

## MEN AT ARMS A SET OF WARMASTER HOUSE RULES

Version 1.1 Playtest

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### INTRODUCTION

Warmaster is a very successful set of fantasy rules with a successful game system & a universe that is richly provided with an array of interesting forces. While it is fun as it is, an occasional change of venue is also rewarding. As the rulebook says, "Warmaster invites players to change, invent, expand and super-detail the rules to their liking. Indeed, it would be impossible for us to provide rules for every single imaginable aspect of warfare or which would accommodate everyone's individual tastes. Players are positively encouraged to invent their own rules to change bits they don't like and to expand the game to suit their purposes." Now that is an invitation that I have never been able to pass up! So in that spirit we will proceed on.

These rules are, in part, intended to add a little more tactical detail to the basic Warmaster rules. Because there are plenty of complex tactical rulesets available the intent of these modifications is not to turn Warmaster into such a set. Warmaster is clearly intended to be a "big picture" set of rules & these additions hopefully do not violate that goal. The additions are generally common sense very basic tactical rules that should give a different feel to the game & also provide a little more of a historical flavor at little cost in play time. Hopefully any slowing down of the game will result only from the need to make a few more tactical decisions rather than from wrestling with obtuse game mechanics. Overall, each new rule has been constructed in a conservative fashion. What does that mean? Well examples are: Opportunity charges have been added, but they have been limited to a distance of only 15 cm. Regular infantry can form up, but only if they are in column or hedgehog. Flank charges are restricted, but not as severely as in many rule sets.

The cavalry/chariot/monster rules generally allow these units to do a better job of defending both themselves & their accompanying infantry. What they give with one hand they also take away with the other. The blown cavalry rule will force cavalry to behave more historically in that it will no longer be able to go full out every turn.

Infantry will perform better against mounted enemies because of 2 changes: support is counted before casualties are removed & infantry in column or "hedgehog" may form up. The formed infantry rules will increase the importance of combined arms. It will help to "soften" up the infantry a bit with missile fire before sending in the cavalry. We have also increased the importance of archers as they can cause infantry to lose their formed status & they can now hide behind their caltrops.

Finally the new definition of a flank attack is more in line with the definitions used by most popular historical rules. A careful player can form a more effective defense & a careful attacker can pick apart any defense that has not been properly set up.

If you play Warmaster with figures mounted for DBM, in which cavalry stands have the same frontage as infantry stands, then you should not use the rules that allow infantry to form up.

### THE RULES IN ACTION

Before one starts reading the rules I will give a few examples of how these rules can be used. Keep these circumstances in mind as you read on.

To protect the flanks of your battle line one should place infantry in hedgehogs at each end of your line. Archers formed up in a line with stakes placed in front of them should be interspersed with artillery & regular infantry along your battle line. The ranged weapons will weaken any charge on your line. If the infantry carry spears or halberdiers, then they will best be placed in line formed up, & if not, then in column formed up. Columns of infantry can be kept in reserve behind your line for counterattacks, as can cavalry reserves. Place some cavalry in your line near the artillery so that they may opportunity charge anyone that attempts to charge your artillery. Cavalry placed on your flanks can opportunity charge anyone attempting to move around them to your rear.

Remember that it may not always be in the infantry's best interest to form up. Certainly, if no cavalry is around, then it is a bad idea. A single infantry unit in a column that is formed up is not likely to do much better than an unformed unit in line against cavalry (work out the math of Bretonnian Men-at-Arms being attacked by Chaos Marauder Horsemen.) A brigade of formed infantry in column is another

matter. So allowing infantry to form up will not by any means make it invulnerable to cavalry, while it will make it more vulnerable to some enemies & will cause it to move much more slowly if it is in line.

## **MOVEMENT**

Before cadenced marching (18<sup>th</sup> Century) any movement by large bodies of troops across the battlefield was a slow process. Units would have to severely “open up” their ranks in order to move or change their facing. In simulating reality one can hardly restrict movement too much. The following rules provide a further modest restriction over the standard rules.

