create contact

The crossed character on the diagram cannot strike the enemy.

And we suggest to avoid placing him there, it could create confusion when the melee is resolved (unless the unit wants to stay in close order).

However, if the green-coloured group is in close order, the crossed character can be considered a second rank and strike above his friends (if his weapon allows it).



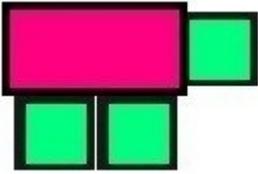
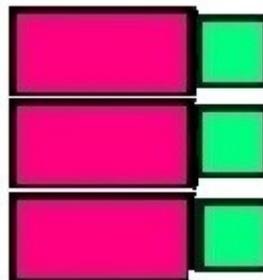


Diagram opposite: fighting a mounted character

A character who fights a mounted enemy should be in front of him, or on his side. If there are more characters who want to fight this mounted enemy, one of them would come in front of him, two could take place on each side, and another one could try to take place behind his back (= no more than six).

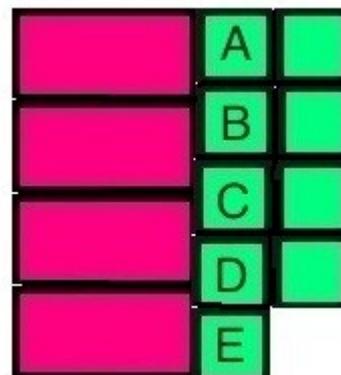
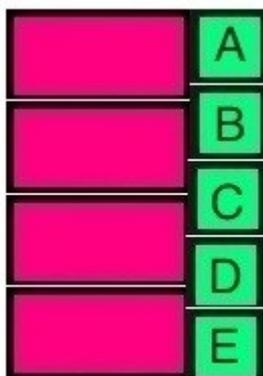
Diagram below: cavalry vs infantry

The suggested size of cavalry bases is a bit larger than the size of infantry bases; when a line of cavalry is in contact with a line of foot, the characters of foot can be slightly spaced to put each of them in front of a mounted enemy:



Diagrams below: optional rule about "close order"

However, foot soldiers formed in "close order" should not be spaced, they must stay in close contact. When they fight mounted enemies, some of them cannot exactly face a foe. One of them on the diagram below (probably the soldier marked C) can choose to strike any of the mounted enemies in front of him (one of the cavalymen may thus be stricken by two footmen). If the foot unit is formed in two or three close ranks of spears or bills (diagram on the right), soldiers in the 2nd rank (and 3rd rank if any) must strike the same enemy as the friend who stands just in front of them in the first rank.



If players really disagree in such a case, use common sense and consider that a character in the first rank should be in contact with an enemy with at least half the width of his own base to be able to strike this foe in melee.