

# - The "BATTLE" GAME -



(Illustration 1)

In the Battle game, each player has more than one Unit and the battle is fought over 5 Terrain Cards (see illu. 1). Each Unit will begin on one of the Terrain Cards that make up the battlefield and the players can deploy Support Units. During the game the players can move Units from one Terrain Card to another.

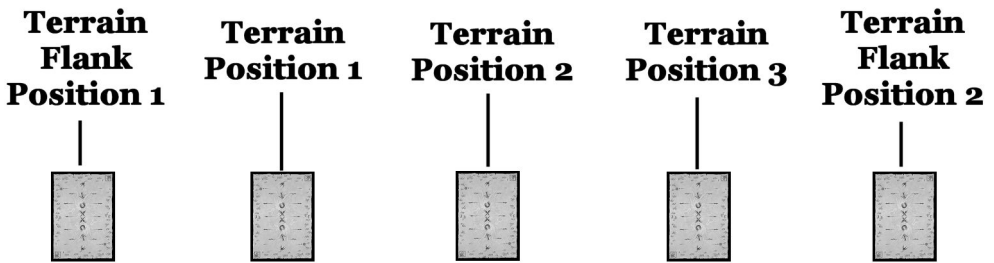
Each player has several Units and each Unit has its own Score Card. Each Unit is comprised of at least 3 Troop Cards (1 Rank) but has no maximum. Your Units can be as large as you want them to be.

## "BATTLE" - ARMY

You build your army for the Battle per the Building Armies rules in The Art of the Warrior. We recommend a minimum Total Army Cost of 200.

- You can have 1 Combat Master, 1 Battle Master and 1 Set of Standard Cards per Unit
- You can have 1 extra Battle Master which will be your Army General
- You can have 1 extra Set of Standard Cards which will be your Army Standard
- Each Unit must have a minimum of 3 Troop Cards
- Each Unit is built with a number of Ranks with 3 Troop Cards in each Rank

# "BATTLE" - DEPLOYMENT PHASE



(Illustration 2)

The deck of Terrain is shuffled, cut and then Terrain Cards are dealt out – one for each of the Terrain Positions (see illu. 2). Each player has 1 veto over each of the revealed Terrain Cards. If a player vetoes the card it is placed to one side and the deck of Terrain Cards is cut again and the next Terrain Card placed between the players.

Instead of vetoing a Terrain Card a player can cut the deck of Terrain Cards again and take the next Terrain Card. If this is a Terrain that can be Combined with the Terrain Card on the table then the player can choose to Combine the Terrain.

The players then deploy their armies. No player can deploy a Unit on either of the Terrain Flank Positions (see illu. 5). The players select one of their Units and at the same time deploy these behind the Terrain Card on Terrain Position 1. This is then repeated for Terrain Positions 2 and 3. The players then return to Terrain Position 1 and if either wants to place a Support Unit behind this Terrain they do so. The placement of Support Units are then carried out for each each of the Terrain Positions.

(NB. In the 'Expanded Rules' section you will find rules that are more tactical in nature for the Deployment Phase of the Battle game.)

# "BATTLE" - MAIN BATTLE PHASE

## CONTESTED & CONTROLLED TERRAIN

A Terrain Card is Contested when 2 opposing Units are on that Terrain Card. A player is then said to be Contesting that Terrain Card. The player's Unit on that Terrain Card is a Contesting Unit.

A Terrain Card is Controlled when only 1 player has a Unit on that Terrain Card. The player with the Unit on the Terrain is said to Control that Terrain and their Unit is a Controlling Unit.

A Terrain Card is Empty when no player has a Unit on that Terrain Card.

## FIGHTING THE BATTLE

The Unit vs. Unit Combat rules are applied in full to each Unit Contesting a Terrain Card. Starting with Terrain Position 1, you play a Duration including 'End of Duration' with the Units Contesting this Terrain (if there are Contesting Units on this Terrain). You then move along the field of battle from one Terrain Position to the next and play a Duration and 'End of Duration' with the Contesting Units on each.

Once you've played with each Contesting Unit on each Terrain Position a 'Period' of the Battle has been completed.

After every Period, the players can move Units around the field of battle per the Army Movement rules detailed on pg. n.