- \* All stands have a frontal movement arc of 180 degrees. The frontal movement arc is established at the beginning of each move executed by the stand, but before the stand is touched by the player. Stands that move into their frontal movement arc may make a Full Pace move (if other restrictions do not slow them down.) Stands that move out of their frontal movement arc may never make more than a Half Pace move.
- \* Stands that move directly to their side are considered to be moving out of their frontal movement arc.
- \* Stands of units that are in an irregular formation are moved individually. Units that are in regular formation are moved as a whole (all of the stands are moved at once.)
- \* Stands that are moved individually may end their move facing in any direction. A regular column may also end its move facing in any direction. A unit in a regular line may only change its facing by wheeling or by performing an about-face.
- \* Stands that move at a Full Pace are considered to be moving in their frontal movement arc perpendicular to the front edge of the stand. This means that in order for a stand making a Full Pace move to move between two other units then there must be a gap equal to the width of the moving stand. A stand may move through a smaller gap if it limits itself to a Half Pace move.
- \* A unit in a regular line must have a gap large enough to move through that will accommodate the entire width of all of the stands forming the line (the full frontal “Monty” so to speak.) If such a gap does not exist then the line may move through the gap but it is limited to making a Half Pace move.
- \* The minimum gap necessary for any stand to move through is 2 cm.
- \* Units moving along a road may always make a Full Pace move. They may ignore all other restrictions (i.e., gap size, irregular formation, etc.)

## **FORMATIONS**

These rules are intended to fully define what should be the obvious importance of common formations on the gaming table.

- \* Units in a line or column count as being in a regular formation. All other formations are irregular. To be in a proper column or line stands that are in contact must have their corners line up as exactly as possible. Any other arrangement is an irregular formation.
- \* Stands of a 3 stand unit may be placed so as to form a triangle. This will be referred to as a hedgehog. Stands of a 2 stand unit may be placed back-to-back to create a hedgehog. A hedgehog is an irregular formation. A unit in a hedgehog has no flanks. Each stand in a hedgehog may sight & fire to its front. A unit in a hedgehog formation that moves may not end its move in a hedgehog formation.
- \* Only infantry units that are in a regular column or a hedgehog may be formed. See “Formed Up Units” below.
- \* Any unit may be set up in a “Refused Flank.” To do so the stands of the unit are arranged in an “L.” The “bent side” may not be subjected to a flank attack. It will still be vulnerable to either a rear attack or to an attack from the other flank. The “L” must form as perfect a 90 degree angle as is possible.
- \* Any unit may be set up in a “U” in order to refuse both flanks. It will still be vulnerable to a rear attack. Angles must be as close to 90 degrees as possible.

## **SUPPORTING TROOPS IN COMBAT**

- \* Support is counted before any stands are removed.

## **FALLBACKS**

Victors may stand, pursue, or advance. If they fallback then they must move away from the enemy.

- \* A victor in a combat that chooses to fallback must fallback in the direction that they charged from or toward their baseline.

### **FIRE ON CHARGING UNITS**

Artillery does more than merely bombard the enemy at a distance. It makes any approach of one's line by the enemy a hazardous occurrence.

\* The target of a charge may fire at the charging unit. Any friendly units that are within 5 cm of any of the stands being charged may also fire their eligible stands at the charging unit. Stands that are in contact with enemy stands may not fire.

### **CAVALRY, CHARIOTS, & MONSTERS (CCM): COUNTERCHARGES**

Mounted troops, whether attacking or defending, fight their best when charging. Their natural inclination is not to sit peacefully in the face of an oncoming enemy.

\* Whenever a CCM unit that is in a regular formation (column or line) receives a charge onto its front then it may choose to countercharge. The charging player must announce that he is charging. He then moves the charging unit 2/3's of the distance to the target. Move the countercharging unit the remaining 1/3 of the distance until it contacts the charger. Countercharging units will receive the +1 charging modifier in combat.

