Châlons

451 AD

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

The Battle of Châlons is a game which uses cards to represent units and allow players to recreate this key battle of the late ancient world. In 451 CE, Attila and the Huns decided to raid Northern Gaul, in their usual slash, burn and plunder mode. However, this was not the Hun army of the western steppes. Western Europe had large tracts of forest, and cavalry was difficult to maintain and greatly reduced in effectiveness. Thus, Attila's army was as much foot as mounted. By the time Western Rome reacted, Attila had taken Orleans. That triumph was short-lived, though, as Rome quickly put two armies into the field, and Attila chose discretion over plunder, turning back east.

One of the armies sent out was a standard Roman field army of the time headed by Aetius, Rome's last great general (and no slouch as a political schemer, either). Aetius had spent much time with the Huns, was quite familiar with them, and was rather complimentary of much of their might. The other army was a large, mostly mounted force of Visigoths, led by Theodoric, their king. The Visigoths, who controlled the southwestern regions of Gaul, feared that the Huns would seek to strike at those areas, too, and so joined with Rome.

The Roman/Visigoth army caught up with Attila's retiring Huns at the Catalaunian Fields—some say near Châlons—and forced them to battle. Aetius, with his heavy, Roman infantry, took the left of the battle line, while the more mobile, aggressive Visigoths held the right. Attila launched several mounted strikes against the Romans, who staunchly held (and, reportedly, never moved the entire battle). But it was the Visigoths who won the day, their charges driving the Hun cavalry back to their camp from whence, the next day, they retreated back to Central Europe. For his efforts, Theodoric was killed during the battle.

The Visigoths moved on to Spain, and the Huns retired to lick their wounds. Their last strike west ended in northern Italy, where, the story goes, Attila was talked out of advancing on Rome by the Pope. More likely starvation and disease, which had devastated the last Hun army and wiped out most of his horses this time, had more of an effect on Attila's decision. That and memories of his last run-in with a Roman field army.

Attila retired to the Hun capital to get married, during which ceremony he died, probably from overindulgence (with food and wine, not his new wife). With him died the Huns, who never again achieved anything of the fearful status they held while Attila lived. One can still find them forming key elements of Byzantine guard units, but they were out of the Scourge business forever.

We estimate that both armies, apparently of equal strength, contained from 25,000 to 30,000 men.

No one knows exactly where this battle took place. J.B. Bury, e.g., insists that it was near Troyes and not where it is usually "placed", near Châlons-sur-Marne. We do know that it was somewhere in the Champagne region, the modern-day name for what was then known as The Catalaunian Fields, probably directly eastward from Orleans, from which Attila had just retreated. If one uses that as an indication, Troyes does make more sense than Châlons. For game purposes, none of this matters, as both areas have generally similar terrain features.

2.0 COMPONENTS

Each copy of **The Battle of Châlons** contains:
- One Roman-Visigoth deck (32 cards) and One Hun Deck (31 cards)
- One Hill Template for the Playing Field
- This Rulebook
- One Sheet of 40 Informational Markers
- Two six-sided dice

2.1 Play Area

There is no map for this game. Instead the units (cards) will be placed and used (regulating movement and combat) on the game table in columns and rows as the following diagram illustrates. The intersection of a column and row is called a Section. You will have to visualize the columns and rows (and thus the Sections) for gameplay. The Hill template (Section 11.3) is placed as shown by the nine bold-outlined Sections in the diagram.

	RW	RC2	RC1	C	LC1	LC2	LW	
	Hun Reserve							
	D	D	D	D	D	D	D	
BATTLEFIELD FLANK	A	A	A	A	**A**	**A**	**A**	BATTLEFIELD FLANK
	B	B	B	B	**B**	**B**	**B**	
	A	A	A	A	**A**	**A**	**A**	
	D	D	D	D	D	D	D	
	Romano-Visigoth Reserve							
	LW	LC2	LC1	C	RC 1	RC 2	RW	

2.1.1 Battlefield Rows There are five Battlefield rows:
- 2 Deployment rows (one for each player) D in above diagram.
- 2 Advanced rows (one for each player) A above in above diagram
- 1 Battle Line (in the middle) B above in diagram.

2.1.2 Reserve Area Each player has a Reserve area where players keep their available cards not yet in play.

2.1.3 The main Battlefield has seven columns:
- The Left Wing
- 2 Left Centers (numbered 1 and 2)
- Center
- 2 Right Centers (also numbered 1 and 2)
- The Right Wing

2.1.4 Battle Row The center of the field, in between each player's Advance Row. It contains seven Sections (all B Sections).

2.1.5 Columns Each column is identified by its deployment position of the player's line of battle:
- LW (Left Wing)
- LC (Left Center 1 and 2)
- C (Center)
- RC (Right Center 1 and 2)
- RW (Right Wing)

Thus, the Roman LC1 column would include the LC1 Sections of the Roman/Goth Deployment and Advance rows, the Battle row Section, plus the RC1 (the mirror image) Sections of the Hun Advance and Deployment rows.

