From the authors

The manual you are reading right now is a beta version. The term beta, however, refers more to form than content. The rules of the game have been thoroughly tested by a team of playtesters in hundreds of fierce battles, and we don't foresee any fundamental changes in them, at most light adjustments. However, there is certainly room for the rules to be presented more clearly, illustrated with additional examples or commentary. We are confident that the hundreds, perhaps thousands of people who read these rules during the campaign on Kickstarter and Wspieram.to will point out to us the places which, in their opinion, need to be clarified, or those which could be written better and more precisely. If you find such places, be sure to let us know! Such changes will certainly force alterations to the layout of the manual and the addition of several additional pages. For this reason, the final version will be slightly different from the one you are reading. We will certainly also work constantly on the layout, so that the rules are not only presented in a way that makes them easy to learn, but at the same time pleasing to your eyes, as all our previous manuals have done.

Acknowledgements

During the development of the game, the rules (in many versions!) were tested for months, by a group of more than 50 people in total. We would like at this point to thank all the playtesters for their invaluable help, involvement and sharing of comments. In particular, we would like to thank to the group that contributed immensely to the final version of the rules, tirelessly looking for holes in the in the rules, helping to achieve the best possible balance between armies and a game that we hope you hope - you will love.

They are (in alphabetical order): Wojciech Bronisz, Krzysztof Kacprzak, Adam Krysiak, Piotr Machlowski, Piotr Miazga, Cezary Młotek, Pawel Pawluczuk, Adam Szlenk

Gentlemen, thank you very much!

The text presented in this way is not part of the rules. Here you will find historical context, comments on what we wanted to convey with the given rules, and practical hints or suggestions.

Boxes of this type contain examples illustrating how the principles discussed work.

Rules for Special Fire like Karakol are placed in such boxes to make it easier to locate them quickly during the game.

TABLE OF CONTENTS

YOU'LL NEED TO PLAY

Game Miniatures

Army Elements Cards

Attachments Cards

Terrains and Space to play

Scenarios and Armybooks

Game Markers
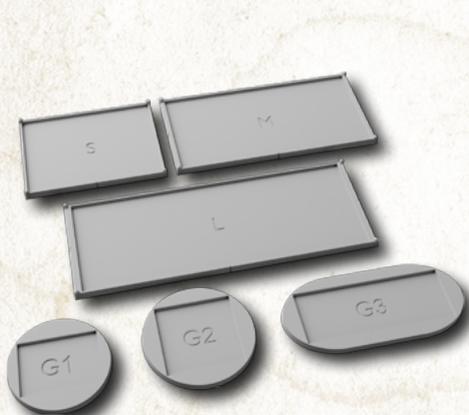
Trays for Miniatures

Dedicated
rangefinders

Ten-sided dice (D10)

BASIC DEFINITIONS

1.1 Army's Elements

Armies commanded by each player consist of two basic elements: Units and Groups. Elements belonging to the same army are called allied and the elements belonging to the army of another player are referred to as *enemy*.

1.1.1 Units

Units are the main combat force of an army. This category includes groups of soldiers of various formations that take on the main burden of fighting: musketeers and pikemen, light Tartar cavalry, artillery batteries, hordes of Azabs, and shock cavalry like the famous winged hussars. A single unit on the table usually represents a formation of about two hundred to a thousand men.

Units have a Zone of Control of 1". Generally an enemy Army's Elements cannot be moved into a unit's Zone of Control. If an Element starts its move in a Zone of Control of an enemy Unit, it must end it outside of such Zone unless a rule says otherwise (e.g. Charge).

Units are represented by bases with models placed on rectangular trays sized according to the size of the Units. Units fall into one of the following three categories:

cavalry   infantry   artillery
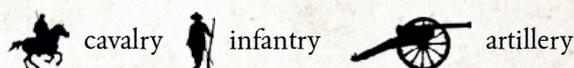
There are three sizes of Units:
- Small (S)
- Medium (M)
- Large (L)

As well as three group sizes:
- G1
- G2
- G3

Each unit has four zones: front zone, two flank zones and a rear zone. There is a **reference point (REF)** in the center of each edge of the tray. The point in the center of the tray's front edge is the **main reference point (REF-1)**. The game assumes that the unit's field of vision is 360 degrees.

1.1.2 Groups

Groups are everything that is not a primary combat formation. Groups, to distinguish them from Units, are placed on round or oval trays. All rules for Groups are in chapter 9. Groups.

Front

Movement arc

45°

MAIN REFERENCE POINT

UNIT
REFERENCE POINTS

Flank

Flank

1"

Rear

Zone of Control

Movement arc 360°

Front

Front

Front

GROUP

Front
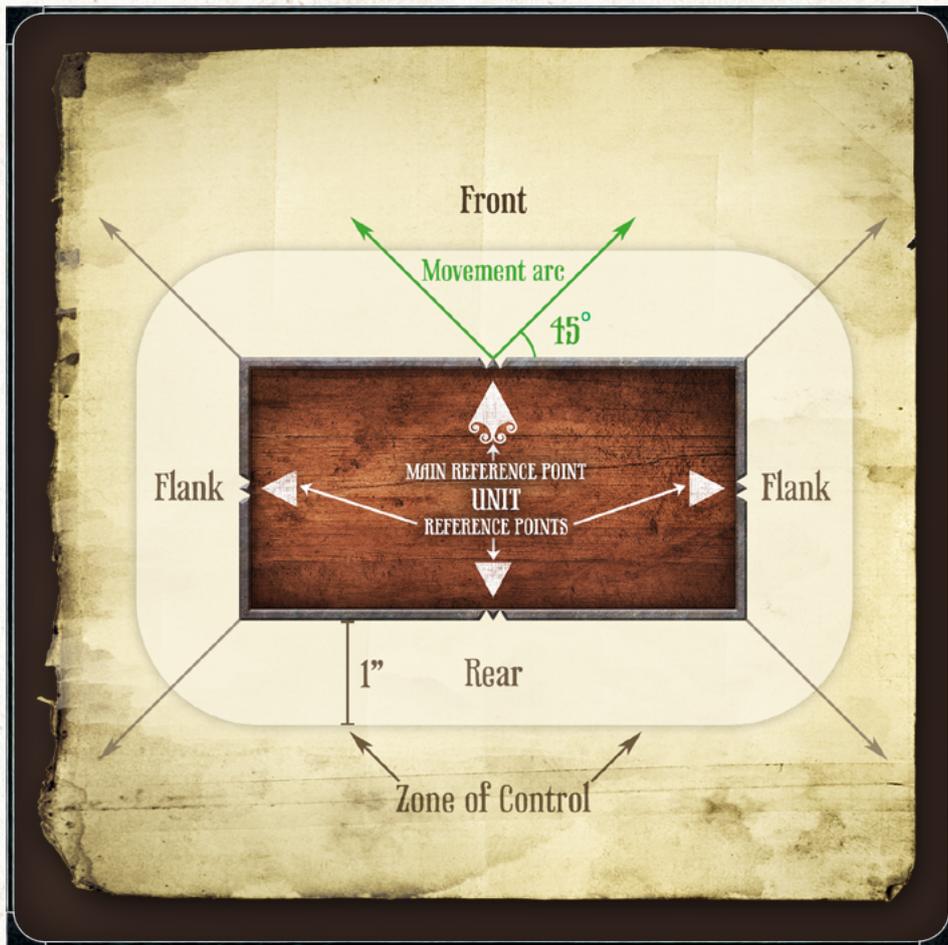
1.1.3 Army's Elements Cards

Unit Card

Group Card

1. **Name** - in addition to the name of the Unit/Group, sometimes the role of the Element is also given here. For example, Commander in Chief.

2. **Size** - specifies which tray the Army's Element uses.

3. **Faction symbol** - specifies the faction to which the Element belongs.

4. **Type** - identifying the type of unit Some rules refer only to a certain type.

    Unit - Infantry   Unit - Cavalry

    Unit - Artillery   Group

5. **Value of the Unit / Group** - In the case of a unit, the color of the coins determines how it affects Army Motivation, the number of coins determines the cost of buying upgrades for the Unit. In the case of a group, the color of the banner determines how it affects Army Motivation.

6. **Basic Statistics:**

    Speed   Resilience   Morale   Skill

7. **Condition** - the values entered in the boxes in various colors of Condition determine the Condition of the Army's Element depending on the number of Disorganization Points. [unit's death] Indicates the breaking threshold.

8. **Special Rules** - special Rules are listed here. The colors on the right indicate the Condition in which the Element must be for the rule to be applicable.

9. **Close Combat Attack Profile** - only Units have this profile. The numbers in the colored squares indicate the number of dice rolled when performing an Attack. +X is the modifier for Impetus. On the right there are symbols for special attack rules (see *12.2 Special rules for weapon profiles*).

10. **Firing Profile** - the numbers in the colored boxes show how many dice are rolled when Firing.

    Shooting on Move. The number next to this symbol determines how many dice are deducted if the Unit Fires while it has ⬆.

    Pierce.

    The number of Ammunition Loads that the Element is carrying.

    Shooting Range in inches.

11. **Group Actions.** (see *9. Groups.*)

SALVO ⚙ 🔴

Salvo (1AP) ⚙ 🔴
-2 🔺 ⚫ : x1,5. Threat: +1
Unit cannot be in Open Order. This fire can be performed as Stand-and-Shoot Reaction if the Unit has the 🔴 Order.