- \* Single stand monsters are counted as in a regular formation.
- \* Countercharging CCM may only countercharge into their frontal movement arc.
- \* Countercharging CCM units may not change their formation.
- \* Confused CCM units may not countercharge.

### **CAVALRY & CHARIOTS: EVADES**

If someone bigger & badder than oneself is bearing down upon your flank or rear then few will sit peacefully by awaiting to see how things unfold.

- \* Whenever a cavalry or chariot unit that is in regular formation is to receive a charge onto its flank or rear then it may elect to evade. Follow the usual procedures for evading.
- \* Evading cavalry & chariot units may not voluntarily change their formation. If a terrain obstacle or unit is in its way then it may "collapse" into an irregular formation to avoid the obstacle.
- \* All evading units are automatically confused.
- \* Confused units may not evade (so you might still be caught if the charger executes another order!)

### **CAVALRY, CHARIOTS, & MONSTERS (CCM): OPPORTUNITY CHARGES**

Mounted troops can protect artillery units & its army's flanks if they are posted appropriately.

\* CCM in regular formation may opportunity charge any enemy unit that moves within 15 cm of their front & in their frontal movement arc. The opportunity charging unit must announce that it will opportunity charge. The stand that is to be charged must immediately stop its movement while maintaining its facing in the direction that it was moving. The unit that wishes to opportunity charge must next be successfully given an order. If it fails to receive an order then it becomes confused, the opportunity charge is canceled, & the enemy resumes their movement. If the order is successfully issued then the remaining stands that belong to the moving unit must be moved up & must maintain the same facing as the stand that prompted the charge. The opportunity charging unit is now moved into contact with the target unit. Neither unit may make any further movement.

- \* If the opportunity charged unit is not a CCM then only the opportunity charging unit will count as charging during the combat. Any unit contacted on its flank or rear will never count as charging. If a CCM is opportunity charged through its front edge then it is counted as charging in the combat.
- \* Confused CCM may not opportunity charge.
- \* Opportunity charges are not highly coordinated affairs. Hence, only one CCM unit may opportunity charge a single enemy unit.
- \* Units that opportunity charge may not be fired at as they are charging.
- \* Units that are opportunity charged may never evade.
- \* Any infantry unit that is opportunity charged is automatically unformed. This is because cadenced marching was not introduced until the 18<sup>th</sup> Century. Prior to this time units had to "open up" their ranks in order to move. Formed units have closed ranks in order to better defend against cavalry.
- \* Units that opportunity charge may not themselves be opportunity charged.

**BLOWN CAVALRY: OPTIONAL RULE**

Once a cavalry unit executes a charge then its horses are tired & its ranks will be in disarray. The unit will need to recover & reform before it may perform another charge. Monsters can charge every turn as can chariots.

- \* Any cavalry that charged, countercharged, or opportunity charged will be marked as “blown” at the end of the Combat Phase.
- \* Blown cavalry may not voluntarily move into contact with an enemy unit. It may not charge, countercharge, or opportunity charge. “Blown” markers are removed at the beginning of the Combat Phase.

**PORTABLE STAKES & CALTROPS: OPTIONAL RULE**

A caltrop is a device with four sharp stakes sticking out. When it is thrown on the ground at least one of the stakes is certain to stick up.

- \* Any archery or handgunner unit may place portable stakes or caltrops in the ground immediately in front of their position. If they are charged through their front by cavalry or chariots then they count as defended. Charging monsters & infantry are unaffected.
- \* To place the stakes/caltrops the unit must be issued an order to do so. They may not also move as part of the same order. Should the unit wish to move & take their stakes/caltrops with them then they first must be issued an order to pick them up. They will need a second order (or initiative) to move.

**PIKEMEN: OPTIONAL RULE**

This rule is adapted from “The Battle of Tinkiwinki” in issue #7 of Warmaster Magazine. Pikes were very effective against cavalry. They were harder to use as offensive weapons.