2.1.6 Battlefield Flank Areas At the far side of all of this, one to each side, are two Battlefield Flank Areas that connect to the Advanced and Battle rows. These are neither rows nor columns. They are used only for Battlefield Flanking maneuvers by cavalry. No combat unit may ever be "deployed" in a Battlefield Flank Area; it is used solely as a "move-through" path for a Cavalry Battlefield Flank attack. When that attack is resolved, any unit in that Battlefield Flank Area must either advance into the Section attacked, if vacated, or return to the Section from which it came. The Battlefield Flank Areas are adjacent to the two Advanced and one Battle rows. Keep in mind the terms "Straight" and "Diagonal," as they describe in which direction units may Move (Module 6.0). Thus, for a unit in the Left Center 2 Section of the Romano-Visigoth Advance Line, the Left Center 2 Section of the Battle Line is Straight Ahead, while the Left Wing Section of the Battle Line is diagonally, to its left.

2.2 Cards

The game contains two decks of cards, one for the Romano-Visigoths and one for the Huns. The use of these is detailed below.

2.2.1 Combat Unit Card
Each unit's card contains the following information:
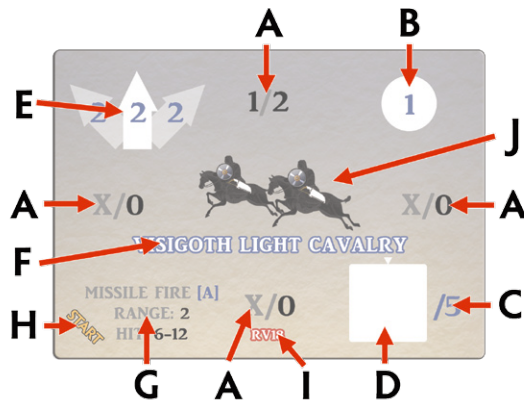
A) Shock Combat Strengths: This is shown on all four sides of the unit as two ratings: Attack (AS)/Defense (DS). These two ratings, or Strengths, are listed for the Front of the unit (where the movement arrows point to), its two Flank sides, and its Rear. Thus, the Visigoth unit in the diagram above has:

• A 1 Attack and an 2 Defense Strength to its Front,
• No Attack Capability (X) and a 0 Defense Strength to its Flanks, and
• No Attack Capability (X) and a 0 Defense Strength to its Rear.
Note: A 0 or negative strength does mean the unit has the ability to attack, but is a very weak unit.

B) Armor: This value is in the circle in the upper right of the unit card. The value is subtracted from any Missile Fire die rolls against the unit; e.g., the Visigoth Light Cavalry unit would subtract 1 from any such enemy Missile Fire.

C) Hit Level: This value is the number of hits that the unit can take before being eliminated (Section 7.3).

D) Hits box: The hit counter is placed in this box to indicate the number of hits the unit has taken.

E) Movement: How far, and in what directions, the unit may be moved (and conduct a Shock Combat attack). The Visigoth unit depicted may be moved either 2 sections diagonally or 3 sections straight ahead or a combination of either. See the Movement rules for details (Module 6.0)

F) Unit Type: Expressed as a name

G) Missile Fire: The ability to shoot arrows [A] at the enemy. The Visigoth unit depicted above, is armed with bows [A] and has a Missile Range of 2 Sections distance, with a two six-sided (2D6) dice roll of 6-12 to successfully achieve a "Hit".

H) At Start Unit Indicator: This unit begins the game on the battle board.
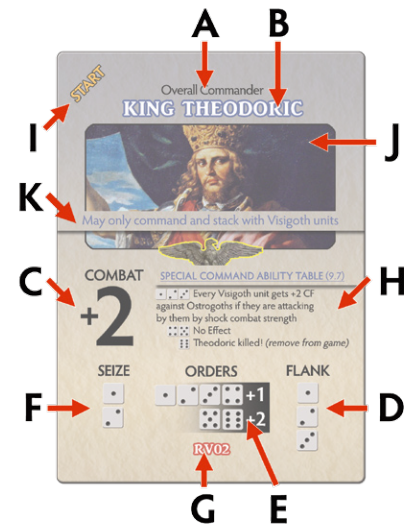
I) Card Number: For identification purposes.

J) Unit Picture: An art icon to help identify the unit and facing.

Background Color: The background color of the cards on their front facing indicates their faction: Red- Romans and Allies, Violet- Alans, Blue- Visigoth, and Green – Huns.

2.2.2 Leader Cards
The Leader's card contains the following information:

A) Type of Leader: (top of unit): OVERALL (the Overall Commander or OC): He rolls for additional orders and can attempt to Seize the Turn.

B) Leader's Name: His name.

C) Combat Bonus: A value that is added to a Shock Combat die roll (DR) when this Leader is involved. Theodoric and Theodoric II can only affect Visigoth units (Blue background). Aeteus only affects Red background units. Leader Sangiban only affects Alan units (violet background).

D) Flank: Ability of Leader (if able) to either attempt a Flank Attack or to Intercept one (Section 8.7).

E) Command Ability: Only on the Overall Commander's card. A DR result determines how many additional (or reduction of) Orders a side may issue in the turn

F) Seize: An Overall Commander's chance (DR range) of stealing play away from his opponent (Section 9.5).

G) Card Number: For identification purposes.

H) Specialty Table for Leader See Module 9.0

I) At-Start Indicator: This Leader begins on the Battle Board,

J) Leader Picture: A historical illustration of the man

K) Command Restrictions: Indicates the units the Leader may only command and stack with.

3.0 PREPARING FOR PLAY

Unlike many historical wargames, you do not specifically deploy all of your troops in set positions. Most units start in reserve in the game and you decide how they get to be used (when and where).