After the first Period has been played, the players are allowed to move Units onto the Terrain Flank Positions. For each Period thereafter the players begin by playing a Duration – including 'End of Duration' – with the Units Contesting Terrain Flank Position 1 (if there are any) and then work along the battlefield from one Terrain Position to the next and play a Duration and 'End of Duration' with the Contesting Units on each.

The game is then played Period by Period until a player wins.

If a player defeats their opponent's Unit Contesting a Terrain Card, the winning player immediately resets his MP Counter on his Unit's Score Card to 50 but the Dmg Counter remains where it is.

# WINNING THE "BATTLE" GAME

There are two ways to win the "Battle" game –

- If a player's Unit that his Army General is assigned to is defeated, this player loses the game.
- If at the end of a Period, and after all Army Movement has been carried out, a player Controls 2 out of the 3 Terrain Positions (this excludes the Terrain Flank Positions), he wins the game.

## - ARMY MOVEMENT -

When you play the Battle Game you are able to move Units from one Terrain Card to another. This is known as Army Movement and you can do this at the end of every Period.

- A Unit that is on a Contested Terrain Card can only move to another Terrain Card if the Unit is at the Ballistic Combat Level. But a Support Unit can freely move to another Terrain Card
- A Unit on a Controlled Terrain Card can freely move to another Terrain Card
- If you want to move a Unit to a neighbouring Terrain Card, this can be done without comparing any statistics (this is classed as 1 move)
- If you want to move a Unit 2 or more Terrain Cards, you compare the Speed score of your Unit to the Move value of the first Terrain Card you want to move through

The Speed of a Unit is equal to the lowest Speed score on any Troop Card in that Unit (see Troop Card 5)

If the Terrain's Move (see Terrain Card 8) is equal to or higher than the Unit's Speed you can only move your Unit onto the neighbouring Terrain Card and no further (this is classed as 1 move)

Otherwise you can move your Unit across Terrain Cards. In order to do this, you move your Unit one Terrain Card at a time adding the Terrain Card's Move to the previous one. When the total Move score of the Terrain Cards is equal to or more than your Unit's Speed you can't move your Unit any further (this is classed as 1 move)

*For example, your Unit has a Speed of 7. You move this Unit onto the neighbouring Terrain Card which has a Move of 3. Your Unit's Speed is more than this so you can move your Unit onto the next Terrain Card. This Terrain also has a Move of 3 which you add to the previous Terrain's Move to make a total Move of 6. Your Unit's Speed of 7 is still more than this so you can move your Unit onto the next Terrain Card. This Terrain has a Move of 4 which you add to the total Move of 6 to make a new total Move of 10. This total now exceeds your Unit's Speed of 7 so you can't move your Unit any further*

- When you move a Unit onto an Empty Terrain, you can place the Unit at any of the Combat Levels
- When you move a Unit onto a Terrain where *your opponent* has at least one Unit on, you can place your Unit at either the Ballistic or Charge Combat Levels and your opponent must move his Unit to the same Combat Level
- When you move a Unit onto a Terrain where *you* already have a Unit on, your moved Unit becomes a Support Unit and is assumed to be at the same Combat Level as the Unit already on that Terrain
- You can move a Unit you have on a Controlled Terrain onto your opponent's side of the Terrain Cards. If you do this you can still Combine that Unit with one of your Units on a neighbouring Contested Terrain (see Combating Across Neighbouring Terrain later). Moving onto your opponent's side of a Terrain Card is classed as 1 move
- If you have a Unit on your opponent's side of the Terrain Cards you can move that Unit to neighbouring Terrain Cards on your opponent's side of the Terrain using the above rules

You can't move a Unit on your opponent's side of the Terrain Cards through a Terrain where your opponent has both a Unit and Support Unit. You can only move through a Terrain where your opponent has only 1 or 0 Units on. If you move to a Terrain where your opponent has a Unit and Support Unit on, your Unit stops there and will engage one of your opponent's Units on that Terrain (see Rear Attack later)

If you move your Unit on your opponent's side of the Terrain Card to behind a Terrain where your opponent has only 1 Unit on, you can choose to attack that Unit from the rear (see Rear Attack later)