- \* Non-missile infantry may be armed with pikes. The infantry will retain its same statistics but it will cost an extra 20 points per unit.
- \* In the first round of a combat the first two stands of pike armed infantry in a column may fight to the front. If there is a third stand in the column then it may provide support. In later rounds of combat pike units fight normally.
- \* When fighting to the flank or rear then pikes will take a –2 modifier, instead of a –1 modifier.
- \* Cavalry do not receive the +1 modifier when they charge the front of a pike armed unit. They will receive pursuit modifiers.
- \* Pike units will only receive a bonus for charging when they are in a regular column.
- \* Only pike units designated as “Elite” may get the bonus for charging. An Elite pike unit costs an extra 10 points.
- \* A pike unit that is in column always counts as formed up, even if it is confused. There is no need to give a pike unit in column an order to form up.
- \* Whenever a pike unit pursues then it is allowed to maintain its column formation.

**ELITE UNITS: OPTIONAL RULE**

This rule is based on the article “A Fistful of House Rules” that appeared in issue #8 of Warmaster Magazine.

- \* Each player may designate certain units in his army as elite. A player may have one elite unit for every 500 points in his army. Only infantry, cavalry, & chariot units may be elite.
- \* Each elite may have up to two different upgrades from the list below. No single unit may pick the same upgrade twice. Every elite unit in the army that has 2 upgrades must have a different set of upgrades. No two elite units may be identical.

<u>Upgrade</u>	<u>Point Cost (Infantry/Mounted)</u>
+1 Attack	+15 / +25
+1 Missile Attack	+10 / +20
+1 Armour	+15 / +25
+1 Hit	+20 / +30
Fearless	+10 / +20 (Immune to Terror & Rolls 1 less die on Drive Backs)
Disciplined	+10 / +20 (Automatically obeys the first order.)

### CAVALRY CLASSES: OPTIONAL RULE

Cavalry vary greatly in how they are equipped, how large the horses are, & what their intended battlefield role is. Heavy cavalry is most valued for its shock value whereas light cavalry is generally used to harass the enemy. As the Crusaders learned, light cavalry armed with bows can destroy heavy cavalry while avoiding a melee. If these rules are used then they replace the previous cavalry evade rule. Chariots & Monsters are not subject to these rules.

- \* Cavalry is divided up in to the classes of Heavy, Battle, & Skirmish based on its armor rating. Heavy cavalry is 4+, Battle cavalry is 5+, & Skirmish cavalry is a 6+ or 0.
- \* If a cavalry unit is charged from any direction (front, flank, or rear) then it may always evade a heavier class of cavalry. The usual procedure for evading is followed.
- \* Cavalry may only evade from cavalry of the same or lighter class if it is charged from the flank or rear.
- \* All cavalry that evades is confused.
- \* When cavalry of different classes charge each other to their fronts, then only the heavier class receives the charge bonus. Units always receive the charge bonus when they charge the flank or rear of an enemy.
- \* When heavy cavalry attempts to activate more than once in a turn then it will receive a -1 activation die roll modifier.

### ARTILLERY TARGET SELECTION: OPTIONAL RULE

- \* Artillery may select the closet target of a given class (infantry, cavalry, artillery, etc.)

### REACTION TESTS: OPTIONAL RULE

Here we are really venturing far from the Warmaster rules. Theses rules are for those that truly want a little variety or to enhance their solo gaming experience. Here we will take away some of the players control over his troops. If you've not tried such an approach it can make for some exciting, or frustrating moments, depending upon one's temperament.

- \* As the phasing player conducts his actions the nonphasing player will need to place markers by his units to indicate which one must undergo a Reaction Test. Place a marker by any unit that is:
  - 1) Fired Upon
  - 2) Began the turn out of immediate charge reach (20 cm for Infantry/Monsters & 30 cm for Cavalry/Chariots) of all enemy units & is now approached by an enemy unit to within its charge reach.
  - 3) Began the turn without any enemy units within charge reach of its flank or rear & is now approached by such.
- \* During the Combat Phase remove the marker by any unit that is engaged in combat. Characters are never required to take a Reaction Test.
- \* As the very first action of the Command Phase, the phasing player must make a Reaction Test for any unit that contains a marker. Roll 2D6 for each unit that must take a Reaction Test.