COUNTERMARCH 🔴

Countermarch (2PA) 🔴
-1 🔺 ⚫ : +1.
It cannot be used in Open Order. The Unit replenishes 🔺 . Before or after taking a shot, the Unit must move up to 2" exactly back or forward.

PIKE & SHOTTE - Formations:
Standard: Cannot use ⚔ special rules.
Melee Weapons Upfront: +1 ⚔ , -1 ⚫ .
May use ✕ / ⫻ . In reaction only when charged up front.
The Square ⚙ : +1 ⚔ , ALL ROUND
DEFENCE, each edge counts as front and each
REF as REF-1, Threat +1 when it is targeted
with shooting. May use ✕ / ⫻ .

DISCIPLINE (+1) - +1 ⚖ in Close Combat.

On the reverse side of the card is an abbreviation of the special rules applicable to the Army Element in question. The full rules can be found in Chapter 12.1.

1.2 Markers and Tokens

Markers are usually figurines that perform a decorative and informative function. They serve only to indicate that a given Army's Element or other object on the table has upgrades, special rules, accompanying objects, etc. Unlike Units and Groups, they are not placed on trays.

Tokens perform a similar function. They do not directly affect the game, only the Element to which they are attached. Tokens do not affect the movement of other elements with their physical presence on the table. If an Element is to end its movement on a Marker or Token, such a Marker or Token must either be moved or placed next to the Unit Card. Markers and Tokens are placed on the table along with the Element to which they are attached. If an Element that has Markers or Tokens attached to it is removed from the table, the Markers and Tokens attached to it are also removed.

Marker for Regimental Cannons attached to an Imperial Infantry Unit. (powyżej załączyć zdjęcie)

Order Token placed by a Unit.

- **Order Tokens:**
  - Regroup Order
  - Maneuver Order
  - Defend Order
  - Advance Order

- **Condition Tokens:**
  - Shaken
  - Broken

- **Disorder Tokens:**
  - 1 3 5 10

- **Resource Tokens:**
  - Ammunition Loads for Shooting
  - Ammunition Loads for Shooting in Close Combat
  - Unused Lances
  - Command Points

- **Formation Tokens:**
  - Square
  - Open Order
  - Melee Weapons Upfront

- **Scenario Tokens:**
  - Objective Marker
  - Red Player Control Token
  - Blue Player Control Token

- **Other:**
  - Losses Token
  - Universal Tokens

1.3 Conditions and Disorder

During the course of a battle, it was rare that a unit fought to the last man. Most often, the greatest loss of life occurred when a unit broke formation and began to flee from the enemy. In reality, the losses suffered during the clash of two forces were often relatively small. What determined the combat efficiency of a unit was its level of organization, morale, and its ability to keep in formation. The unit despite keeping high manpower, could have lost its combat value during the battle due to chaos in the ranks and a decline in its morale. An efficient officer cadre, or a moment of respite, could give such crumbling units a chance to put themselves back in order and return to active combat. The sight of the enemy retreating could also renew the spirit of tired soldiers.

By Fire and Sword seeks to duplicate the realities of combat by focusing its game mechanics on a unit's level of disorder instead of losses in manpower. The pressure of being under fire, of combat, and difficult maneuvering, will gradually increase disorder, decrease combat effectiveness, and finally break a unit. A unit removed from the table was not necessarily killed off to a man. Rather, what is being depicted is that the unit lost its ability to carry on and fled from the battlefield.

On the other hand, successes in combat, time for respite and actions of the commanders, will allow you to maintain a unit in good condition, or to regroup and return a unit to combat of previously strained troops.

A unit's losses will be marked in a unit with separate tokens only in special circumstances that cause a significant loss of personnel with irreversible consequences, such as numerous desertions before the battle.

Units and Groups have Conditions that determine their current combat capability. There are three Unit Conditions:

🟢 Steady   🟡 Shaken   🔴 Broken

Most units have three Conditions, but not all. For example, artillery usually only has a 🟢 and 🟡 Condition, and Groups usually only have 🟢 Condition. The Condition of a Unit affects its statistics (mainly Shooting and Close Combat) and the operation of special rules or even the ability to perform certain Actions. For example, a Unit in 🔴 Condition cannot perform a Charge Action. As a result of various factors during the game, such as enemy fire, fighting in close combat, a failed 🚩 or ⭐ tests, a Unit may receive Disorder Points (further also referred to as ⒟) which reduce the combat ability of a given Unit. This is expressed by changing of a Unit's Condition. The more Disorder, the worse the Condition. Each Condition of each Army's Element has a certain threshold. If an element receives more ⒟ than the Condition threshold, it enters a worse Condition. If a Unit reaches the breaking threshold 💀 and is removed from the table.

Units may remove ⒟ under various circumstances (most notably as a result of *Disengage* or *Rallying by the Commander*). This way Units can be returned to a better Condition.

Disorder is indicated by tokens or dice placed on the table next to the Unit or on its card. The Conditions are marked on the card and can be additionally marked with a Condition Token of in the appropriate color placed next to the Unit.

1.4 Measuring Distances and Contact

Players can premeasure all distances at any time during the game.

When rules say about being in range X of a given Unit, Group, terrain element, Token, etc., it means that it is enough for any element of the tray to be within such range, unless the rule explicitly states otherwise.

When the rules refer to staying in contact (such as Units or structures) it should be understood as contact with any edge, unless the rules explicitly state otherwise (e.g. *REF contact*).

1.5 Dice, Rolls and Tests

1.5.1 Dice

The game uses 10-sided dice, further referred to as d10 or dice. The sides of the dice have values from 1 to 10 (a "0" on the die always means "10").

Note that on special faction dice value of 1 that is most looked for in the game was replaced with appropriate emblem.

1.5.2 Tests

There are two types of tests in *By Fire and Sword*: Standard and Opposed.

1.5.2.1 Standard Tests

A Standard Test is a specified number (1 or more) of dice to be rolled, where scores equal to or less than the test's Difficulty Level (usually the value of the trait being tested) indicate successes and higher scores indicate failures. A test is therefore a set of (1 or more) dice rolls.

In the case of tests consisting of several rolls, they must be performed simultaneously, i.e. players roll the specified number of dice simultaneously.

The test is always done with at least one die. No modifiers can reduce the number of dice below 1.

If one test is performed with two modifiers: one that adds/subtracts dice and one that multiplies/divides the number of dice, then addition/subtraction is performed first and then multiplication/division.

All fractional results should be rounded up.

Close Combat or Shooting requires the roll of one or more dice. The number of dice rolled depends on the value of the unit's Close Combat/Shooting. A value equal or less than ⭐ must be rolled for the roll to be a Success, any other results indicate a Failures.

1.5.2.2 Opposed Tests

Some of the tests in the game (such as Initiative or Scouting) are Opposed Tests. Such tests are performed with one or more dice. Any modifiers that add dice to the test must be declared before making a roll.

The test is not made against a Difficulty Level, instead the results of both players are compared against each other. The player with the lowest die result wins.

In the event of a tie, the lowest die results are discarded, and the next lowest die numbers are compared. This process is repeated until a winner is determined. If one of the players runs out of dice the one which still has dice remaining wins. In the very rare case of an "absolute draw", roll again.
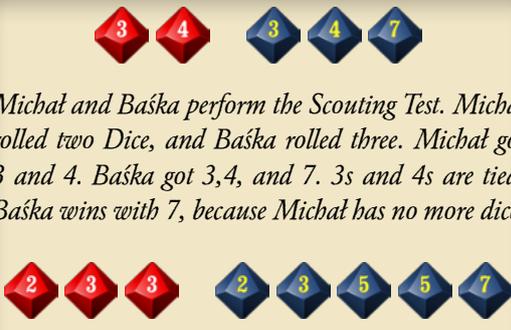
Michał and Baśka perform the Scouting Test. Michał rolled two Dice, and Baśka rolled three. Michał got 3 and 4. Baśka got 3,4, and 7. 3s and 4s are tied, Baśka wins with 7, because Michał has no more dice.

Michał and Baśka perform the Scouting Test. Michał rolled four dice, and Baśka rolled five. Michał got a 2,3,3,6 and Baśka a 2,3,5,5,7. The lowest score of both players is 2, each of them got one such score. This means a draw. Michał and Baśka discard the 2's and compare the next score in sequence. It is "3". Michał has two 3s, while Baśka has just one 3, so Michał wins the Scouting Test.

1.5.3 Re-rolls

When the rules say re-roll, it means that one or more dice must be rolled again. The result of the re-roll is used (even if it is worse than the first roll). All of the modifiers applied to the first roll are also applied to the re-roll. You can only reroll each die once. However, the re-rolls within a single test may add up.

A player rolls a test with 3 dice. One of the rules requires you to re-roll 1 success, another rule also requires a re-roll of 1 success. The player thus has to re-roll 2 successes. However, if he has only a single success in the test, it is re-rolled only once.

If one rule requires a re-roll of a success and another one a re-roll of a failure, the re-rolls cancel each other out.

The test consists of three rolls and one of the rules requires you to re-roll each success, while the second rule allows you to re-roll 1 failure. The player rolls 2 successes and 1 failure. Instead of making one fail re-roll and 2 success re-rolls, the player only re-rolls 1 successful roll.

1.5.4 Rules Hierarchy

If a special rule supersedes the core rules use the special rule. If there is a conflict between rules with the same level of detail (for example, two special rules), the rule forbidding something takes precedence over the rule allowing or requiring something.

We are aware that during games unusual situations that are not covered by these rules may occur. In such a situation, the players should either resolve them among themselves or, if they cannot agree, roll a die. We will also describe these situations in the detailed tournament rules available on the game's website.

