

L'ART DE LA GUERRE - Reference sheet

SEQUENCE (P 26)

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

COMMAND (P 21)

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

Range is doubled for LH and LI

COMMAND POINTS (P 22)

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

ORDERS (P 22)

- 0 CP if spontaneous or uncontrolled charge
- 1 CP to move unit in command range
- 1 CP to rally a unit if enemy is less than 4 UD, or 2 CP if unit is in melee
- 3 CP to stop impetuous unit
- +1 CP to move/rally unit out of command range
- +1 CP for a difficult manoeuvre
- +1 CP if commander engaged in melee unless to rally an attached unit

UNITS CHARACTERISTICS TABLE (P 20)

Foot	Cat	Pr	Co	Basic factor and modifiers
Light infantry	LI	1	2	Destroyed in open by LMI, MI, HI, Cv, Kn. Otherwise 0 vs all enemies
Javelinmen	LMI	1	3	+1 vs LI, LH, El and Sch. Javelin
Bowmen, Crossbow	LMI	0	3	+1 vs LI and LH +1 in first phase vs Mounted
Medium swordsmen **	MI	1	3	+1 vs all except Kn
Medium spearmen *	MI	1	3	+1 vs all except Kn Impact vs Mounted except El
Heavy swordsmen **	HI	1	4	+2 vs LMI in open or vs LH otherwise +1 vs all
Foot Knight **	HI	3	4	Same as heavy swordsmen Heavy armour and 2HW +2 vs LMI in open or vs LH otherwise +1 vs all
Heavy spearmen *	HI	1	4	Impact vs Mounted except El
Pikemen *	HI	1	4	+2 vs all Impact vs Mounted except El
Levy	HI	1	3	+1 vs LI, LMI and LH
War wagon @	WWg	2	4	+1 vs LI and Mounted except El, +2 vs LH.
Artillery	Art	1	2	+1 if shooting against El or WWg +1 for the enemy unless LI or LH

* Cancels *impact* of mounted except El if unit received the charge on its front

** Cancels *impact* of impetuous infantrymen if unit receives charge on its front

@ Cancel *impact*, *javelin* and *furious charge* except if attacked by elephants

(1) Panic on Mounted with horses if camels or horses and camels if elephants

Mounted	Cat	Pr	Co	Basic factor and modifiers
Light cavalry	LH	1	2	+1 vs. LI if LI is in open terrain
Light camelry (1)				
Medium cavalry				+1 vs. Mounted, LI, LMI, MI, Levies
Light chariots	Cv	0	3	+1 vs. HI if attacking flank or rear.
Medium camelry (1)				Add +1 in first phase vs. MI except if cavalry already has <i>impact</i>
Heavy Cavalry	Cv	1	3	Same as medium cavalry + <i>armour</i> +2 vs. LMI and Mounted except El
Medium Knight	Kn	1	3	+1 vs. El and foot except WWg <i>Armour</i>
Heavy Knight	Kn	2	3	Same as medium Kn + <i>heavy armour</i> +2 vs. LMI and LH
Cataphract				
Cataphract camelry (1)	Kn	2	3	+1 vs. all except WWg Impact vs foot, <i>heavy armour</i>
Heavy Chariots	Kn	1	3	+2 vs. LMI, LH and Cv +1 vs. all except WWg, <i>armour</i> +2 vs. Mounted and +1 vs. Foot
Elephant (1)	El	0	3	Impact except vs LI, LH and Javelinmen
Scyted Chariot	SCh	0	1	Enemy factor is set to 0 except LI, LH, LMI, WWg or El which keep their factors. Cancels enemy's support in the 1 st phase.

MOVEMENT AND TERRAIN (P 27)

Troop type	Distance move (UD)		
	Open	Rough	Difficult
Light Infantry	3	3	3
Medium Infantry	3	3	2
Heavy Infantry	2	2	1
Light Cavalry	5	4	2
Medium and Heavy Cavalry	4	3	1
Knights	3	2	1
Light Chariots, Scyted Chariots	4	2	-
Heavy Chariots, Cataphracts	3	1	-
Elephant	3	3	1
War Wagon, mobile Artillery	2	1	-

Add one UD for units in a column moving along a road.