<u>Die Roll</u>	<u>Result</u>
2-3	All units must Evade
4	Must Stand or Withdraw, May not Advance toward enemy
5-9	No Restrictions
10	Must Stand or Advance, May not Withdraw
11-12	Missile/Artillery Units must Stand or Advance & Fire, Melee units must Charge

The results of this test will override all other requirements & will last for the current turn. For example, if an Ogre would normally be required to charge humans, but obtained a "Must Stand or Withdraw", then for the current turn it could not charge. Units will only take one Reaction Test regardless of how many causes they may have for a test. Units may always change formation as part of any other allowed movement or action. Any non-artillery unit capable of long range fire counts as a missile unit.

The Reaction Test roll has the following die roll Modifiers:

Terrifying Enemy -1	Fired on or Threatened from Rear -2
Confused -1	Each stand lost -1
Friends within 10 cm +1	Friends Touching +2

Character within 20 cm $\pm 1$	Character attached to unit $\pm 2$
Defended $\pm 1$	Fortified $\pm 2$
Bretonnian Peasants -2	
All Undead or Vampire units, Chaos Spawn $\pm 1$	
Flagellants, Troll Slayers, Grail Knights, Witch Elves +2	

Units will only receive the  $-1$  DRM for a terrifying enemy if they are affected by terror. The Friends with 10 cm & Friends Touching modifiers cannot both be received. The same is true of the Character within 10 cm & Character Touching modifiers. Where a modifier is designated  $\pm$  then after the player has rolled, he may decide to either add or to subtract the modifier. All Undead or Vampire units, & Chaos Spawn must modify their die roll to achieve "No Restrictions" if at all possible.

#### **OUT OF CONTROL EVADES: OPTIONAL RULE**

Whenever troops are ordered to move away from the enemy as fast as possible then there is a chance that the withdrawal will turn into a rout.

\* Whenever a unit performs an Evade move then it must pass a Command Test to halt. After the completion of the Evade move then roll 2D6. On a die roll of greater than 10, the unit is out of control & must evade another full move. Once this second evade move is completed then the unit must again take a Command Test. The unit will continue evading until it either passes a Command Test or exits the table-top.

\* Modify the Command Test die roll by  $+1$  for each stand that the unit has lost. All cavalry, chariots, & monsters get a  $+1$  DRM. If a unit fails a Command Test & evades then it will receive a  $+1$  DRM for each subsequent Command Test until it passes one.

#### **OUT OF CONTROL PURSUITS: OPTIONAL RULE**

Whenever a unit wins a combat then the player is likely to lose some control of it. Any unit that has a special rules requiring it to pursue after combat is exempt from this rule.

\* When a unit wins a combat then it must take a Reaction Test. On a modified result of 2 or 3 then the unit must Fallback. On a modified result of 11 or 12 then it must Pursue (or Advance if there is no one left to Pursue.) A result of 4 or 10 means that it must Stand. The unit remains under the players control with a result of 5 to 9, allowing any of these options to be selected.

\* Modify the die roll by the following:

Defended $\pm 1$	Cavalry/Chariots $+1$
Fortified $\pm 2$	Monster $+2$
Missile Armed -1	

#### **MOVEMENT-MORE RESTRICTIONS: OPTIONAL RULE**

More restrictions on movement make for more realistic play. They do make the game more fiddly & slow things up.

\* No stand, that begins its move within 10 cm & in the frontal movement arc of an enemy unit, may make any movement that would expose its flank or rear to a charge by the enemy, except to: evade, charge, form a hedgehog, or to move to occupy a fortified or defended position. The flank/rear will be exposed if the enemy unit is at any moment eligible for a flank charge. The new flank rules must be used for this to work out. All skirmishers are exempt from this rule. This rule does not apply if either the enemy or friendly unit is in any terrain type other than clear. Units may be screened from flank/rear charges by friendly units.