Games of By Fire and Sword are divided into **rounds**, with each round having four distinct **phases**. The course of the game is shown in the following diagram.

Round:

- Start Phase
- Initiative Phase
- Action Phase
  ◦ Player A turn
  ◦ Player B turn
  ◦ Player A turn
  ◦ Player B turn
  ◦ ...
- End Phase

2.1 Start Phase

During the Start Phase, commanders refresh their pool of Command Points (📧). At the beginning of this phase, all face-up orders given to Units are turned face-down. If a Unit has two orders - one face up and the other face down – the one that is face up is discarded.

In the first round of the game, during the Start Phase, each Unit is given an Order Token of the player's choice. The token needs to be placed face-down.

2.2 Initiative Phase

To determine which side has the initiative, an Opposed Test needs to be rolled. Each player normally rolls 1 die. The number of dice may be modified by the Commander-in-Chief using Intervention (see *10.3 Intervention*) and spending 📧 . For each 📧 the player adds one die to the roll. The number of points spent should be declared before the Test is performed. Players decide in secret how many 📧 they want to spend on the Test.

This can be done by picking up as many dice as you plan to use for the test, and paying for them with Command Points after the number of dice is revealed.

The player who wins the test decides who has Initiative for that game round. The player with Initiative takes all actions first.

2.3 Action Phase

In the Action Phase, starting with the player with Initiative, players alternately taking Player Turns. The Player who has turn in the moment is referred to as the Active Player, other Player is referred to as Passive Player.

2.3.1 Player Turn

1. Declaration of Action

The player declares the Activation of an Element of his army or performs a special activation (performing something instead of activating a Unit like in some scenarios Stratagem: Calculation). You cannot declare the activation of an element that has a face up Order Token. If the player cannot declare any activation, he goes straight to step 5 - End of Turn.

2. Resolve pre-activation effects

Some rules work before activation. They should be resolved after the activation is declared, but before it is performed. At this point, the player turns the Order Token over.

3. Activation

You must perform the previously declared activation of the Element and perform the Actions provided for it, and any Reactions by the opponent, or resolve a special activation.

4. Resolve post-activation effects

Some rules work after activation. Resolve them now.

5. End of Turn

After the Action is completed, the Player Turn is over and the opponent's Turn begins.

2.3.2 Activating Several Elements

Sometimes the rules allow a player to activate several Elements in one Turn. In this case, activations are performed one after the other, and the turn ends after the last activation is completed (eg. *Auxiliary Element* special rule.)

2.3.3 Activation out of Sequence

Under special circumstances, an Army Element of one player may be activated during the activation of another Element or during the other player's Turn. If this occurs, the activated element flips the Order Token, and if it is already face-up, such Army's Element gains ① before activation. This situation most often occurs in the case of Close Combat, Reaction, or failure to pass a 🚩 test as a result of enemy fire. In such case you cannot take the Free Actions available when activating the Unit, unless it is explicitly permitted by the rule.

2.4 End Phase

In the End Phase, a scenario's victory conditions and the army's 🏅 are checked. This Phase also ends any effects that last until the end of the Round. In the End Phase, Ⓓ are removed from Groups.

3

ORDERS

Before the advent of modern forms of communication, the battlefield was characterized by considerable inertia. The exchange of information was mainly limited to the messengers circulating between units, who were not always able to arrive on time with a report or new orders. Officers made decisions on the basis of incomplete and often outdated information, often relying more on instinct and experience or the continued execution of the last received order. Sometimes troops standing close the site of combat would not take part in it just because the messenger was late or did not arrive at all. The lack of a comprehensive overview by individual officers meant that sometimes golden opportunities were lost, while others gave their best in vain, not knowing that the battle was already lost.

In wargames by nature, the player looking down at the table has a better view of the situation than any seventeenth-century commander could have, having almost all the information about the position and effectiveness of both theirs troops and of their opponent's. By Fire and Sword attempts to limit this advantage by using an Order system. The Orders given to the Units determine the attitude of the Unit and the type of action it is prepared to take, based on recent instructions received from the army command. Some units, due to their specificity or the talent of their officers, may display greater flexibility, which represents the possibility of changing the order on their own, but as a rule, to change an order, the action of a well-placed commander is required. The average unit, after being ordered to defend a specific position, will remain in place until given new Orders or are pushed out of their position. Commanders can also issue orders within a limited range, which represents the logistical constraints of communicating with messengers, sound signals, and banners.

3.1 How Orders Work

Units need Orders to operate. Orders are marked by placing an Order Token next to a unit. Orders are given in secret and are also used to indicate whether a Unit has already been activated. Unless the rules say otherwise, the Token should be placed face down, i.e. the side with the emblem facing up. Orders are assigned to all Units in the first Start Phase (see *2.1 The Start Phase*) and may later be changed by Commanders (see *10.2 New Orders*).

After selecting a Unit to activate, reveal its Order. The Order specifies the Actions available to the Unit and how many Action Points (AP) the Unit has at its disposal. Unit doesn't have to use up all of its action points. Revealed Orders also show which Units have already activated this round and cannot activate again.

If there is a symbol of a particular Order next to a rule, it means that it applies only if the unit has that Order.

3.1.1 Issuing an Order

If a unit has an Order Token face-down, remove it and place a new Order Token face-down. The unit has not yet activated this Round and will be able to do so using the new Order.

If a Unit has an Order Token face-up, place the new Order Token face-down next to the face-up one and leave both on the table. Thus, it is known that the Unit has already been activated in this Round.

If a Unit is activated with both a face-up and face-down Order Token assigned (eg. using *Reaction*) remove the face-up Token and reveal the face-down Token.

3.1.2 Orders in connection with Actions

Each order allows you to perform a limited number and combination of Actions Units in contact with enemy Units perform a different set of Actions. Some Special Rules allow the execution of Actions other than those listed or may create exceptions to the Order restrictions below.

3.2 Types of Orders

There are four types of Orders:

Advance   Maneuver

Defend   Regroup

3.2.1 Regroup Order (2AP)

Actions:
- Standard Actions.
- Reform Special Action
  (no more than 1 per activation).

One AP can be used for any Standard Action. Second AP can be used only for Reform Special Action or Retreat Action.

3.2.2 Maneuver Order (2AP)

Actions:
- Standard Actions.
- March Special Action.
- At the Double Special Action.

One AP can be used only for one of the following Actions: March Special Action, At the Double Special Action or Move Action.

3.2.3 Defend Order (2AP)

Actions:
- Standard Actions except Move Action.

A Unit may use no more than 1AP for a Retreat Action, Change of Position Action or a Change Facing Action.

3.2.4 Advance Order (1AP)

Actions:
- Charge Special Action.
- Move Action.
- Change Facing Action.

ACTIONS AND REACTIONS

4.1 Types of Actions

What Actions a Unit can perform is determined by the Order assigned to it. There are Standard and Special Actions. Standard Actions are Actions that Units can take in most cases. Special Actions are more complex Actions. A Unit can execute Actions if allowed by an Order or a Special Rule. To perform an Action, a Unit spends Action Points. Standard Actions always cost 1 AP. Special Actions have a cost listed next to the Action's name. A unit does not have to spend all of its Action Points but they don't accumulate between rounds. Actions available in the game are listed below.

4.1.1 Standard Actions (1AP)

- Reload.
- Basic Fire (a Unit may perform this Action only once per Turn).
- Change of Position.
- Move.
- Retreat.
- Change Facing.
- Change Formation*.

4.1.2 Special Actions

- Melee Attack (1AP).
- At the Double (2AP).
- March (2AP).
- Breakoff (2AP).
- Reform (1AP).
- Charge (1AP).
- Special Fire (XAP)**.
- Occupy / Leave Structure (1AP).

* A unit must have a Special Rule that allows it to take such an Action (such as a Pike&Shotte).

** There are different types of Special Fire. They result from Special Rules or Unit upgrades and are described next to them. A Unit must have an appropriate rule on the Card and meet the conditions to perform a Special Fire.

In addition to those listed, special Unit, scenario or terrain rules may give access to Special or Standard Actions other than those listed above.
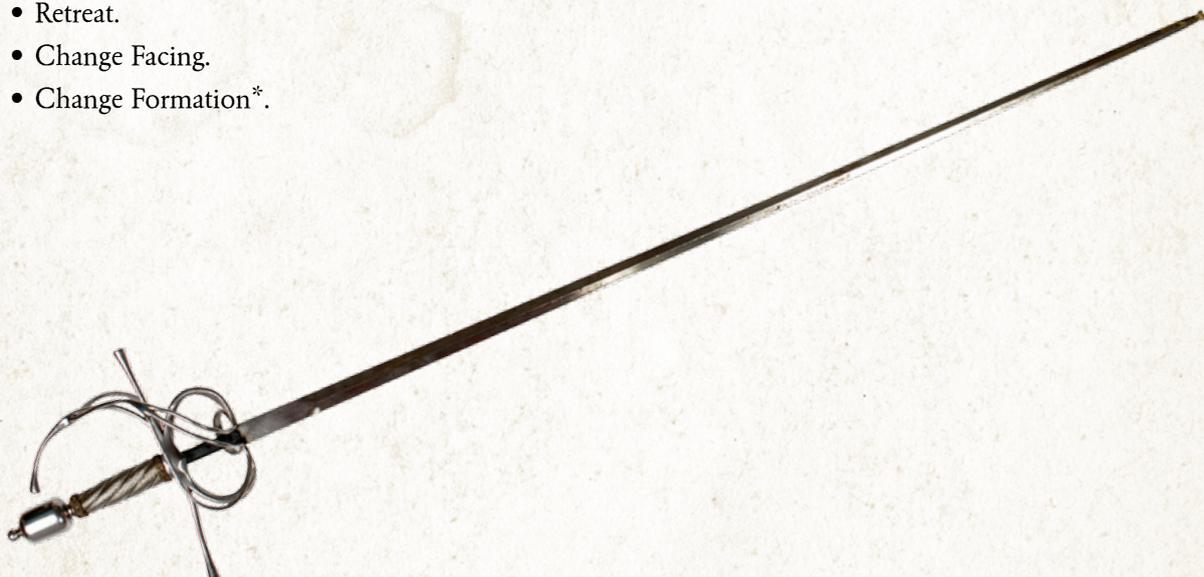
4.1.3 Compulsory Action

Sometimes an Army's Element must perform an Action regardless of its Order or whether it is in Close Combat. It is a Compulsory Action. An Action performed as Compulsory may have additional restrictions on how it is to be performed.