The Visigoths start the game; they go first. For that initial game-turn, they have 3 orders (no roll). After that, play alternates between both players until the game is over (Module 12.0).

3.1 Historical Deployment

This deployment, within the parameters of the game system, is historically what appears to be what each side started with.

Romano-Visigoth (RV) in their D row

RW: Visigoth Skirmisher LC, Visigoth LC, Leader Theodoric II

RC2: Visigoth LC, Leader King Theodoric

RC1: Visigoth Skirmisher LC, Visigoth LC

C: Alan HC

LC1: Alan HC, Leader Sangiban

LC2: Roman Legion Inf., Leader Aetius

LW: Roman Legion Inf.

All other Unit cards are in Reserve.

Huns: While observing stacking limits (Section 4.3) deploy 2 units per section and any Leaders they choose in their D row sections.

3.2 Optional Free Deployment

Both sides may deploy whichever of their cards they wish initially in their Deployment lines (within the stacking restrictions) and the rest in Reserve. You do so simultaneously, keeping your deployment "hidden" by placing cards face down.

You are now ready to start the game … and for us to get into the mechanics of play.

Emmanuel Fremiet's *depiction of the victory of the Merovingian King over the armies of Attila.*
1867, Metropolitan Museum of Art
CC BY-SA 3.0 Fordmadoxfraud

4.0 IMPORTANT CONCEPTS

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves.

These are presented here and include the rules on the sequence of play, stacking and facing of units.

4.1 The Sequence of Play

Each player undertakes their Player Turn, as follows:

1. Deploy and Rally Phase

The active player first rallies all his disrupted units in his Reserve (only). Then he may place **any** number of units and/or Leaders from his Reserve into any Section of his Deployment row, up to the maximum stacking allowed (Section 4.3) for Sections in that row.

2. Orders Phase
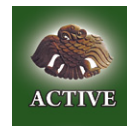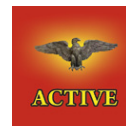
Each Leader of the activated Faction (Roman, Alans, Visigoths or Huns) has one order marker placed on him. He then consults his selected Overall Commander's card and rolls the die to see how many additional orders he may be able to issue (**Exception:** Alan activation See Section 11.1). The resulting value provides that many additional orders to issue to units under his command. Each Leader can issue his order marker within the Section he is in or an adjacent Section. A Leader in Reserve can issue his order marker into any one Section in the Deployment row that contains eligible friendly units and only those units are considered ordered. If additional orders from the Overall Commander were received from his Orders roll, these order markers may be placed onto any Section on the board with friendly eligible units. Order markers are placed with their "A" side up. Once placed on a Section, they cannot be changed as the turn progresses.

3. Leader Movement Phase

Each friendly Leader may be moved (Section 9.3).

4. Section Actions Phase

The Player may undertake Actions with ordered Sections (Module 5.0). When all ordered Sections have undertaken their Actions, the Player Turn is over, and the opposing player now gets his Player Turn.

The Romano-Visigoth Player may activate, in any single Player Turn, only cards from **one** of the following Powers:

1. Visigoths

2. Alans (see Section 11.1)

2. Western Rome (*Romans, Burgundians, Franks, Saxons and Armorians… the Roman army was a pretty hodge-podge affair of anyone they could cashier into going. You'll notice that several tribes hedged their bets and supported both forces.*)

The Hun has no such restriction and may activate as many cards/ sections as he has orders for.

Each player, in turn, repeats the above sequence until one player has attained a Victory (Module 12.0).

DIAGRAM 1 — MISSILE FIRE, FACING, MOVEMENT, AND HUN FLANK FIRE

FACING ↑

2A	2B	2	2	2
2X	1A FRONT DIAGONAL	1B FRONT STRAIGHT	1 FRONT DIAGONAL	2X
2X	FLANK 1X	[unit]	FLANK 1X	2X
	REAR	REAR	REAR	
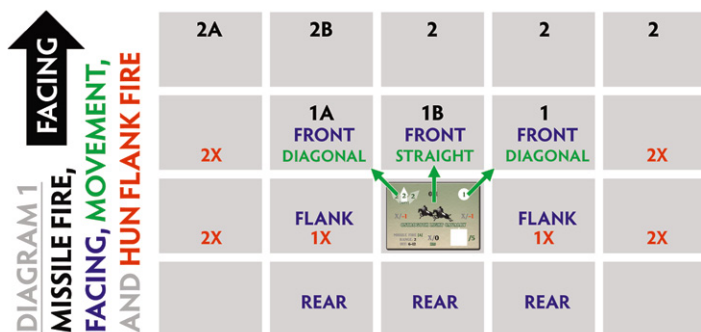
Note: The above diagram #1 is also used for a number of visual examples that are detailed in later rules.

4.2 Facing of the Unit

Units are always faced (oriented) towards a Section (or the Battlefield Flank Area on the map). Leaders have no specific facing requirements. This facing identifies a unit's front, flank, and rear adjacent Sections. All units start the game facing forward towards the enemy's side (black arrow in the diagram above). They can, however, change their facing in one of two ways.

4.2.1 Facing Change Action This Action takes the place of movement and involves the player simply rotating the unit's card within its Section as he sees fit. A unit may not Move (Exception: Section 6.1), engage in Shock Combat or Missile Fire before/after a Facing Change Action.

4.2.2 Diagonal Movement When a unit is moves diagonally into a section, it may either maintain its current facing direction or it may change its facing direction one side (90 degrees) in the direction it moved diagonally.