\* Reduce the frontal movement arc of all units to a 90 degree pie wedge instead of the full 180 degrees. This is the same as the facing rule in Warhammer.

#### **NINETY DEGREE FLANK RULE: OPTIONAL RULE**

The Warmaster annual has yet to hit the US. It contains a new flank rule that is approximated by the following.

\* Flanks will be defined largely as in Warhammer. There are four zones with an arc of ninety degrees each. One faces directly forward, one backward, & one to each flank. A unit must begin its charge move in the flank zone to contact an enemy flank. Ditto for the front & rear.

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The following is taken from the files of the Yahoo Warmaster group. They have been modified by myself. Thanks goes to the originator of these ideas. He may be reached at: Zeb@primus.com.au

## FORMED UP UNITS

Some infantry units are allowed in certain situations to "form up." A formed up unit is one in which the soldiers are in a more condensed formation allowing them to better repel attacks by mounted units. In this condensed formation they will be more vulnerable to some missile attacks & they may move more slowly.

### How to Form Up.

- \* As an initiative move an infantry unit capable of initiative moves may become "formed up" if an enemy cavalry, chariot, or monster unit is within 20 cm. The unit is simply announced to be formed up.
- \* An infantry unit may also become "formed up" on successful completion of an order.
- \* A whole brigade may be given a form up order but only valid infantry units in the brigade will become "formed up".
- \* A unit that forms up may not also move on the turn that it forms up. It may, however, change formation & form up on the same move. One stand must remain stationary. The other stands of the unit may then rearrange themselves about the stationary stand. The infantry then "forms up."
- \* Only infantry in a regular column & hedgehog may form up. Infantry armed with halberdiers, spears, or pikes may form up when in a regular line. Examples include Empire Halberdiers, & both High Elf & Dark Elf Spearman.
- \* Units may only form up in open terrain. If they are in terrain that may not be entered by cavalry, chariots, or monsters then they may not form up.

### What are the effects of being Formed Up?

- \* Units that are in a regular line & that are formed up may only move up to 10cm in their movement turn. Formed up units that are in a regular column may move 20 cm.
- \* Formed up units gain a bonus when they are charged by monsters, cavalry or chariots. They can only be hit on a roll of 5 or 6. In the case of a unit becoming formed up on a hill, then the unit would gain a further -1 to enemy hit rolls. Units will not receive the formed up modifier in addition to a defended or fortified modifier.
- \* When a unit of "formed up" infantry draw a combat vs Cavalry/Chariots or Monsters they are not required to withdraw. They may instead stay in place. The Cavalry/Chariots/Monster must withdraw normally. The infantry may choose to withdraw but if they do they lose the "Formed up" status.
- \* When a unit of "Formed up" infantry successfully win the first round of combat vs Cavalry/Monster or Chariots that charged them then roll 1d6. If you roll a 6 the attacker becomes confused and withdraws D6, otherwise treat it as normal combat results.
- \* Formed up infantry, when fired at by any unit classified as artillery, a Chaos Spawn, a Chaos or High Elf Dragon, Salamanders, or Dark Elf War Hydras, will take 1 additional attack dice against them for each stand firing on them.
- \* If a formed up unit is part of a "Multiple Combat" then only the Cavalry/Chariots/Monsters units (ie 1 stand or more) touching it in base to base contact will become confused if they lose the combat (roll a separate d6 for each unit). A unit will not count as formed up if it is simultaneously attacked by both cavalry & infantry.

### Loosing "formed up status".

- \* A "formed up" unit will immediately lose its formed up status when it charges an enemy.
- \* If a unit is pushed back in melee or driven back by missile fire (including offensive spells) it will immediately lose its formed up status. This means that a formed up unit pushed back in melee, will lose its formed up status in the 2nd and subsequent rounds of combat.
- \* A "formed up" unit in line may during its orders/movement phase move at full pace, but it will automatically lose its "formed up" status immediately on commencement of the move.
- \* A "formed up unit" will lose its formed up status if it pursues an enemy.
- \* A "Formed up" unit can make way for retreating friends, but if it does so will lose its "formed up status".
- \* A "Formed up" unit will lose its formed up status if it is burst through.