> *The Unit failed two* 🚩 *tests as a result of enemy fire. It is activated and performs the Compulsory Action Withdrawal, which is imposed on it by, among others, the fact that it must retreat by the full* 👢 *value.*

4.1.4 Free Action

As a result of some Special Rules, Army's Elements can perform Free Actions. Such rule indicates the circumstances and what Action can be performed (i.e. specific Order). A Free Action does not cost any AP to perform. Only one Free Action can be taken in an Activation.

4.2 Actions and Close Combat

Being locked in Close Combat (see *7.4 Close Combat Resolution*) is a situation when opposing Units are in direct contact with the edges of their trays. This changes the types of actions that these Units can perform. When activated, instead of performing the Actions resulting from the Unit's Orders,

a Unit locked in Close Combat can only perform Compulsory Actions and only one of the following Actions (unless the Unit's Special Rules state otherwise):

- Melee Attack (Special Action).
- Breakoff (Special Action).
- Change Facing (Standard Action).
- Change Formation (Standard Action).
- Special Fire (Special Action) – only if the Special Fire in question explicitly states that it can be used while in contact with an enemy Unit.

4.3 Standard Actions

4.3.1 Reload Action

Each Reload Action restores 1 ⛟ or 1 🗡 (see *6.6 Ammunition*).

4.3.2 Standard Fire Action

A Unit fires using the firearms profile on the Unit Card (see *6. Shooting*).

4.3.3 Change of Position Action

The unit moves up to 2" in either direction (forward, backwards, sideways, or diagonally). The direction the Unit is facing remains unchanged.

A unit moves 2" to avoid another unit.

4.3.4 Move Action

A Unit moves forward (REF-1) within the Movement Angle up to [icon].

4.3.5 Retreat Action

A Unit moves backwards (REF on the back edge) within the Movement Angle up to [icon]. If a Unit performs the Retreat Action as a Compulsory Action, it must move the full [icon] value. If this is not possible a Trample occurs (see *5.4 Trample*). Other rules may require a Retreat in a different direction and the relevant REF must then be applied.

4.3.6 Change Facing Action

The unit can turn up to 45 degrees, or exactly 90 or 180 degrees to either side. While turning it cannot enter the enemy Unit's **Zone of Control**, unless it has already been in contact with it previously. Turning up to 45 degrees is made by placing the 45 degrees point on the measuring device to REF-1 and turning the front of the Unit so as not to exceed the angle marked on the measuring device. A 180-degree turn is performed by rotating the Unit in place by 180 degrees. A 90-degree turn is made by placing the ruler against any corner and turning the tray by 90 degrees as shown below:

You can also perform this Action while in Close Combat. In this case, the Unit can make a 90 or 180 degree turn as long as it remains in contact with all enemy Units with which it was in contact and the edges of the enemy Units with which it was in contact remain unchanged.

4.3.7 Change Formation Action

A Unit must have a Special Rule to perform a Change Formation Action (eg. Pike&Shotte, Disperse). A Unit may change its current formation to another one that is allowed by its Special Rules.

> *Mercenary Infantry with the Pike&Shotte Special Rule, in a Standard Formation with Musketeers in front, performs the Change Formation Action and forms a Square.*

> [portrait] *If a Unit is in a Condition that prevents it from using the corresponding Special Rule, it cannot change formation. In such case it will remain in the formation it last adopted until its Condition changes to one that allows it access to the appropriate Special Rule again.*

4.3.7.1 Formations

Units can be arranged in various formations that affect the statistics and operation of the Units. They are represented by arranging the stands on the tray. By default, Units are set and remain in **Standard Formation** - this is the setting shown in the Units profile and does not affect statistics, although some special rules may only apply in a different formation (e.g. Pike in case of units with the Pike&shotte rule). Units with the special rules: **Pike&Shotte**, **Swap Ranks**, **Excellent Riders**, or **Disperse** may switch from **Standard Formation** to the one that is allowed by their special rules. They do this using the **Change Formation** Action. As long as the Unit remains in a given formation, the resulting modifiers are applied. Some Units always remain in a formation other than **Standard**. It is indicated in the Unit' special rules. In such a situation, the modifiers are already included on the unit card and should not be counted again.

The following types of formations can be used in the game:

- **Standard** - it uses the basic profile from the card.
- **Open Order** - it grants the following modifications: -1 to Close Combat result, every terrain (also Open) which does not have the **Cover** (see *13.1 Terrain Special Rules*) rule, for this unit gains the **Cover (1)** rule.
- **Melee Weapons Upfront** - it grants the following modifications: +1 [icon], -1 [icon]
- **Square** - it grants the following modifications: +1 [icon], **All Round Defence**, every side is treated as the front side, and every REF, as REF-1, +1 to Threat when targeted by shooting. This formation can be adopted only if unit has [icon]. If it looses [icon] the formation is immediately changed to Standard.

If a Unit loses its ability to perform the *Change Formation* Action, it remains in the Formation it last adopted. The exception is when it loses [icon] while in the Square, then it will still revert into Standard Formation.

> [portrait] *A unit in Open Order formation recives benefites in open terrain like it was in area terrain with Cover (1) rule. Note that it is not cumulative with any area terrain rules, simply choose better.*

A Unit performs a turn up to 45 degrees.
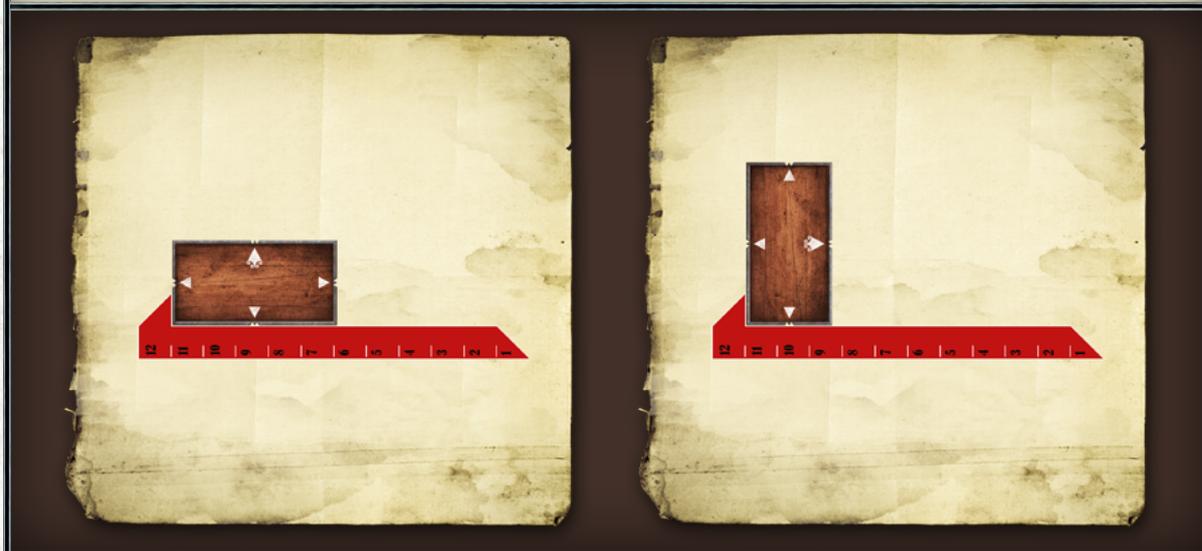
A Unit performs a turn up to 90 degrees.
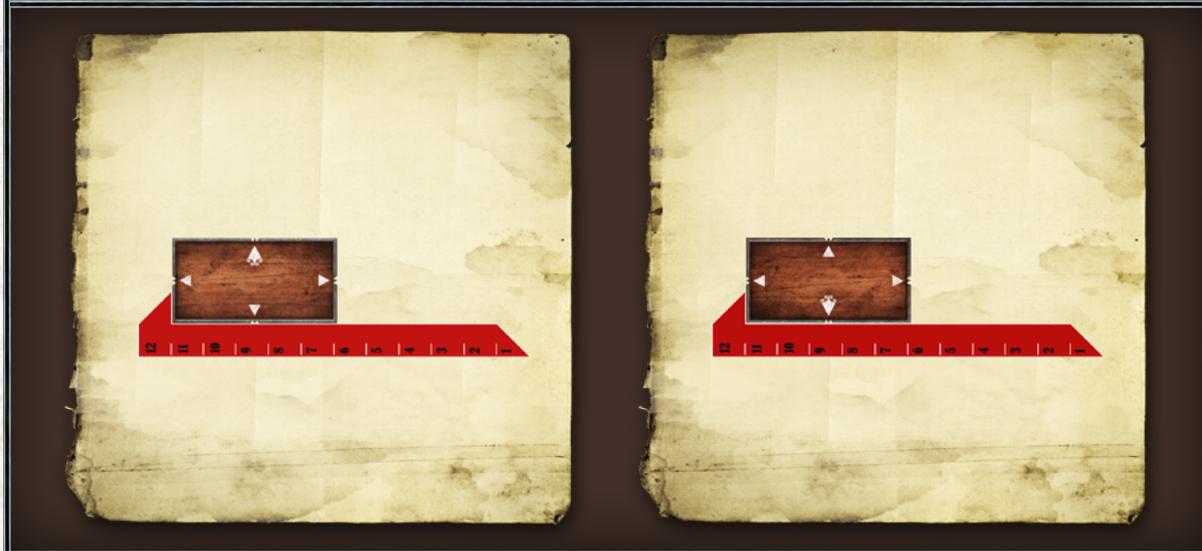
A Unit performs a turn up to 180 degrees.