ABILITIES (P 16-18)

- **Armour and Heavy armour** : +1 bonus to protection or +2 if *heavy armour*. If the unit loses the melee, add one point to the die result before determining the effect of combat if the unit has a heavier armour than its opponent. Does not apply against elephants or if enemy has *furious charge* in first phase.
- **Two handed weapon** : If the unit wins the melee on its front, add +1 to the die result before determining the effect of combat. Units with *2HW* ability, win the melee in case of tie against spearmen or pikemen. The tie result is determined after applying quality modifier (elite or mediocre) but before applying the effect of *armour* ability of the unit with *2HW* ability.
- **Camel** : All mounted with horses (friend and enemy) in contact with a unit of camels (even only by a corner) have a -1 penalty in melee.
- **Elephant** : All mounted units (friend and enemy) in contact with elephants (even only by a corner) have a -1 penalty in melee. All units lose their *Impact* ability against elephants.
- **Impact** : The unit has a +1 bonus in the 1st phase of a melee if the unit charges or receives the charge to its front edge. *Impact* of foot troops never applies if foot charge mounted or if mounted have *impact* (unless if *impact* of the mounted is canceled by spearmen). *Impact* ability never applies against elephants.
- **Impetuous** : The unit is *unmanoeuvrable* and likely to make an uncontrolled charge. It has *impact* ability unless it charges the front edge of a medium or heavy swordsmen.
- **Javelin** : The unit has a +1 bonus for the 1st phase of a melee if it charges or receives a charge on its front edge. This bonus is cancelled if opponent has *impact* ability or if it is impetuous but is applied against El and Sch.
- **Pavise** : +1 bonus to protection unless shot at by artillery. Cannot be added to a cover bonus.
- **Stakes** : Cancel the *impact* and *furious charge* abilities of all mounted. All mounted (except El) have a -2 penalty in melee.
- **Missile support** : In the 1st phase, if the unit loses the melee on its front edge, add +1 to die result. Canceled if enemy has *heavy armour*.
- **Mixed Unit** : Downgraded one level in quality (e.g. Ordinary to Mediocre) when unit is in melee. No change if unit shoots or is shot at.

SHOOTING RANGES (P 46)

Missile weapon	Range
LI or LH with javelins, Javelinmen	1
MI with atlatis	
LI or LH with slings, bows, crossbows or firearms	2
Cv with bows, crossbows or firearms	2
LMI, MI or HI with bows or crossbows	4
War wagon, Light artillery	4
Medium artillery	6
Heavy artillery	8

MOVEMENT (P 27)

Types of movements (P 28) :

- One forward move which can include pivots (90° max) and/or one slide with an advance of one UD before or after.
- One half-turn or quarter-turn (cost 1 UD or 2 UD if *unmanoeuvrable*, pikemen or cataphract) and one advance.
- Stationary extension or a contraction with advance :
 - 2 UD (HI) 1 unit
 - 3 UD (LMI, MI, Kn, El, LI) 2 units
 - 4 UD and more (Cv, LH, SCh) 3 units

Second and third movement (P 32) :

- The unit must never be less than 4 UD from enemy
- 3rd mvt forbidden if *unmanoeuvrable* (unless Cv)
- 3rd mvt permitted only if commander accompanies the unit
- 3rd mvt is difficult unless LI, LH and non impetuous Cv.

Unmanoeuvrable units (P 32) :

- Impetuous, Elephant, Levy, WWg, Art, SCh

Difficult manoeuvres for the units above are :

- Advance of less than the maximum movement distance unless the unit ends its move in contact with enemy.
- Quarter or half-turn (also for Pikemen and Cataphract)
- Extension or contraction. Forbidden for SCh, Art and WWg

Light troops (P 33) :

- Can make a free quarter or half-turn at start or end of move
- Can move backwards in front of enemy (mvt minus 1 UD)

ZONE OF CONTROL (P 33-35)

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

- Stay in place.
- Advance, pivot/slide or make a ¼ or ½ turn to align with the most threatening enemy, to move closer or to charge it
- Perform an extension or contraction without leaving ZoC.
- Units capable of evading orient their rear toward enemy and make a straight move. LH/LI can retain original facing.
- Others units can retreat a straight move backward of 1 UD (2 UD if mounted) for 2 CP. Unit is disordered.

LH and LI exerts a ZoC only for others LH and LI.

Camp, artillery and WWg do not exert any ZoC.

SPECIAL MOVEMENTS (P 36)

Evade move (P 37) :

- Only LI, LH, Javelinmen or Cv with no impact or impetuous.
- Forbidden if in melee or if an obstacle is within 1 UD behind
- Orient unit if necessary and advance straight forward the adjusted distance (1D6) : 1-2 = -1 UD or 5-6 = +1 UD
- Slides or pivots are authorized to avoid obstacles.

Charging unit must advance at least 1 UD if foot or 2 UD if mounted. Impetuous units must advance maximum distance.