\* If a "formed up" unit passes into terrain that cavalry/chariots/monsters cannot travel in then the unit will lose its "formed up" status.

\* Any unit that is opportunity charged immediately becomes unformed. This is because before cadenced marching was introduced units had to "open up" their ranks in order to move. Formed units have closed ranks in order to better defend against cavalry. It remains dangerous for infantry to approach the front of cavalry.

#### **Who cannot "form up".**

\* Missile armed infantry cannot form up as they need space to operate missile weapons and do not have weaponry with enough reach to ward off mounted troops or large creatures.

\* Confused units cannot become "formed up". If a unit becomes confused then it will immediately lose any formed up status.

\* Any unit with a negative to taking orders i.e. -1 order rolls etc cannot become formed up. I.e. stupid troop, etc. Units which have suffered casualties do not count under this clause.

\* Orcs, goblins, & undead units will not form up as an initiative order and again must be given a direct order to form up.

\* Units that are effected by special rules for psychology cannot form up. (This does not apply to undead).

Examples of troops that cannot form up: Empire Handgunners & Crossbowman, Undead Bowmen, Trolls of all nationalities, High Elf Archers, Dwarf Handgunners & Rangers.

Effects such as failed orders, confusion and missile fire can make forming up impossible and still allow infantry to be mashed by oncoming chariots and monsters/cavalry. And in the case of a "formed up" unit being driven back by missile fire or pushed back in melee they will also lose their formed up status. Represent "formed up" units on the tabletop by the placing of a small counter with "formed up" written on it close to the unit. Archers, Artillery, and Infantry are excellent for breaking up enemy brigades or units that are "formed up". Also remember confused units may not form up! Mounted archers combined with regular cavalry work well with each other to shatter the "formed" brigade with missiles then romping over while confused units fail to form and are stranded in the open. And remember just because they are "Formed up" doesn't make them immune to Cavalry it might be a tad harder but they can still be broken by a regular charge just not all the time!

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The following regarding flank charges has been taken verbatim from the files of the Yahoo Warmaster group. Credit should go to its author, whoever he is. Note that these rules will not change the way that pursuit is conducted.

## NEW FLANK CHARGE RULE

### Charging Change - House Rule

We have run into problems where every charge was becoming a flank charge. Maybe we didn't understand the rule or something but, we decided to tone down the flanking charges within the game. Players would move units that looked like they were in your front line of vision, charging them into your flank. As a group, we decided to tweak the rules a bit and make them easy, realistic, and acceptable. We based our rules on accepted principles of the WM rules.

#### 1 - Front arc

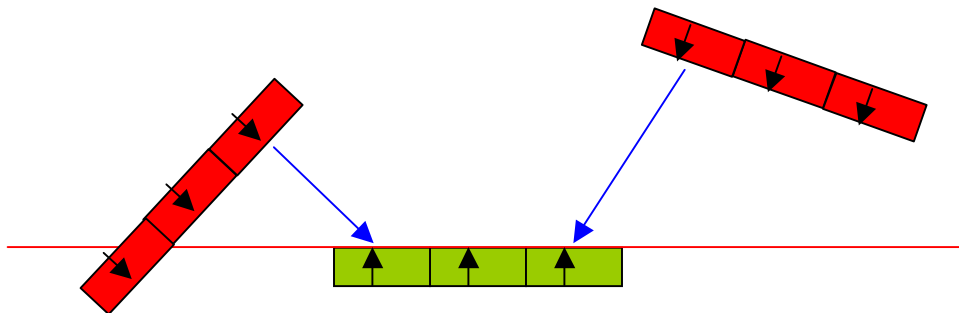
It is accepted that the front arc of a unit is as below. (180 degrees to the front a straight line off the front edge of the unit.) Any unit that a unit could see would not startle it (negative mods.) other than the normal battle stress.