1.1 Special Actions

1.1.1 Melee Attack

This Special Action can be performed at any time, regardless of the Order assigned to the Unit, but only if it is locked in Close Combat with an enemy Unit. Melee Attack results in activation of all the Units locked in Close Combat (see *2.3.3 Activation out of Sequence*) with the active Unit and a Close Combat Resolution is performed (see *6.4 Close Combat Resolution*).

1.1.2 At the Double Action (2AP)

The unit moves forward, measuring from REF-1 within the Movement Angle by a maximum of 🥾 x2.

1.1.3 March Action (2AP)

A Unit moves forward, measuring from REF-1 within the Movement Angle by a maximum of 🥾 x3. At no time during the March a Unit's edge may be less than 8" from an enemy Army's Element. No part of the Unit may pass through any Area Terrain. Units in the 🔴 condition cannot March.

1.1.4 Breakoff Action (2AP)

This Special Action can be performed by a Unit that has any Order, except ⊗ , as long as it is in contact with an enemy Unit. The Unit must make a ⭐ test. The number of dice tested depends on the size of the enemy Unit (1 for S, 2 for M, 3 for L, and 4 for XL). If there are several enemy Units, add up all the dice. Each failed roll equals ❶ for the Unit performing the Breakoff Action.

If the Unit has not exceeded it's Routing Point, it may move up to a maximum of 🥾 x2, measuring from any REF.

1.1.5 Reform Action (1AP)

Remove up to ❷ from a Unit. This Action cannot be performed if the Unit is within 4" of an enemy Unit.

1.1.6 Charge Action (1AP)

The Charge Action consists in moving the Unit performing the Action in such a way as to place it in contact with the edges of the opponent's Army's Element and then perform Close Combat. The target of the charge must be within the front arc of the charging Unit and the distance from REF-1 to the target point on the opponent's tray edge must not be more than twice the 🥾 value of the charging Unit. The charged Unit may attempt to perform a Reaction. Charging is described in detail in the Close Combat section (see *7.2 The Charge*). A Unit in 🔴 condition cannot perform the Charge Action.

The Unit performing the Charge Action gains an Impetus modifier to ⊗ .

4.4.7 Special Fire (XAP)

Special Fire requires a Special Rule or an upgrade to perform such an order (eg. *Countermarch*). A Unit performs one selected Special Fire type from among those it has access to. The AP cost of taking this Action is determined by the specific Special Fire type. **This Action and Standard Fire Action can never be taken in one Activation.**

4.4.8 Occupy / Abandon Structure (1AP)

A Unit can occupy or abandon a structure. Than it changes its Order for ⬆ and its turn ends (see 13.3.1 Units in Structures).

5 UNIT MOVEMENT

5.1 Basic Movement

Moving a Unit consists of finding a point on the table within the arc of movement from the appropriate REF and moving the Unit along the resulting line. We call this Line of Movement. The edge with the REF from which the arc of movement was determined must end the move perpendicular to the Line of Movement. Which REF is appropriate to move a Unit is determined by the type of Action used to initiate the move (eg. Move Action, Retreat Action) or other rules affecting the Action or the Unit (eg. failing the ⚑ test).

If the rules say about movement in an **exact** direction, it means that prior to the movement of a Unit, the **Line of Movement** is perpendicular to the edge of the Unit on which the relevant REF is located.

Linia pomiędzy REF-1 a punktem docelowym przy poruszaniu to **Linia Ruchu**.

The original measuring device for By Fire and Sword 2E allows you to easily determine the point within the arc of movement and the target position of the Unit, thanks to its 45-degree angle.

5.2 Passing Through

Terrain can affect the 👢 value of a Unit. If at any time during the movement of a Unit (including its starting and ending position) element of the Unit would be placed in an area that has rules that apply to the movement of a Unit (eg. it enters an Area with the Hindering: Movement rule), apply this rule and adjust the Unit's movement accordingly to the changed 👢 value.

As long as the Line of Movement does not pass through any Units or Structures, a Unit may move through any number of Structures and Allied Units.

A unit, however, cannot end its movement on a feature or Allied Unit. Moving through Units and Structures does not affect the 👢 value, but after completing the movement, the player must make a ★ test for each Unit that passed through another Unit. In addition, another ★ test must be taken by any unit which was passed through. The Unit that was moving rolls one die for each Unit it has passed through. The Units which were passed through need to test with one die. For each failed test, assign 1 to the appropriate Unit.

A Unit cannot end its movement in an enemy Unit's Zone of Control, and while moving no part of a Unit can pass through an enemy Unit.

5.3 Movement and Table Edges

A Unit may never move so that any of its parts go beyond the designated playing area. If this is to happen as a result of compulsory movement, the edge of the table is to be considered impassable and, if necessary, the Trample rule should be applied.

5.4 Trample

If a Unit must move the full amount of 👢 and cannot move due to the presence of other Units, terrain, or the edge of the table, a **Trample** may occur. A Unit must move as much as it can according to the movement rules (keeping in mind the Zones of Control). If, as a result, it moved less than 2"or could not move at all, a Trample occurs - the Unit receives 3 .

Krawędź stolu

Ruch: 8"

A Unit with ⬛: 5 performs a Move Action. Place the measuring device against REF-1. You can rotate the Unit up to 45-degrees defined by the device's edge (the Unit's arc of movement).

The Unit performs a Move Action in while not passing over the edge of the table.

A

B

1"

1"
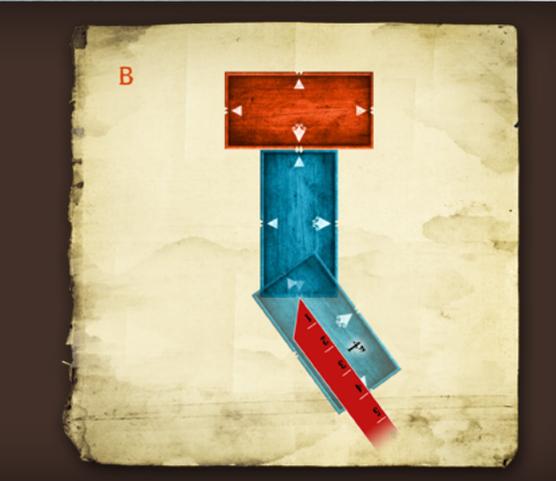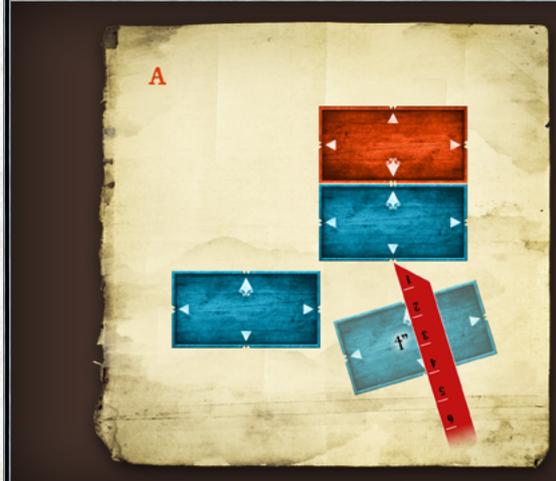
In Fig. A, the blue Unit is making a compulsory 4" Retreat. As it would end its movement on a friendly Unit, it moves slightly diagonally. In Fig. B, the blue Unit was attacked in the flank. It therefore Retreats 4 inches sideways.

1"

1"

The blue Unit is to perform compulsory 4 inch Retreat. If it moves more than 1", it will be in the enemy Zone of Control. The Unit moves 1 inch, a Trample occurs, and the Unit receives ③.

6 SHOOTING

Each Army's Element that has a Shooting value listed on its Card may shoot once per turn, either as a Standard Fire or as a selected Special Fire, if it has access to it. An Element can fire several times per round, eg. during its turn and later in Reaction phase (as long as it still has ammunition, of course). An element usually can only fire at one target, unless special rules require the unit to do otherwise (such as All Round Defense) require or allow the unit it to split fire.

6.1 Choosing the Target

After declaring a Fire Action, the player then chooses a target. The target may be single one of any enemy Army's Element, unless otherwise specified by special rules (such as *All Round Defense*). All dice are automatically assigned to the target. The number of dice used in an attack are listed on the card. If spe-

cial rules allow (or require) shooting at more than one target, the player declares how many dice are allocated to each target before any rolls are made. In order to select an Element as a target, the following conditions must be met:

- the Element must be in the same zone of the shooter as the reference point from which it fires (usually REF-1),
- it must be possible to draw a **Line of Fire** no longer than the range of the **Firing Action** used,
- it must be possible to establish a **Fire Corridor**.