Example: A unit moving diagonally from Battle Line Center to the enemy's Advance Line LC may either maintain its forward facing (towards the enemy Deployment Line) or it may rotate so that it is facing the enemy's LW Section of the Advance Line. It may not pivot to face the Center Section of that line.

Units may engage in Shock Combat and Missile Fire only at units to their frontal Sections (green and black labels in the diagram above). Units wishing to engage in Shock Combat diagonally must be able to Move diagonally.

4.3 Stacking

Stacking refers to the number of units that may be in a Section at any one time, depending on the row the Section is in.

4.3.1 Advanced and Battle Rows An individual Section in the Advanced or Battle rows may hold the following cards at any time:

- One Unit, **plus**
- One Leader, **plus**
- One Skirmisher (SK) unit (see below)

One SK unit may stack with any one non-Cavalry unit in a Section of these rows. Both units must face in the same direction. They may move together or separately. Stacked SK units may Missile Fire, regardless of where they are in the stack. They add nothing to any Shock Combat but they do suffer any results.

4.3.2 Deployment Row Deployment row Sections may contain up to 3 units, all facing in the same direction, plus one Leader. The top

unit is always face up; the rest of the units remain face down, except as noted below.

The following cards are always face-up in a Deployment row Section:

- Top unit
- Any one Leader
- One SK unit that you wish to have Missile Fire.

Only face-up units may Missile Fire and/or Move.

Game Play Note: *The order in which you stack your cards in your Deployment Sections at the start is **very** important, as it designates which cards you will get to use, and when.*

When face-up units Move out of a Deployment Section, turn the next unit over so it is face-up. When transferring units from the Reserve into a Deployment row Section, that unit is placed on the bottom of the Deployment Section's stack. Units that enter a Deployment row Section from an Advanced row Section may be placed anywhere in the stack remaining face-up.

Exception: *Moving SK units may be placed anywhere in the stack, regardless of where they came from.*

The player may Move units from the Deployment row to his Reserve, regardless of where they are in the stack. If there are already 3 units in a Deployment Section, no other units may enter that Section for **any** reason. If a unit must Move into the Section, it is eliminated instead.

A player may change the stacking order in a Deployment Section as an ordered Action. In doing so, no unit may Move in or out of the Section that turn.

4.3.3 Player's Reserve The Reserve may contain any number of friendly units and/or Leaders. Units in Reserve may not engage in Missile Fire or Shock Combat, and they may not be the targets of Missile Fire or Shock Combat by the opponent.

5.0 SECTION ACTIVATION

Players maneuver and fight with units by undertaking Actions with the units in an individual Section that are ordered, one Section at a time, until all ordered Sections have completed actions for the player turn.

5.1 Actions

An Action for an ordered Section consists of **one** of the following:

- Move
- Missile Fire
- Move and Missile Fire
- Move and Shock Combat Attack
- Shock Combat Attack
- Move, Missile Fire, and Shock Combat Attack
- Withdrawal Move
- Change Facing Direction
- Rearrange Deployment Section Stacking
- Move Disrupted unit(s) to Reserve

Units in an individual Section may perform only one of the above listed actions per turn. (In other words, no Section can have more than one order placed on it.)

Example: A Roman Infantry unit in the Roman Advance Center Section is activated (one section activation) to move straight ahead into the Battle Line Center to Shock attack a Gepid Infantry unit in the Hun's Advance Line Center.

When the units of the activated Section complete their action, flip their Order marker over to its back "Moved" side.

5.1.1 Disrupted Unit's Movement Action When an order is placed into a Section with a Disrupted unit and the Section is activated, the player may immediately Move any/all Disrupted units in that Section and place them in his Reserve no matter how far away. The vacating of this Section does not allow any enemy advance to occur due to the Section being vacated.

Game Play Note: Disrupted units are only rallied when they are in the player's Reserve during his Deploy and Rally Phase.

6.0 UNIT MOVEMENT

Players will use unit movement to engage enemy units, gain control of the battlefield, and possibly out flank their opponent's entire line. Leader movement is detailed in Section 9.3.

6.1 Guidelines

Each unit's card states how far (in terms of Sections), and in what directions (straight and/or diagonal), it can Move. A unit may Move either straight ahead, into the Section it is facing, or into the diagonal frontal Section (if permitted by the diagonal Move indicator on its card), which is a Section to either side of the Section directly ahead (as shown in the diagram on page 6).

If a unit's card says it can Move in "Any" direction, that means a combination of forward or diagonal forward up to a maximum distance as noted. Units may never move directly sideways to their facing.

A unit that moves diagonally may change its facing 90 degrees into the direction it moved, but a non-cavalry unit cannot perform Shock (Module 8.0) or Missile Fire (Module 7.0) combat during their turn. *Example: Unit moved diagonally to the right and then turns its facing 90 degrees to the right.*

Game Play Note: It will take two Actions to Move a card sideways over two turns: first turn to change facing, then a second turn to Move into the adjacent Section. It will take a third turn's Action to reface the card to its original facing.

6.1.1 Restrictions Units may Move only into unoccupied Sections. *Exception: A unit may enter a Section occupied by another friendly unit with which it could stack (Section 4.3).*

A unit may not Move into an enemy-occupied Section. A non-skirmisher unit may not Move diagonally if there is a non-disrupted enemy unit to its front, regardless of the enemy's facing. Use of the Battlefield Flank Area is reserved for combat, and for Cavalry only. No card may ever end a turn in a Battlefield Flank area.