- If you have a Unit on your opponent's side of the Terrain Cards, behind a Terrain that your opponent has a Unit and Support Unit on, the only way a player can move a Unit off of that Terrain is by using the Retreat Stratagem Card. If a player successfully brings the Retreat Stratagem Card into play he

can move his Unit off the Terrain to a neighbouring Terrain

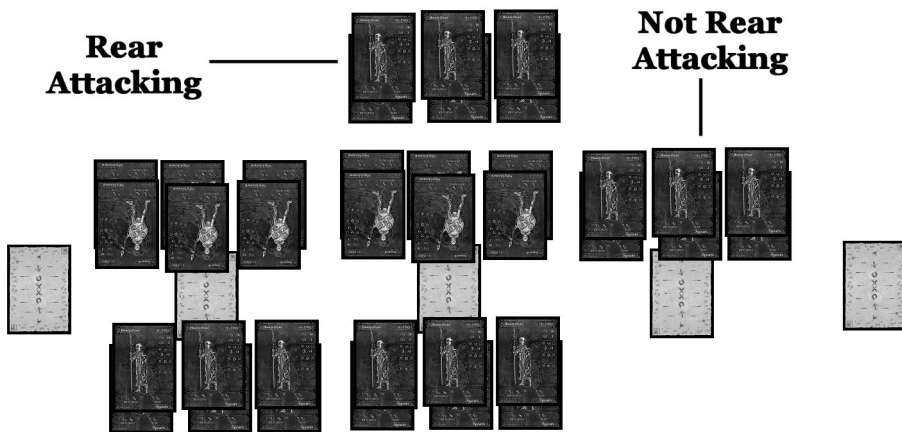
- If you have a Unit on a Controlled Terrain and on your opponent's side of that Terrain Card and your opponent moves one of his Units to that Terrain (but not through it) you must immediately move your Unit back to your side of the Terrain Card

The players make their moves in the following manner –

1. Each player can move up to 3 Units during Army Movement
2. A single Unit can only make 1 move per each Army Movement
3. The players determine who will make their moves first as follows –
  - ◆ The players locate the Unit that their Army General is in and compare the Mastery Points that these Units have remaining. The player with the least Mastery Points must makes his moves first
  - ◆ If there is a draw, the players play a Mastery Card each and the player who lays the lowest Conflict Value makes his moves first – in the case of a draw the players continue to play Mastery Cards until there is no draw

(NB. In the 'Expanded Rules' section you will find rules that are more tactical in nature for determining the order in which army movement takes place.)

## REAR ATTACK



(Illustration 3)

Attacking an opponent's Units from the rear can have a devastating effect. Each Unit you have on your opponent's side of the Terrain Cards that is behind a Terrain Card Contested or Controlled by your opponent is known as a Rear Attacking Unit.

- For each Rear Attacking Unit you have, once your opponent has determined the number of cards in his Discard Pile during the 'End of Duration' for his Unit, he adds 1 to the result and this total is used when determining which side is Shaken or Routs
- If you have one or more Rear Attacking Units behind the same Terrain Card, each one acts as a Support Unit to your Contesting Unit on that Terrain, but you can Combine the Rear Attacking Support Unit with your Contesting Unit *at any of the Combat Levels* – not just when at the Ballistic Combat Level. It is assumed that your Rear Attacking Unit is always at the same Combat Level as your Contesting Unit

If you have this setup and a player is the Defender in a round and has to Instant Discard a Troop, the Attacker in the round chooses whether the Instant Discard is made from the Main or Rear Attacking/Support Unit

- If you are Rear Attacking an opponent's Unit that has a Support Unit, your opponent can Combine his Support Unit with his Main Unit *at any of the Combat Levels*
- If you have a Rear Attacking Unit and your Contesting Unit becomes Shaken then your Rear Attacking Unit is also Shaken. If your Contesting Unit Routs then your Rear Attacking Unit also Routs
- If you are being Rear Attacked and defeat your opponent's Unit Contesting the Terrain – not the Rear Attacking Unit – then the following applies –
  - Your MP and Dmg Counters remain where they are on your Score Card
  - Your opponent now uses the Score Card of his Rear Attacking Unit but this Unit is instantly Shaken – the only way your opponent can prevent this is if he has the Inspired Speech Stratagem Card In Play. If the Rear Attack Unit is already Shaken it will immediately Rout – unless the Inspired Speech card is used
  - You move your Unit onto your opponent's side of the Terrain Card and your opponent's Rear Attacking Unit moves onto your side of the Terrain Card – the Units remain at the Combat Level they were at when you defeated your opponent's Unit