6.1.1 Line of Fire

It is a straight line drawn between the shooter's REF and any point on the edge of the target. The Line of Fire cannot pass through other Units, or through other game elements with rules that do not allow

the Line of Fire to pass through them. If the REF from which the Line of Fire is drawn is in a different zone of the Target than the edge to which the Fire Line leads, the number of dice allocated to the target is divided by two (to a minimum of 1). Flank fire modifiers do not apply in this case (see *8. Morale*).

You can target a flank even when the REF you are firing from is in the front zone of the target, but you will not receive the flank/rear shot benefit and will roll half the dice.

Blue Unit is on the flank of red Unit, so it must choose a point on the side edge as the charge target.

6.2 To Hit Test

The To Hit Test is a ⭐ test, made by rolling a number of dice equal to 🗡 . Each success means hitting the target.

6.3 Resilience Test

The target tests 🛡 , rolling as many dice as the opponent scored hits. Each failed test results in ①. Player must reroll as many successes in the Test as much as the enemy's 🛡 .

Then if necessary test 🚩 (see *8.1 Morale*).

If the target is destroyed, check Army Motivation.

6.1.2 Fire Corridor

The Fire Corridor is a 1" wide zone with one edge aligned with the Line of Fire. This zone must not contain any Units or other game elements with rules that do not allow the creation of a Fire Corridor. To create a Fire Corridor, the zone must have a full width over the target unit as shown.

The Fire Corridor is easy to measure with the By Fire and Sword measuring device.

If the main REF of the charging Unit is inin the front zone of the enemy tray, then selected point must be on the front edge.

6.4 Shooting at Units Locked in Close Combat

A Unit that is in contact with enemy Units may be the target of fire. In this case, after the Target tests 🛡 and assigns ① , each Unit in contact with the Target must make a 🚩 test. The Threat of a test is equal to the number of hits in the To Hit roll, and no other Threat modifiers are applied to it. If the Threat is 0, the 🚩 test is not taken.

6.5 Weapon Ranges

Small arms range is given in inches on the unit card. This is the Effective Range of the weapon. At this range, Fire is carried out according to the general rules.

A unit that shoots at the range of 4" or less has a better chance of hitting. This is the Direct Range for the weapon. All missed shots at this range are re-rolled.

Some special rules and Special Fire Actions may introduce different ranges (see *Artillery in 12.1*.) Reffer to the special rule accordingly.

6.6 Amunicja

In order to fire Units must have Ammunition Loads ▲ , even if the Fire Action does not consume ▲ . If a given Fire Action consumes more than one ▲ Load, the Unit must have the appropriate number of Loads. The number of Loads you have is shown on the Unit Card. ▲ can be replenished by taking the Reload Action (see *4.3.1 Reload Action*). You cannot get more Loads from a Reload Action than the value indicated on a Unit Card, unless otherwise permitted by special rules.

An appropriate Token is used for marking ▲ .

6.7 Shooting in Close Combat used in Shooting

Some types of ranged weapons were mainly used as support in melee. However, some formations were able to use them for longer range shooting. During the Thirty Years' War reiters practiced pistol fire at pikemen formations, while on eastern fronts the Tatars efficiently used throwing weapons both to increase the effectiveness of their charge and to harass enemy troops.

Some Elements have a Ranged Weapon profile that does not have ▲ and instead shares ↯ with Melee Weapon profile. When Firing using this profile, ↯ is consumed instead of ▲ . The Direct Range rule is not applied and the Effective Range is always used.

The marking of Shooting in Close Combat used for shooting out of Close Combat.

CHARGE AND CLOSE COMBAT
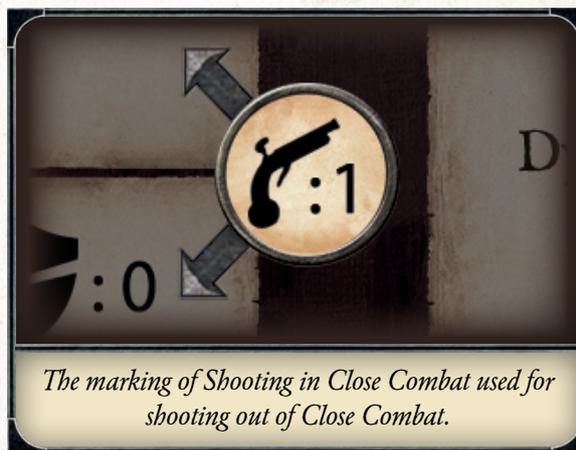
7.1 Army's Elements in Close Combat

If Units of enemy armies are in direct contact with the edges of their bases, they are in Close Combat. This situation can occur primarily as a result of the Charge Action, which allows to enter the Zone of Control of a Unit that is the target of the Charge. Units that are in Close Combat cannot perform Actions, except for those Actions the rules ow which explicitly allow their use in Close Combat. Some of such Actions can be performed regardless of what Order has been assigned to the Unit.

7.2 The Charge

A Charge takes place if a Unit with ⊗ performs a Charge Action. Note that a Unit in ● condition cannot perform a Charge Action.

7.2.1 Conducting the Charge

1. The Player making the charge:
   a. indicates the target of the charge,
   b. checks if a Line of Charge can be traced (see *Line of Charge 7.2.2*),
   c. checks if the target is within the charge range,
   d. checks if it it possible to align the charging Unit to the target (e.g. if it is overlapping with the tray of another Unit or a Structure).

If the main REF of the charging Unit is inin the front zone of the enemy tray, then selected point must be on the front edge.

Blue Unit is on the flank of red Unit, so it must choose a point on the side edge as the charge target.
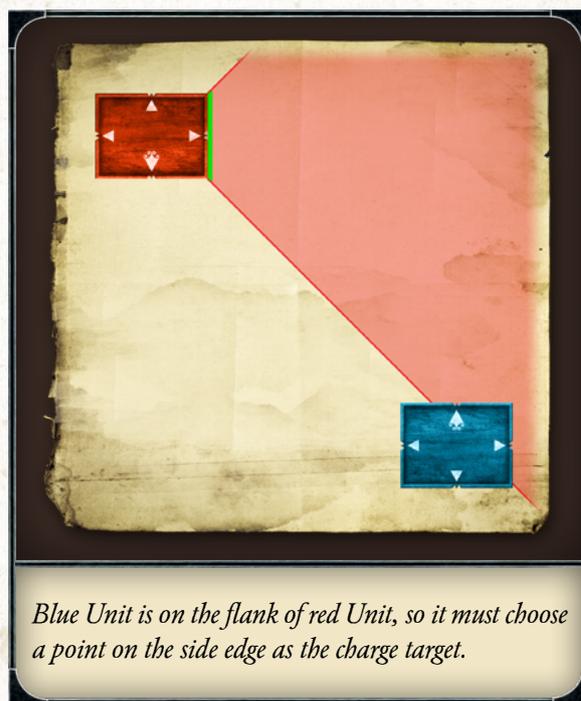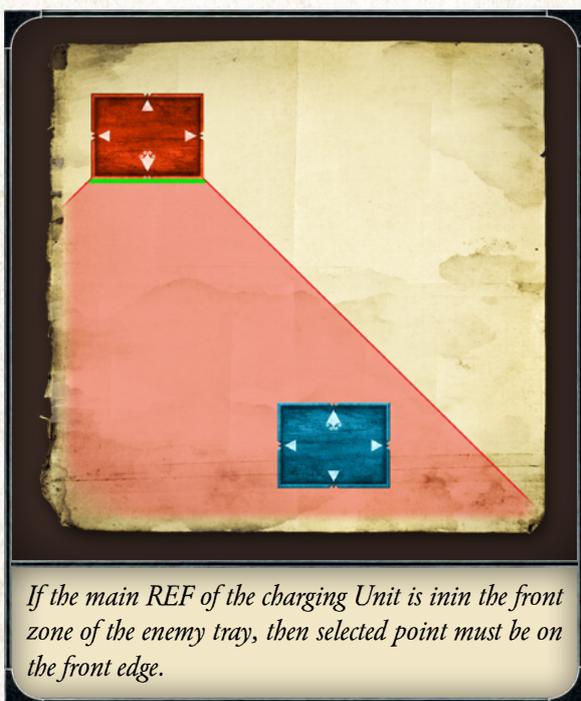
If all of the above conditions are met, move the charging Unit. Otherwise, the Player must indicate another target for the charge or perform another Action.

2. Moving the Charging Unit
   - The active player moves the charging Unit along the line of charge. Upon contact with an enemy level up the charging Unit with the edge of the enemy Unit they charged so charging Units REF-1 would be in contact with the point, to which the Charge Line led.
   - The inactive player decides whether they want to make reaction and performs a ⭐ test if necessary.

3. Once the Units are aligned and any Reactions have been dealt with, the remaining Units associated with the Close Combat are activated and the Close Combat Resolution is conducted (see *7.4 Close Combat Resolution*). A Unit that has performed a Reaction does not need to be activated again to participate in Close Combat.

7.2.2 Line of Charge and Charge Range

The Line of Charge is a straight line connecting the charging Unit's own REF-1 to a point on the enemy's tray selected in the manner specified below. The line so drawn may not pass through Units or Structures. The Line of Charge may not exceed the doubled 🟡 value of the charging Unit considering all modifiers (e.g. due to terrain). When performing a Charge Action, the Unit moves to the target along the Charge Line (touching it with the main reference point) and with the front of the tray perpendicular to this line. The Charge is not limited by the angle of movement.