6.2 Withdrawal Movement

A unit may always Withdraw (Move backwards to its facing) if the player selects Withdrawal Movement as its Action during its turn. To Withdraw means to move one Section directly or, for Cavalry and Skirmishers, diagonally, to its rear (or from Deployment Line into Reserve). The Section must be unoccupied (unless stacking is possible, as per Section 4.3). If stacking is allowed, the player may place the withdrawing unit anywhere in the stack. The withdrawing unit maintains its original facing.

Withdrawing units with Missile Fire Capability (Module 7.0) may fire their missiles before withdrawing. SK units withdraw as above, with the following additional abilities:

- Move two Sections to the rear
- **Through** a friendly-occupied Section (if stacking permits).

Cavalry units may use a Battlefield Flank Area, if it is adjacent and was not being otherwise used that turn, to withdraw two Sections.

Cavalry and SK units can perform something similar during the opponent's turn (Section 8.8).

7.0 MISSILE FIRE

There are several sub types of Missile Fire in the game (Offensive, Reaction, Defensive and Retreating Fire). Collectively, these are all referred to as Missile Fire.

7.1 Missile Capable Units

Archers (both foot and mounted) are the missile capable units in the game. Each unit's card lists the weapon's Range (how many sections away it can shoot) and its effectiveness (Hit DR results range). A unit may not Missile Fire at a Range further than what is listed on its card. Units with missile ratings may Missile Fire at enemy units offensively during their turn or defensively during the opponent's turn:

When it is their turn units may;

7.1.1 Offensive Fire Performed either before, during, after, or instead of executing a Move. It is possible that a missile unit with a Movement Value of 2 could Move one Section, Missile Fire, and then Move to another Section.

A skirmisher missile unit which offensively Fires and is stacked below another unit in its Section automatically suffers the Shower Fire modifier (Case 7.1.5).

When it is the opponent's turn, units may choose one option as follows:

7.1.2 Reaction Fire Performed against activated enemy missile units that have targeted and Missile Fired at the friendly missile unit (after the enemy Missile Fire). Reaction Fire by a unit may be performed only once by a unit per enemy turn (so if Missile Fired at by more than one enemy unit, it can only Reaction Fire at one firing unit).

7.1.3 Defensive Fire Performed when the Section the friendly missile unit occupies is about to be attacked by enemy units conducting Shock Combat (performed before the Shock Combat attack).

7.1.4 Retreating Fire If the unit is Withdrawing, as per Section 8.8. A unit may only Retreat Fire into the sections to its front or diagonal front. A unit may not Retreat Missile Fire through its flank or rear sides.

7.1.5 Shower Fire This type of fire enables Archer units with a range of 2 to Missile Fire at enemy targets over Sections containing units (friendly or enemy). If it does so, a -1 die roll modifier (DRM) applies. This condition also applies if a missile SK unit is stacked below a friendly unit and missile firing out at any target 1 or 2 sections away.

Example: In the diagram on page 6, the Archer unit wishes to Missile Fire at an enemy unit in either 2A or 2B, and there is a unit in 1A. It still could Missile Fire at the target by using Shower Fire and suffering a -1 DRM. Shower Fire would apply also if the Archer unit was targeting an enemy unit in 2B and a unit was in 1B.

7.2 Resolving Missile Fire
To resolve Missile Fire, the firing player rolls two dice, adding them together to get a result of 2-12. Modify the result by the following:

- Subtract the target unit's Armor rating (Case 2.2.1B)
- Subtract the number of Hits incurred by the firing unit
- Subtract 1 if using Shower Fire (Case 7.1.5)
- Subtract 1 if Hun cavalry Archer unit using Flank Fire (Section 7.5)

If the modified result falls within the hit DR range listed on the firing unit's card, the target suffers a "Hit." Place a Hit Marker with the 1 value facing the top of the card on the target unit's card or rotate/replace the marker on the card to indicate the new higher number of Hits it has incurred (the number of Hits a unit can endure is indicated to the after the slash). If firing at a stack, only the top unit is affected by the Hits. Marked Hits remain with the card until the card is eliminated.

If the adjusted DR is not within the range, nothing happens. *Oops, missed.*

7.3 Hit Level
When the total number of Hits incurred exceeds a unit's Hit Level (Case 2.2.1c) it is Eliminated. Hits incurred are never removed from a unit during the game and do affect Shock Combat.

Example: A Visigoth Light Cavalry Skirmisher unit will be eliminated by just 4 Hits while it would take 12 Hits to eliminate a Roman Legionnaire unit.

The Hit Level of a Disrupted unit is the same as its normal state. A Disrupted unit retains all its Hits.

7.4 Move, Fire and Withdraw
Mounted archer units capable of moving 2 lines straight ahead may instead, move one section directly forward, fire and then, after firing and taking any possible return fire, move back into the section from whence they came, maintaining the same facing. Remember Stacking restrictions, which apply to this capability.

7.5 Flank Fire
Hun mounted archers (only) may Fire through their Flank sides (into red color 1X and 2X sections in diagram 1 on page 6) if they are firing Reaction Fire (in Opponent's Turn).

All Flank Fire incurs a -1 DRM to the fire's resolution.