# COMBATING ACROSS NEIGHBOURING TERRAIN

If your Unit is at the Ballistic or Charge Combat Level on a Controlled Terrain then you can attack opponent Units on neighbouring Terrain Cards. If you are Contesting the neighbouring Terrain and your Contesting Unit is at the Ballistic or Charge Combat Level, then you have the following options –

- Each round you can Combine your Contesting Unit with your Controlling Unit on the neighbouring Terrain. The Units can be at different Combat Levels
- Each round you can pick your Chosen Troop from either your Unit on the Contested or Controlled Terrain

If you Control a Terrain and your opponent Controls a neighbouring Terrain then you can attack each other. Either player can announce that this is going to happen.

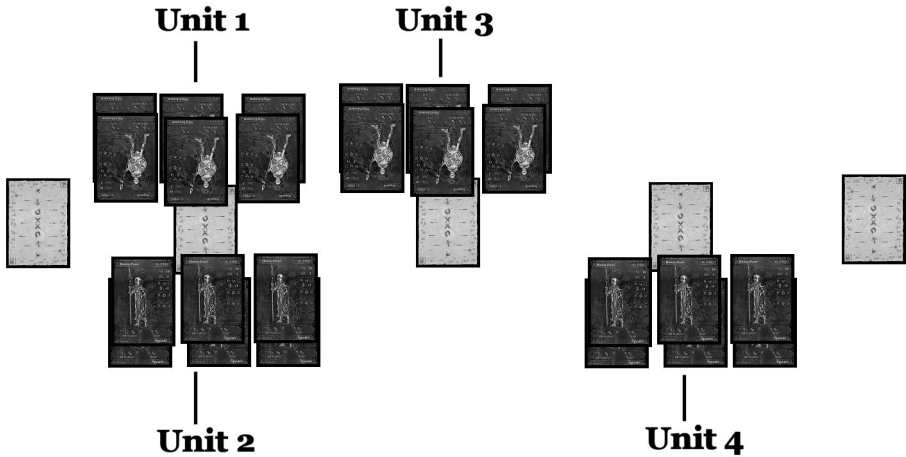
The players must then move their Units to the same Combat Level but on their own Terrain Cards. If the Units are already on the same Combat Level then no change occurs unless they are at the Melee Combat Level in which case they are moved back to the Charge Combat Level.

If one player's Unit is at a Combat Level further away from the Melee Combat Level than their opponent then their opponent must move his Unit to that Combat Level.

*For example, one player has his Unit at the Ballistic Combat Level and the other at Charge. Ballistic is further away from Melee than Charge so the player whose Unit is at the Charge Combat Level must move his Unit to the Ballistic Combat Level.*

Each player uses the stats of the Terrain Card their Unit is on. In this scenario, the Units can't move to the Melee Combat Level and so will remain at the Charge Combat Level once they move that close together (unless they are retreated or moved to the same Terrain).

# COMPLEX TERRAIN TO TERRAIN COMBAT



(Illustration 4)

If you have the situation similar to that depicted in illustration 4 then the players must announce to each other which enemy Units they are going to target with each of their own Units.

*For example, Unit 3 could target either Unit 2 or Unit 4. The player would announce which.*

- If a player's Unit is being targeted, it can't then target a different enemy Unit.

*For example, Unit 2 wants to target Unit 1 but Unit 3 is targeting Unit 2. So Unit 2 would have to target Unit 3. However, Unit 4 is targeting Unit 3. So Unit 3 would then have to target Unit 4 which would free up Unit 2 to target Unit 1.*

If a player has 2 Units targeting a single opponent Unit then he can Combine his 2 Units as detailed previously.

# ARMY GENERAL & ARMY STANDARD

If you have an Army General and Army Standard they need to be allocated to one of your Units. The Unit in question may have its own Battle Master and Set of Standard Cards. You can use the Army Standard Cards for *any* Unit in your army as long as the Unit is on the same Terrain Card or on an adjacent Terrain Card to where the Army Standard is.

*For example, if one of your Units has one more card in its Discard Pile than the opposing Unit, it will become Shaken. This Unit is on a Terrain Card adjacent to the one where your Army Standard is. You have used all the Standard Cards for that Unit, but your Army Standard Cards have not been used. You can then use one of the Army Standard Cards to avoid becoming Shaken.*

If your Army General is in a Unit that has its own Battle Master you can only use one or the other, not both.