The point to which the Line of Charge is measured must meet the following conditions:
- it is in the front zone of the charging Unit,
- it is on the same edge of the tray, in which the main REF of the charging Unit is.

Due to the influence of terrain, empty trays can be used to determine the range of the charge. They allow you to easily determine which terrain elements and Units will affect the charge.

7.2.3 Charge and the Zone of Control

As a rule, Army's Elements cannot end their movement within the Zone of Control of an enemy Unit. The Charge action allows to end the movement only within the Zone of Control of the Unit that was selected as the target of the Charge. A charging Unit cannot end its charge within the Zones of Control of other enemy Units. The exception is when several Units are standing so that it is impossible to avoid contact with them as a result of aligning of Units. In such a situation, the opponent may decide either that his Units that were not the targets of the charge remain in the charging Unit's Zone of Control, or move them up to 1" so that they are outside the charging Unit's Zone of Control. This does not constitute the activation of those Units.

7.3 Reactions to Charge

In the face of an oncoming charge, soldiers do not remain passive. Depending on the orders they received, they prepare to hold off the attacking enemy either by using firearms or by placing soldiers armed with polearms at the front of the formation. Cavalry units often decide to launch an attack in the direction of the charging enemy, that is a countercharge. However, not every formation is always capable of reacting quickly enough and keeping a cool head in the face of imminent danger. In By Fire and Sword all these situations are reflected by the Reaction mechanics.

7.3.1 Reactions

The Unit designated as the target of the charge may declare a Reaction. An Out of Order Activation occurs in such case (see *2.3.3 Activation out of Sequence*) and the Unit that wants to make the Reaction must pass a ⭐ test. Success means that the Unit performs the Reaction, failure ends this activation. If the Unit attempting the Reaction has not yet been activated this Round, and the Charging Unit begins

the Charge Action within its front zone the ⭐ test is an automatic success (no need to roll the dice).

Reaction cannot be declared if the following occurs:

- the Unit being targeted by the charge is in 🔴 Condition,
- the Unit being targeted by the charge would enter the 🔴 Condition as a result of the Out of Order Activation,
- the Unit being targeted by the charge is engaged in Close Combat with a Unit other than the charging Unit,
- REF-1 of the charging Unit is within the rear zone of the Unit being targeted by the charge.

There is no limit to the number of Reactions per round (but only one Reaction can be performed per Charge). As long as the Unit meets the requirements, it can perform a Reaction. However, due to, for example, 🔺 , some Reactions may become unfeasible at some point. The type of possible Reactions depends on the Order the charged Unit has.

If a charged Unit in performs a Stand-and-Shoot Reaction, the Effective Range is always used. However, the firing Unit must still meet other conditions of legitimate shooting (e.g. it fires from the main reference point). The Stand-and-Shoot Reaction may result in the Retreat of the charging Unit (see *8. Morale*), in which case no Close Combat occurs.

7.3.2 Types of Reactions

7.3.2.1 Stand-and-Shoot 🛡️ 🚩

This reaction allows you to fire at a charging enemy Unit. It is assumed that the enemy Unit is always fired upon at Effective Range and into the front zone. For firing to be possible the enemy Unit must meet the conditions of a legitimate target (e.g. it must be possible to lead a Line of Fire and a Fire Corridor to it). Taking fire may cause the charging Unit to Retreat (see *8. Morale*), in which case no Close Combat occurs. When firing in Reaction, the Unit can always perform Standard Fire. It can perform Special Fire only if the rules of such firing explicitly allow it. Only the Charging Unit can be the target of such fire.

7.3.2.2 About Face 🛡️ ⬆️ 🚩 ⚔️

After the charging Unit is aligned the charged Unit performs the Change Facing Action (see *4.3.6 Change Facing Action*) in such a way that its front edge comes into contact with the front edge of the charging Unit.

A Unit with the **Pike&Shotte** special rule may instead change its formation to **Melee Weapons Upfront** (only if the charging Unit contacted its front edge) or **Square** (regardless of where the charging Unit contacted it).

A unit with the **Swap Ranks** rule can instead change formation to **Melee Weapons Upfront**.

7.3.2.3 Countercharge ⚔

A Counfor
A Countercharge can be made if the charging Unit is aligned to the front edge of the charged Unit. The Unit performing the Countercharge receives the [impet] modifier to ⚔. If the Charging Unit retreats after a Close Combat it lost this turn, than the Unit that was Countercharging must move its full 🥾 toward the Charging Unit's nearest REF. It may, as a result, come into contact with that Unit. If it does not come into contact with that Unit as a result of this movement then it must stop outside its Zone of Control.

7.4 Close Combat

Close Combat can occur in two situations. As a result of the Charge Action, or as a result of the Attack in Close Combat Action. Combat is simultaneous, with players conducting combat by making attacks with each active Unit. The Active player is the first to make attacks. Since the combat is simultaneous, after activation of all involved Units Players assume that for entire fallowing procedure is in the Condition that it was at the beggining of Close Combat.
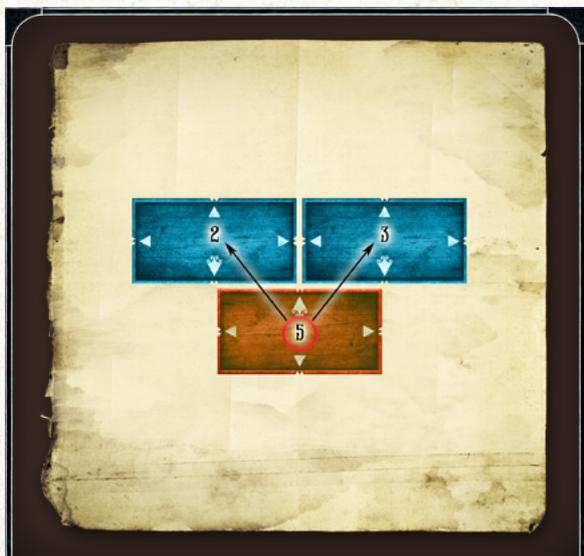
The red Unit attacks the two blue Units in front of it. It has to divide the dice equally, that is, it attacks each enemy Unit with two dice. Since it has an odd number of dice, it can decide to which enemy Unit the fifth dice is allocated.

7.4.1 Dice Calculation and Division During an Attack

In Close Combat, each active Unit rolls as many dice as the Unit's ⚔ value - modified, if necessary, by modifiers from special rules. If a Unit fights a single opponent, it allocates all dice to that opponent unless special rules state otherwise (e.g. *All Round Defense*). If a Unit fights several opponents, it must allocate the dice as equally as possible.

> *After all modifiers are applied a Unit generates eight dice when it attacks and it fights against three enemy Units. In this case, it must allocate three dice to two target Units each, and two dice for the third target Unit.*

Shooting in Close Combat 🔫

When fighting in Close Combat Units that have 🔫 must use it as long as they have enough 🔫 ammunition loads. It grants a +1 ⚔ modifier.

Most common ⚔ modifiers:

- Impetus: increases ⚔ by the Impetus value given on the Unit card,
- Shooting in Close Combat: +1 ⚔.

7.4.2 To Hit Tests

The To Hit test is a ⭐ test, roll as many dice as ⚔ value. Each success means a hit on the target the attack was aimed at. If a Unit is attacking a target it is in contact with its side or rear edge, all successes must be rerolled.

7.4.3 Resilience Tests 🛡

The target performs the 🛡, test by rolling as many dice as the number of hits scored by the attacker. Each failure means that it receives ①. Player must reroll as many successes in the Test as much as the enemy's 🛡.

7.4.4 Determining Close Combat Result

After all fighting Units completed their attacks, it is time to check who won the fight. Units that have reached the Routing Point as a result of Close Combat are left on the table until the Close Combat Resolution is conducted. The winner is the player who has gained more Points of Advantage ⚖. The player who has less ⚖ is the loser. In case of a tie in ⚖ there is no Winner or Loser.

Points of Advantage are scored for:

- Each **D** received by enemy Units as a result of Close Combat in this turn +1 ⚖
- Unit size (add up all the Units participating in combat):
  S +1 ⚖, M +2 ⚖, L +3 ⚖, XL +4 ⚖ .
- For every side edge of an enemy Unit in contact with an allied Unit taking part in combat: +1 ⚖ .

- For every rear edge of an enemy Unit in contact with an allied Unit taking part in combat: +1 ⚖ .
- Unit's special rules (e.g. Discipline): in accordance to the special rule.
- Terrain special rules (e.g. Defensible, Disadvantageous): in accordance to the special rule.

7.4.5 Close Combat Resolution

1. Players change all Orders of fighting Units to ⚑ . Units with 🛡 may leave their order unchanged.

2. In case of a Draw go to point 5.

3. The loser makes a ⚑ test (separately for each Unit that fought). The Threat is equal to the difference in points scored in determining the close combat result.

4. If there was a Retreat or at least one Loser's Unit has reached the Routing Point, all of the Winner's Units involved in that Close Combat remove ❶ .

5. Units that do not belong to the Loser that have reached the Routing Point remain on the table. Remove from them the amount of Ⓓ by which they exceed the Routing Point. The Loser removes all his Units that have reached the Routing Point.