You cannot use Flank Fire when Withdrawing.

8.0 SHOCK COMBAT

Shock Combat is face-to-face piercing, hacking, and slashing with hand-held weapon which is hard, difficult, enervating work.. Something to consider when you read that battles lasted for many hours.

8.1 Basic Shock Combat Strengths
Each side of a unit card (they have 4 sides) has Shock Combat Ratings of Attack Strength / Defense Strength. A unit may only attack into one of its frontal Sections (Flank and Rear sides of the unit's card are noted with an "X" for the Attack Strength) Thus, a Roman Legionnaire has an attack strength of 4, with a Frontal Defense Strength of 5. If attacked through a flank side, it defends with a strength of 2. Its Defense Strength against an attack from the Rear is 4.

A Cavalry unit attacking the Flank or Rear side of an enemy unit doubles (x2) its printed Shock Combat Attack Strength. These strength values are a DRM that are added to the Shock Combat DR when the unit is involved in Shock Combat.

Game Play Note: *Cavalry that is not Disrupted can always effect a attack on an enemy unit's flank or rear by moving diagonally into a vacant Section, which allows it to change facing, as per Section 6.1, and then attack an adjacent Section to its front or diagonally in that Line*

Example: A combat unit with a Shock Combat Attack Strength of 4 would allow the player to add a +4 DRM as part of resolving combat, per Section 8.2. If its Shock Combat Defense Strength were 3, when defending the player would get a +3 DRM to his defensive DR when resolving combat.

Designer's Note*: Some of these units/weapons systems were never designed or trained to be any part of Shock Combat. They were useless in such circumstances.*

If a unit is attacked from both one of its Frontal Sections and one of its Flank and/or Rear Sections, the defender uses the lowest applicable Defense Strength for his DRM.

Example: A Roman Legionnaire unit is attacked from both its Front and its Flank; it defends with a DRM of 2.

The strength of a disrupted unit is X/0 on all sides.

8.2 Resolving Shock Combat
Shock Combat is resolved after all Moves and Missile Fire for that Player Turn have been completed. A unit may Shock Combat attack any enemy unit that occupies one of its frontal Sections (see Facing Diagram on page 6) if capable of moving to that Section.

If there is an enemy unit directly to its front, a unit may not attack diagonally.

A unit may Shock Combat attack after moving, or it may Shock Combat attack instead of moving. However, a unit that only changes facing may not perform a Shock Combat attack.

8.2.1 Deployment Sections and Shock Combat Only the top unit in a Deployment Section may conduct a Shock Combat attack from that Section.

Deployment Sections may be the target of Shock Combat attacks, with the top unit defending (using its Defense Strength). However,

the defending player gets a +1 DRM equal to the number of non-SK units below that top unit. Thus, if there are 3 units in that Deployment Section, he would get a +2 DRM to his DR, in addition to the Shock Combat Defense Strength of the topmost unit.

8.2.2 Determining the Shock Combat Strength To resolve a Shock Combat attack, each player rolls one die, to which he adds any of the applicable DRMs listed below. Those adjusted die rolls are then compared to determine the result.

DRMs:
- The unit's Shock Combat Attack or Defense Strength (as appropriate).
- The defender occupies a higher terrain level adds +2 DRM.
- Defender in Deployment Section adds a DRM equal to the number of non-SK units in the Section other than the top unit (not their ratings).
- Subtract the number of Hits (Hit Level) accrued by the attacking or defending unit (Section 7.3) to their roll.
- Add the Combat Rating of a Leader stacked with an attacking or defending unit.

8.2.3 Results of Shock Combat Treat the results from Shock Combat as follows:

- If the adjusted DRs are equal, all units are Engaged (they're still whaling away at each other). See Section 8.5 for further details.
- If one adjusted DR is lower than the other player's, that player's involved units are Disrupted (Section 8.4).
- If the attacker was attacking the defending unit's Flank or Rear, or the defender is already Disrupted, and the attacker's DR is higher, the defending unit is Eliminated (also see Battlefield Flank Area Attacks, Section 8.7.).
- If one adjusted DR is at least twice that of the other, the unit with the lower result is eliminated.

Shock Combat results affect all units in a Section…even in the Deployment Sections rows. Eliminated units are immediately removed from play.

8.3 Combined Attacks
If more than one ordered adjacent (diagonally or orthogonally) unit Shock Combat attacks the same defending unit from different Sections (for example, when one friendly unit attacks to the front and is joined by another ordered friendly unit attacking diagonally or into the defenders flank side) the attacking units total their Shock Combat Attack Strengths.

If they are not adjacent, each Shock Combat attack is resolved separately; player's choice which goes first.

Game Play Note: Each section must be activated individually, so it would take at least 2 activations to do this.

8.4 Disruption Result
A unit that is Disrupted is flipped over to its reverse (logo) side; it does not face in any particular direction. Any Hits on the unit remain.

8.4.1 Disrupted Effects Units that are Disrupted suffer the following effects:

- They may not Move, except when they are ordered and their activation allows the player to Move them directly to his Reserve (Case 5.1.1).
- They may not initiate Missile Fire or Shock Combat.
- They defend with a Shock Combat Defense Strength of 0, and suffer all applicable DRMs (including accumulated Hits).
- They do not prevent an enemy unit to their front from moving diagonally. (Section 6.1)
- They may be Rallied (Module 10.0).