Uncontrolled charge (P 40) :

Impetuous unit at charge range must uses 3 CP to do other manoeuvre than charging or supporting a friendly unit, unless :

- It is already supporting a friendly unit in melee.
- The unit is restricted by an enemy ZoC.
- The target is an elephant or a WWg.
- A mounted unit may contact an elephant.
- The target is LI/LH and unit have to interpenetrate friends.
- It is foot unit charging frontally mounted.
- It is Cv charging frontally HI (unless Levy) non-disordered.
- It may enter a terrain that inflict a combat penalty on it.
- It is behind fortification, river, village or in ambush.

Burst through (P 42) : Unit which is burst through is disordered. Elephant, Pikemen or a friendly unit in melee or giving melee support cannot be burst through.

Interpenetration (P 43) :

- LI through all units in all orientations and vice versa.
- All mounted through LH if oriented in the same or opposite direction and vice versa.
- Heavy and medium infantrymen non impetuous through bowmen/crossbowmen if in the same or opposite direction.
- Foot through Artillery or WWg by the long side only.

Disengage (P 44) : A move straight backwards of move distance minus one UD until meeting an obstacle.

- LI facing foot, El or mounted penalized in a terrain.
- Javelinmen facing HI or Elephant.
- Mounted (except El and SCh) facing slower foot/mounted.
- All facing Art, WWg, fortifications or if attacking flank/rear.

RALLYING (P 45) – Forbidden for elephants and expendables

- 3+ if unit is at more than 4 UD of all enemy (0 CP)
- 4+ if unit is at 4 UD or less of an enemy (1 CP *)
- 5+ if unit is in melee (2 CP *)

+1 if commander is included in or attached in the unit

* +1 PC if unit is outside command range

SHOOTING (P 46)

Shooting priority (P 46) :

- Nearest target situated directly in front of the shooter
- Nearest target situated in the arc of fire of the shooter

Shooting resolution (P 47) :

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

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

Protection modifiers (P 48) :

- Crossbows, firearms or WWg : Protection equals 1 for all except if El (protection =0) or WWg (protection =2).
- Longbows : -1 to protection (cannot be less than zero) against all except Art, WWg, LI and LH.
- Artillery : Protection equals 0 for all except LI and LH.
- Pavise : +1 to protection except against artillery.

CONTACT RESTRICTIONS (P 51)

- Bowmen, crossbowmen and LH can only charge the camp, Art, LI and LH or if the contact is made on the flank or on the rear or against a foot unit supporting a friend in melee.
- LH can also charge an enemy frontally if LH has *impact* ability or if the enemy is disordered.
- Mixed unit can charge foot unit. They can contact mounted that are in melee or charge them in the flank/rear.
- LI can only charge LI, Art, SCh, El and the camp. Can also charge an enemy in a rough/difficult terrain only if enemy is penalized in melee or on the flank/rear or disordered.
- WWg and Art cannot contact enemy.

MELEE (P 55)

1D6 + modifier, highest result wins the melee.

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

Modifiers (P 55) :

- 1 if unit is disordered
- Foot : -1 in rough if HI or WWg (-2 if Heavy spearmen or pikemen). -2 in difficult terrain if HI or -1 if LMI or MI.
- Mounted : -2 in rough or -3 in difficult terrain (except camels in sand dunes/brush or El in brush/fields)
 - +1 for each unit in support except against SCh on 1st round
 - +1 if higher, on river bank, edge of a gully or fortification
 - +1 if unit is attacking a flank or the rear
 - 2 if mounted attack fortifications or stakes
 - +1 if commander is engaged in melee

Attacked on flank/rear and multiple opponents (56 & 59) :

- Basic factor equals to zero. Loss *impact*, *javelin*, *2HW* and *missile support* abilities and *furious charge*.
- Armour*, *heavy armour* & *panic* remain valid.
- Loses 1 cohesion in melee except if contacted by LI/LH.

Furious charge (P 58) : +1 cohesion point loss on 1st phase if:

- Impetuous* foot against all foot.
- Cv or Kn with *impetuous* or *impact* abilities against all foot.
- Other Cv and Kn against LMI. LH against LI.
- El and SCh against foot except Javelinmen and LI.

Commander in melee (P 24) :

Killed with 1 on 1D6 if loses the melee or with 1. 2. 3 if routed

ROUT AND PURSUIT (P 61 & 62)

- Rout** : Loss of 1 cohesion point for friends (LI only affect LI) less than 1 UD behind unit (except if routed is Art/WWg).
- Pursuit** : Only phasing player's units can advance up to one UD. *Impetuous* units must pursue one UD (see p 62).