Front arc



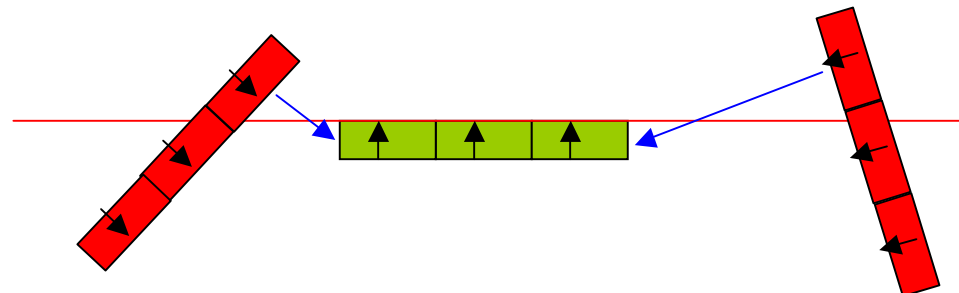
#### 2 - Charging

Enemy units wholly in this front arc (half or more) would always charge the front edge of the unit.



#### 3 - Flank Charges

Flank Charges come when the enemy unit is half or more behind this front arc line.



**AND NOW FOR A LITTLE MATH!**

Yes this is the part that you have been waiting for! I will run through a few examples of formed infantry being charged by cavalry so that you can see the effect of this rule.

Example #1: Empire Halberdiers charged by Chaos Marauder Horsemen

In all circumstance the Horsemen are charging in a regular line & impact the front of the Halberdiers.

The effect of armor saves is ignored (Halberdiers 6+, Horsemen 5+.)

The Halberdiers are in a regular column in open ground & are not “formed up.”

The Horsemen get (3+1)x3 attacks & hit on a 4+. They expect 6 hits.

The Halberdiers get 3 attacks plus 1 support & hit on a 4+. They expect 2.5 hits.

The difference is 3.5 hits so the Horsemen will almost always win.

The Halberdiers are “formed up” in a regular column.

The Horsemen get (3+1)x3 attacks & hit on a 5+. They expect 4 hits.

The Halberdiers get 3 attacks plus 1 support & hit on a 4+. They expect 2.5 hits.

The difference is 1.5 hits so the Horsemen will win most of the time.

The Halberdiers are in a regular line, not “formed up.

The Horsemen get (3+1)x3 attacks & hit on a 4+. They expect 6 hits.

The Halberdiers get 3x3 attacks & hit on a 4+. They expect 4.5 hits.

The difference is 1.5 hits so the Horsemen will win most of the time.

The Halberdiers are in a regular line, & are “formed up.

The Horsemen get (3+1)x3 attacks & hit on a 5+. They expect 4 hits.

The Halberdiers get 3x3 attacks & hit on a 4+. They expect 4.5 hits.

The difference is 0.5 hits so the Halberdiers will win more often but it is close.

So the best defense for the Halberdiers is to be “formed up” in line. Most infantry cannot form up in line as they will only be armed with swords, axes, or spears that are too short.

The next best defense for the Halberdiers is a tie between being “formed up” in column & being in line but not formed up. This will be the circumstance available to most infantry (those without halberdiers or long spears.)

Finally the worst defense for the Halberdiers is to be in column not “formed up.” This is the circumstance that most infantry can now avoid.

When you throw in the armor saves then the Horsemen will always be more likely to win than the Halberdiers!

Example #2: Empire Halberdiers armed with Pikes charged by Chaos Marauder Horsemen

In all circumstance the Horsemen are charging in a regular line & impact the front of the Halberdiers.

The effect of armor saves is ignored (Halberdiers 6+, Horsemen 5+.)

The Pikemen are “formed up” in a regular column.

The Horsemen get 3x3 attacks & hit on a 5+. They expect 3 hits.

The Pikemen get 6 attacks plus 1 support & hit on a 4+. They expect 4 hits.

The difference is 1.0 hit so the Pikemen will win most of the time.