8.5 Engaged Result

 Units and Leaders that become Engaged due to a Shock Combat result have an Engaged marker placed on them to keep you alert to this condition.

8.5.1 Engaged Effects Units that are Engaged suffer the following effects:

- They cannot Move at all or Missile Fire (not even Reaction Fire)
- They can Shock Combat attack, but only against the units that they are Engaged with.
- They may not be Missile Fired at.

If stacking restrictions permit, other units may Move into their Section (to join the original unit as "Engaged"). This includes Leaders.

8.6 Advance After Shock Combat Attack
If a Section is vacated because the unit in it was eliminated, the victor may, if he wishes, advance his winning unit into that Section.

However, if the victor is the attacker who had moved and attacked in the same turn, the attacking units **must** advance into a vacated Section.

The advancing victor may not change facing after entering this vacated Section, even if the attack was diagonal. In the case of a combined attack from more than one Section, the advancing unit is determined by the victor.

The normal one unit only (and an SK unit if stacked with the attacking unit) stacking limits apply to the units entering a vacated opponent's deployment Section.

8.7 Cavalry Battlefield Flank Area Attacks
Cavalry stacked with a Leader can use Battlefield Flank Areas to bypass Sections and rows to attack enemy Wing Sections. Battlefield flanking is mostly used for Shock Combat; it may not be used to simply regularly Move a unit.

The Battlefield Flanking Area extends on each side of the two Advance Lines and the Battle Line. It may be entered through the RW/LW Sections of any of those three lines as well as from a friendly Deployment Wing Section (via diagonal movement). It may be used to "attack" any adjacent enemy Wing Section in

the targeted Advance or Battle Rows (but not a defender's Deployment Section), regardless of the distance.

Cavalry may use Battlefield Flank Areas even if the Section directly to its Front is enemy occupied (as opposed to moving diagonally, Section 6.1; Case 8.7.3, Interception, also applies).

Flanking is considered combat, not part of movement. It can be used after movement.

8.7.1 Resolving Battlefield Flanking Attempts To engage in a Battlefield Flank attack, the Cavalry unit must start, and stay, stacked with a Leader, and it must start in one of the Wing Sections (RW or LW). Its facing at the time does not matter. The player then announces which enemy-occupied same Wing Column Section he is targeting as a Battlefield Flank attack and from where.

He then rolls one die and checks the Flank Attack Rating of the Leader commanding the charge. If it falls within that Leader's range, then the Battlefield Flank attack takes place, with the attacker facing in the direction of the side of the target Section adjacent to and opposite the Battlefield Flank Area (usually the target unit's Flank). If the DR is not within the range, no Shock Combat, Missile Fire or any Move may take place. But it still counts as an Action completed (and Activation).

Example: Attila, with a Hun Heavy Cavalry unit, is in the Advanced RW Section and the Hun player wishes to attack the enemy unit in the Roman Advanced LW Section by using a Flank attack. The Hun player rolls a die (result of 3) which is within the Flank roll range listed on Attila's card. So he Moves the Hun Heavy Cavalry unit and Attila into the Flank Area adjacent to the targeted Roman unit with the Heavy Cavalry's Frontal facing into the Flank of the Roman unit.

8.7.2 Battlefield Flank Attack Results If the attacking Cavalry forces the enemy to vacate its Section by eliminating it, the attacking unit Moves into that Section, facing in any direction the owning player wishes. If the attacked section is not vacated, the Battlefield Flanking unit is returned to the Section from which it started the attack and is immediately Disrupted. (It is possible that both attacker and defender will end up Disrupted, in their original Sections.)

8.7.3 Interception and Counter-charge If there is an enemy Cavalry unit in the Wing Section (LW or RW) that is being attacked or is bypassed by the Battlefield Flank attack, that (non-active) unit may attempt to Intercept (if bypassed) or Counter-charge (if target of the attack) the Battlefield Flanking Cavalry. Whether it is an Interception or Counter-charge, the mechanics are the same; the defending player rolls one die and compares it to his Leader's Flank Rating (If a Leader with a Flank Rating is with the unit). If there is no Leader present, the Flank Rating is 1. If the roll's result is outside that range, nothing happens and the original Battlefield Flank attack continues. If the roll's result is within that range, the "defending" cavalry is now the attacker, the

original Battlefield Flank attacker is the defender. Resolve this combat immediately.

- If the Interception comes from a bypassed line, it is considered an attack into the Battlefield Flanking unit's Flank side by the Intercepting unit (thus doubling the Intercepting unit's CF).

- If this is a Counter-charge by the target unit, it is considered a Frontal attack into the active Cavalry unit.

- If the Interceptor or Counter-charger is the victor, the Battlefield Flank Area attacker is returned to the Section where it started (unless it was eliminated).

- If the Battlefield Flanking Cavalry unit wins the battle:

    The activated unit continues on and undertakes its originally intended attack; or,

    If versus a Counter-charge, there is no further combat; results of the Counter-charge has ended the Battlefield Flank attack and both units are returned to their starting Sections.

Game Play Note: The whole Battlefield Flanking and Counter-charging/ Interception mechanics are key tactics and can prove quite decisive and disruptive, Lots of fun decision-making for you homespun "strategos."