During Army Movement you can move your Army General and Army Standard from one Unit to another. The Army Standard must remain with the Army General. Both the Army General and Army Standard are assumed to have a Speed of 5 and can be moved separately from any Unit. If you move your Army General and Army Standard to a Terrain where you have Units/Support Units on you can then assign your Army General and Army Standard to one of those Units.

If you move your Army General and Army Standard onto an Empty Terrain and your opponent then moves a Unit onto the same side of that Terrain Card, he captures your Army General and you automatically lose the game.

## - SUPPORT UNITS -

The rules for Support Units in The Art of the Warrior apply to the Battle game with the following additions.

### COMBINING SUPPORT & MAIN UNITS

- If your opponent has a Support Unit and you are the Attacker in a round, you can select to target either his Main or Support Unit and he must then move the Dmg Counter of that selected Unit if he takes damage

### ADDING THE SUPPORT UNIT TO THE MAIN UNIT

During the 'End of Duration' you can add your Support Unit to your Main Unit.

- Before adding the Support Unit, you increase the Dmg Counter on the Score Card of the Main Unit by the amount of Damage the Support Unit has – e.g. the Support Unit's Dmg Counter is on 7 and the Main Unit's Dmg Counter is on 5. You must increase the Main Unit's Dmg Counter by 7 from 5 to 12.
- If after you have altered the Main Unit's Damage you find the Dmg Counter is above the MP Counter you do *not* lose the game. At this point you Discard Troops. When Discarding you can choose to do so from either – or both of – your Main and Support Units. However, any Discarded Troop Cards *do not go* in your Discard Pile – they are removed fully from the game.

Once the above has been resolved you move the remaining Support Unit Troop Cards to create new Ranks behind those existing in your Main Unit.

# - expanded rules - "BATTLE" deployment phase

In the expanded Deployment Phase for the Battle game, the players' Army Generals – their highest level Battle Masters – compete for terrain and troop deployment.

The game comes with 2 black Battle (Btl) Counters. At the beginning of the game, each player takes a Score Card and places a Battle Counter onto the 50 square. Each player then places their Army General beside their Score Card.

The players decide how many Terrain Cards the battle will be fought over.

The setting for the battle will influence the statistics that each player uses on his Army General's card. Battles can be fought on land, in the air, up in the canopy, under water, can be naval and can be a siege. Battle Masters have Tactics Mastery Levels for each of these (see Battle Master Card). The players use the Tactics Mastery Level and MP Bonus (see Battle Master Card 5 & 6) relevant to the setting – land, siege, water, naval, air or canopy. With the cards in this base set you can only play land battles and so will use the land statistics on your Army General's card.

The deck of Terrain Cards is shuffled, cut and then Terrain Cards are dealt out – one for each of the Terrain Positions (exactly as per the standard Deployment Phase).

The players will then play 1 round of Conflict Resolution for each Terrain Card that has been placed, as follows –

- 1. Lay a Mastery Card** – this is played normally
- 2. Attacker & Defender** – this is played normally
- 3. Reduce & Absorb MP** – each player reduces his *Battle* Counter by the amount noted on his Mastery Card. Each player then increases his *Battle* Counter by the MP Bonus on his Army General's card (see Battle Master Card 6). *If the round is a draw skip forward to step 7*
- 4. Guarding** – this is played normally but the players compare their Army General's Tactics Mastery Levels (see Battle Master Card 5) to see if they Guard. *If the Defender Guards you skip forward to step 7*
- 5. Damage** – This step of Conflict Resolution is ignored

6. **Extra Damage** – the Attacker chooses to either increase his Battle Counter or decrease the Defender's Battle Counter by the extra damage noted on his Mastery Card and then this action is carried out
7. **Prepare for the Next Round** – the following is carried out –
  - ◆ The Attacker from the round gets to carry out 1 Deployment Actions – see below
  - ◆ If the Defender Guarded then both players get to carry out 1 Deployment Action each – see below
  - ◆ If the round was a draw then neither player gets to carry out a Deployment Action
  - ◆ If it is the first round then any Deployment Action must be applied to Terrain Flank Position 1 (see illu. 4). If it is the second round then the Deployment Action applies to Terrain Position 1 (see illu. 4). If it is the third round then the Deployment Action applies to Terrain Position 2 (see illu. 4), and so on
  - ◆ If both players get to carry out a Deployment Action, the Attacker in the round chooses which player carries out his Deployment Action first
  - ◆ Once the Deployment Action has been carried out the players turn their Army General card face up and a new round begins from step 1 above

