

Hero of the Day

When a unit loses a combat & cannot pass a combat morale check because their modified morale value is too low. The unit should still take a combat morale test. If the rolled dice include two ones (snake-eyes) the unit will pass with an insane act of bravery.

Resolution

Both players check morale for units suffering casualties from missile fire or that have been in or near combat. Once morale tests are taken both players complete all pursuit & flee moves.

Resolution Summary

1 Take Morale Tests

Player with **Strategic Advantage** chooses 1st & then alternate.

2 Resolve Pursuit & Flee Moves

Player with **Strategic Advantage** selects the order

A fleeing unit that rolls \leq its pursuer is destroyed

A battle formation may become disordered if friends flee through it. It must pass a Command Test.

Morale Tests

Units required to take morale tests in the following circumstances:

Units \leq 10" of the leader of a unit that breaks in combat or which was destroyed while fleeing a charge.

Units \leq 5" of the leader of a fleeing friendly unit

Unit has taken 20% casualties during the round of play.

Units \leq 10" of a general who is slain or routed. Morale value reduced by 1

Units \leq 5" of a fleeing general

Battle formations ignore fleeing skirmishers.

Should a unit fail a morale test while engaged in combat the following rules apply:

If the unit has won the combat, it cannot pursue & stays where it is

If the combat will continue, the enemy receives a +1 combat bonus in the following round of combat only.

Units only need to take one Morale test during the Resolution Phase to cover all the circumstances, not multiple tests.

Take all Morale tests first and any units which fail will flee

Units that failed to rally in the previous turn, or have already fled during this turn, do not take a Morale test at this time. Their chance to rally comes during the Turn's End Phase.

Once all morale tests are taken players resolve pursuit and flee moves as required.

Morale Rules (p.22-23)

Roll 2d6 & add the scores together. If the total is \leq the Morale Value of the unit then it passes.

Battle Formations over half strength may roll 3d6 & select the two lowest dice to add together.

Troops who are fleeing use 2d6 when attempting to rally.

Troops in a skirmish formation use 2d6 for morale tests.

Command Tests

Taken the same way as morale tests & use the unit's morale value. If successful the unit may perform the maneuver or response.

Battle Formations over half strength roll 3d6 & select the two lowest values to add together. There are two exceptions:

Undisciplined Formations only roll 2d6.

Drilled Formations may always re-roll failed Command Tests.

Units @ half strength should be marked to indicate their status.

No Pre-Measuring in War & Conquest

Friends routing from combat (p.87)

All units within 10" of the leader of a friendly unit that is going to rout from combat during the round of play must take a morale test.

All units within 10" of the leader of a friendly unit that has fled from a charge and been caught and destroyed during the round of play must take a morale test.

Units which fall below minimum size still trigger morale tests in the same manner.

Fleeing Friends within 5"

All units within 5" of the leader of a fleeing friendly unit must take a morale test. Should the unit outnumber the fleeing unit by 2:1 or more they can be ignored and no test is required.

20% Casualties

A unit that has taken 20% casualties from shooting or glancing attacks during that round of play and is otherwise unengaged, must take a morale test if it has not already done so. If it has done so and failed the test it will now flee in this phase. A skirmish formation that has taken 20% casualties as a result of strikes back from glancing attacks must also take a morale test (p. 137).

End Phase

1 Rally Fleeing Troops

2 Move troops that failed to rally

3 Fleeing troops that contact friend or foe are dispersed

4 Commence next turn by making a Strategy Roll

5 End game once determined by game length

Rally Troops

Once both players have completed a round of play, they may attempt to rally any of their fleeing units by making a Morale test.

Most units roll 2d6.

The player with Strategic Advantage may choose the first test then players should alternate.

Should you choose not to rally a unit it must still continue to flee.

Proximity of the enemy when rallying

Each enemy formation within 10" of the leader model will reduce the unit's Morale value by 1. Enemy units in combat, individual personalities, and fleeing enemy can be ignored when calculating the number of units that should be counted.

Rallied units face the direction they were fleeing and are considered disordered until the start of their next round of play.

Units which fail to rally will immediately flee. Must flee directly toward a designated rally point on their starting table edge.

If the leader figure of the fleeing unit contacts a friendly or enemy unit the fleeing unit disperses.

Last Chance to Stand

A unit which is fleeing off of the tabletop may make a last chance roll to stand when it reaches the edge of the table. It takes a morale test reducing the morale value of the unit by 1. If the test is passed the unit misses its next round of play but may return to the table in the following round.

Army General

Zone of command of 10".

Will increase the morale value of all units by 1 to a maximum of 10. This cannot be combined with other character's abilities for a further increase unless otherwise indicated.

The increase will apply to fleeing troops.

Pursuit & Flee Moves

The player with Strategic Advantage chooses the order in which pursuit & flee moves are resolved.