8.8 Retreat Before Shock Combat

An SK or a Cavalry unit that is attacked via Shock Combat by Infantry though its Frontal Sections may choose to retreat rather than defend. It may do so only if there is a vacant (or stacking permissible) Section directly or diagonally to its rear. As it is a defending unit, it does not have to be activated; the player simply vacates the Section and Retreats the defending unit, maintaining its original facing. The attacking unit initiating Shock Combat may, if the owning player wishes, advance into the vacated Section.

Cavalry, under the above circumstances, may use a Battlefield Flank Area that is adjacent to its Section, if available, to Retreat two Sections to the rear. It may not do so if the enemy has performed a Battlefield Flank attack into that section via a Battlefield Flank Attack that turn.

8.8.1 Missile-Armed Light Cavalry Tactical Advantages in Retreat Missile-Armed Light Cavalry may Missile Fire before Retreating.

9.0 LEADERS

Leaders are important for both issuing orders and aiding in combat situations on the field of battle. Each Leader usually has one order to issue to a Section (Section 4.1, step 2).

9.1 Overall Commanders

There are 3 Overall Commanders (OC) in the game. Attila for the Huns and Aetius for the Romans and Theodoric for the Visigoths (The Alans do not have an OC).

9.1.1 Orders OCs are used, mostly, to determine how many additional orders a side may issue in a single turn (Section 4.1, step 2). At the beginning of the Orders Phase, the owning player rolls one die, comparing it to his OC's Command chart. The result is the number of additional orders that can be issued for his side that turn. Their additional orders apply, regardless of where they are, even if in Reserve.

9.1.2 Combat The OC's Combat Rating is used in Shock Combat as a DRM to a unit it is stacked with, per Section 8.2.2.

9.1.3 Seizing the Turn An OC can attempt to Seize the Turn (Section 9.5) as reflected by his Seize Rating.

9.2 Section Leaders

Section leaders issue an order to the Section they are in or an adjacent Section. They add their Shock Combat DRM to any unit with which they are stacked. In addition, Section Leaders that can command Cavalry are needed for Battlefield Flank Area attack attempts, per Section 8.7.

9.3 Leader Movement

Leaders have two times that they can Move, if desired:

1) The Leader Movement Phase: They may Move by themselves, up to two Sections in any direction, as long as the path is not blocked by enemy units. This does not cost an order.

2) The Section Actions Phase: They may Move with (and stay with) any unit with which they are stacked during this Phase, as long as that Section has been ordered and activated.

9.4 Leader Casualties

Leaders never suffer a casualty check from enemy Missile Fire. They must perform a casualty check if involved in Shock Combat. A Leader is killed if result of 2 or 12 is rolled at the conclusion of each Shock Combat in which a Leader was involved. Roll 2d6 (adding them) for each participating Leader.

If the Units are eliminated in the section and the Leader survived, the casualty check, simply place the Leader in any other Section in that column, regardless of position of enemy units, or in the Reserve.

9.5 Seizing the Turn

Seizing is an attempt to immediately end the opposing player's turn and transfer the turn to the Seizing player. It is not without possible backfire, however. A player may attempt a Seize the Turn at any time during his opponent's turn by announcing this to his opponent. The player then rolls one die and compares it to his currently active OC's Seize DR Range printed on his card.

9.5.1 Success A player succeeds in seizing the Turn if the DR falls within his OC's Seize DR range. The opposing player stops what he's doing immediately and his turn is ended.

It is now the Seizing player's turn. Any units interrupted in the act of moving are returned to the Section in which they started (unless the unit physically completed the Move (moving player has removed his hand from the unit card).

9.5.2 Failure A player fails at Seizing the Turn if the Seize DR is NOT within his OC's Seize Range and:

- His opponent continues with his turn and may immediately issue an additional order to one un-ordered Section.
- Also, the player who failed the attempt has a -1 DRM to all his Shock Combat DRs during the remainder of the opponent's turn.

9.5.3 Limits on Use The following restrictions on Seizing the Turn are in effect at all times:

- No player may attempt a Seize the Turn in his opponent's first two game turns.
- Only one attempt may be made per player turn.
- No player may attempt to Seize in consecutive opponent's turns. There must be at least a one opponent's turn hiatus.

9.6 Attila

The Hun Player may choose try to try and implement Attila's "Scourge of God" reputation whenever he orders his units at the start of his turn. To do so, he **rolls one die** (1d6) and implements the result on the table below (or on Attila's card):

1	Double the number of additional orders Attila may issue this turn.
2-5	No Effect
6	The Hun player may activate only 1 section this player turn.

9.7 Theodoric

If the Romano-Visigoth player chooses to activate his Visigoths, he may, before determining ordered sections, **roll one die** (1d6) to get the most from Theodoric. To do this, at least one Visigoth unit must be adjacent to one Ostrogoth, and Theodoric must be stacked with that Visigoth unit.

1-3	Visigoth units shock attacking against Ostrogoths this turn are +2 CF to their shock strength.
4-5	No Effect
6	Theodoric is killed. Remove him from game.

10.0 RALLY

Rally refers to recovering from Disrupted status of a unit by flipping it back to its informational side. Only Disrupted units in a player's Reserve may be rallied.

The owning player must have ordered and Moved to Reserve the Disrupted unit in a prior turn (meaning there will be at least one opponent player's turn before a friendly unit can rally).

All Disrupted units in the Reserve are rallied in the Deploy and Rally Phase (Section 4.1, step 1). There is no requirement other than their presence in the Reserve. No orders are required to perform this.

Hits on a unit are permanent; they are never removed.