## Deployment Actions

- Combine a Level 1 Terrain Card with the Terrain Card in the Terrain Position
- Swap out a previously laid Terrain Card with a Terrain Card of 1 higher or lower Level but of the same type – i.e. swap '2. Woods' with either '1. Woods' or '3. Woods'. This can be any Terrain Card in a Combined Terrain Card setup
- Rotate a previously laid Terrain Card by 180° or move a Combined Terrain to the opposite end
- The player 'sets' the Terrain. A counter is placed on the Terrain Position and neither player can then alter the Terrain Card(s) on that Terrain Position in any way from that point onwards

- Have your opponent place Units behind the Terrain Card. Your opponent must then select 1 or more Units and place them behind the Terrain Card. After he has done so he can't then move those Units to another Terrain Card or place other Units behind that Terrain Card until the Deployment Phase is over. This Deployment Action can't be chosen if the round has been played for either Terrain Flank Position

## Deployment end

If once all the rounds of the Deployment Phase have been played – 1 per Terrain Card – a player has not placed all of his Units he must do so now, as follows –

The players begin at Terrain Position 1 and decide which Units they want to place. The players then place their Units simultaneously. A player can't place any Units if he already has Units behind the Terrain Card.

The players then repeat the above for each of the Terrain Positions. If a player has any Units remaining after this has been done he must place these as Support Units behind the centre Terrain Position.

Once both players have placed all the Units in their army the Deployment Phase is over. The Battle Counter remains where it is on its Score Card as it can affect Army Movement.

## STRATAGEM CARDS IN THE DEPLOYMENT PHASE

At the beginning of the Deployment Phase each player can select Combat Tactics and Battle Tactics Stratagem Cards but can't pick so many that the combined Cost (see Stratagem Card 1) of these cards exceeds their Battle Master's Tactics Mastery Level (see Battle Master Card 5).

The players can then play their 'tct' Secondary Mastery Card in any round of the Deployment Phase and if they are the Attacker in that round they can Promote their Stratagem Cards – the player places the Stratagem Cards above his Score Card. If the player is the Defender in the round, or if the round is drawn, the player removes the Stratagem Cards from the game.

Some Battle Tactics Stratagem Cards – available in expansion packs – have 'instant' effects. Unlike Conflict Stratagem Cards, any 'instant' effects on Battle Tactics Stratagems are applied as soon as the card is Promoted.

A player can select any Conflict Tactics Stratagem and once the Deployment Phase is over can allocate these Stratagems to any Unit. The Stratagem is then placed 'In Play' for that Unit and will affect the first Duration of the Main Battle Phase.

The exception is that if a player selected the 'Hold' Stratagem Card and Promoted this during the Deployment Phase, a second run through of the Deployment Phase is played – i.e. another round of Conflict Resolution will be played for each Terrain Card. This is played before the Deployment End rules are applied.

## "BATTLE" ARMY MOVEMENT

The following rules can be used when players move their Units during Army Movement.

- The player whose Battle Counter is on the highest value becomes the Controlling Player. If both players' Battle Counters are on the same value then both players lay Mastery Cards until a player lays a higher Conflict Value and he then becomes the Controlling Player
- The players then make their moves in the following manner –
  - ◆ A player can move as many Units as he wants
  - ◆ If a player's Battle Counter is on 0, he can only make 1 move – no more
  - ◆ A single Unit can only make 1 move per Army Movement
  - ◆ The Controlling Player decides exactly when their opponent makes a move and how many moves he can make at that time
  - ◆ The first time a player makes a move he must reduce his Battle Counter on his Score Card by the Move Cost on his Army General's card (see Battle Master Card 13). For each other move made, the player reduces his Battle Counter by a further 1
  - ◆ If a player doesn't want to make any further moves he must choose to pass. If a player passes he can't make any further moves until the next Army Movement
  - ◆ If the Controlling Player passes and his opponent still wants to make moves (and hasn't chosen to pass before now) he can freely do so at that point