6. Each Unit of the Winner that is no longer in contact with the enemy may:

   a. Declare Pursuit: convert its Order Token into a face-up ⚔ Token. If the Unit was in contact with an opponent with an edge other than the front edge, it must make a Turn of either 90 or 180 degrees in the direction in which the opponent was during combat. In the case of combat with several enemy Units, the Player chooses towards which of them the Unit turns.

   b. Refrain from Pursuit: retain the current order and Change Facing in any direction. Cavalry may refrain from Pursuit only if the Commander performs an Intervention for 1 ✉ .

7. Cavalry Units can perform Disengage (see *7.4.6 Disengage*) as long as it meets the necessary conditions.

8. All Units that continue to remain engaged in Close Combat with the opponent end their activation and cannot take other Actions.

If all Units of one Player engaged in Hand-to-Hand Combat have reached the Breaking threshold as a result of an Out-of-order Activation, the Units of the other Player go straight to point 6 and decide whether to declare Pursuit or Refrain.

7.4.6 Disengage

A Cavalry Unit that has Charged and won Close Combat but remains engaged in Close Combat may perform a Disengage. This allows the Unit to perform a free Retreat Action immediately and the Unit can change its current Order Token to a face-up ⚔ Token. If the Unit does not have the opportunity to end its Retreat outside the enemy Army's Elemental Zone of Control, it cannot perform Disengage.

A cavalry Unit with the **Open Order** or **Excellent Riders** rule may conduct a Disengage after any Close Combat, after which it continues to remain in contact with the enemy (even if it did not charge and did not win the combat). In case of a combat in which Units with such a rule are involved on both sides, the first to decide whether or not to Disengage is the player who won the Close Combat, and in the event of a tie, the player whose turn it is.

A unit that won a Close Combat, performed a Disengage and did not change its Order Token may remove ❶ .

Теленик А.Ф.

8
MORALE

8.1 Morale Test 🛡️

If an Army's Element was the target of Shooting, lost Close Combat, or some other special rule requires it, it must test 🚩. The test is performed by rolling a number of dice equal to the Threat (see *8.2 Threat*). If after all modifiers (such as terrain) have been applied and the Threat level is 0, the test is not performed.

If there is at least one fail in the test, the Element receives ①. In case of Units, if there are at least two fails in the 🚩 test, in addition to receiving ①, you must activate that Unit, change its Order Token to a face-up 🚩 Token, and the Unit must perform a Compulsory Retreat Action. Such a Retreat is made by measuring from the REF opposite to the zone of the Unit where the Threat source is located or in the absence of the Threat source, move the Unit away from the nearest enemy Unit. If a unit is forced to Retreat from Close Combat, it is possible that there may be a situation where opposing Units involved in Close Combat are in more than one Retreating Unit's zones. In this case, the Retreat must be made using the REF on the edge so that is not in direct contact with the opponent's Units. If there is no REF meeting this requirement or it is not possible to take a Retreat Action using it, a Trample occurs (see *4.3.5 Retreat*). This does not apply to Groups.

8.2 Threat

How the Threat level is determined depends on what triggers the 🚩 Test.

8.2.1 Lost Close Combat

In the case of a 🚩 Test as a result of a loss in Close Combat, the Threat is equal to the difference of points scored in determining the combat result.

8.2.2 Shooting

In the case of a 🚩 Test caused by a Unit being shot at, the Threat is equal to the number of Ⓓ received from the fire, plus the following modifiers. The test is performed even if the fire does not cause any losses, as long as the Threat is 1 or greater.

- Threat +1 if a Unit (but not a Group) fired at an enemy Unit at Effective or Direct Range and the shooting Unit's primary reference point is in the side or rear zone of the target. Does not apply at the Maximum Range.
- Terrain modifiers.
- Unit special rules and Special Fire modifiers.
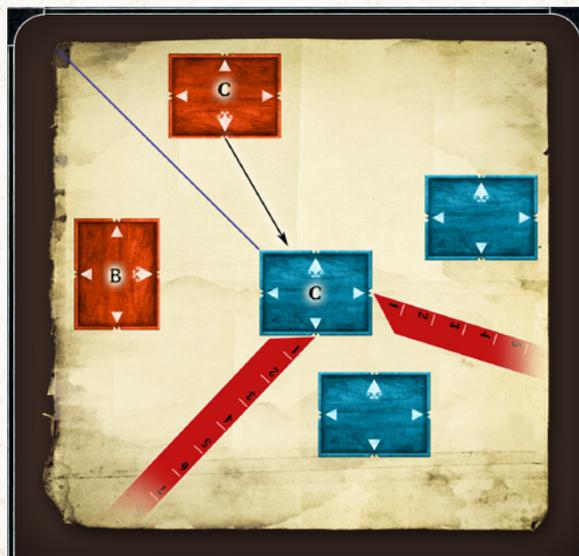
Unit C was fired at from its front zone by Unit A and must Retreat. It uses the back reference point and makes a move within the Move Arc to bypass a friendly Unit. If it had been fired on from the left flank by Unit B, it would have Retreated, treating its right flank as the front.

9 GROUPS

Groups are everything that is not a primary combat formation. These include commanders with their staff, supply wagons, small auxiliary formations, and convoys of prisoners. The size of a group can vary, from a single commander with his small entourage to dozens of people with wagons and equipment.

9.1 Activation and Actions of Groups

Groups are an Army's Elements that are actively involved in the game, but are not Units. They function similarly, with the difference that they are not assigned Orders, and the Actions allowed and their number during activation are permanently determined by their Card. To indicate if a Group has already activated, place any Order Token next to it (examples of Groups include *Commanders*, *Jasyr*, and *Plastuny).*

Once activated, the Group can perform all Actions listed on its card. If the Action symbol appears several times on a card, the Group may take the Action that number of times.

The Groups are placed on round or oval trays. The entire perimeter of the Group tray is the front edge, and likewise the front zone of the Group extends in front of the entire perimeter of the Group. It has no other zones. When it is necessary to refer to REF or REF-1, indicate any point on the circumference of the Group tray.

Groups cannot be Reformed. Instead, at the end of the round, any Group that was not destroyed automatically removes any 🄳 it received.

Actions of Groups:

1. ⬆ **Move** – the Group can move up to its 👢 value.

2. ⬆ **Move ½** - the Group can move up to half of its 👢 value.

3. ✉ **Command** – only Groups that are a Commander (see *10.2 Command*).

4. ⚔ **Fire** – the Group can perform Standard Fire according to its profile.

5. ✴ **Unique Action** – the Group may perform one Action resulting from its special rule.

The Group moves between two trays.
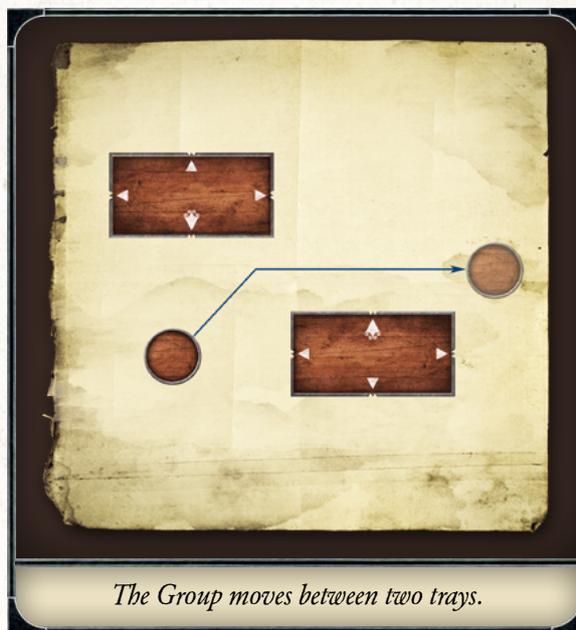
9.2 Moving Groups

When moving a Group, measure the distance from any point on the base and move the Group to the desired direction. No point on the perimeter of a Group can move further than its 👢 value. You can change the direction of the Group movement as often as you want, as long as the 👢 value is not exceeded.

9.3 Groups and other Army Elements

Groups may only be targeted when they are the closest visible target and only when within 12"of the shooter.

A Group cannot move through enemy Units or Groups, or end its movement in their Zone of Control. It can move through allied Units without restriction, but it cannot end it's movement on friendly Units. Groups do not cause ⭐ tests when they pass through a Unit.

Groups do not block Units' movement. Units may pass through Groups. If a Unit ends its movement on a Group, that Group is removed from the table, and then the Player who does not control that Unit places the Group within 1" of that Unit. Groups cannot pass through enemy Units or Groups.

Overrun:

When during movement (regardless whether it was voluntary or compulsory) a Unit comes into contact with an enemy Group, **after the activation of that Unit is completed**, this Group activates out of turn and an **Overrun may occur**.

If the Group is 4" away from at least one allied Unit, **no Overrun occurs**. Remove the Group and place it in contact with an allied Unit within 4" of it. The new position of a Group cannot cause any element of the Group's tray to move above its 👢 value. If this is not feasible an **Overrun occurs**.

Overrun: A Unit that has contacted an enemy Group tests To Hit as if in Close Combat. The test is performed once, no matter how many times the Unit has contacted that enemy Group during this Activation. These attacks are not modified by any Unit special rules unless they explicitly state that they apply during Overrun. There is no Impetus bonus, no Shooting in Close Combat is used, and Pierce is assumed to be 0. A Unit does not consume one-shot weapons or ammunition, unless special rules state otherwise. The Group normally tests 🛡 for each hit it receives. Each failed test means the Group suffers ① . The Group then takes a 🚩 Test with Threat equal to the number of Ⓓ received.

Overrun is not Close Combat.

Groups do not have a Zone of Control, but cannot end their movement within 1" from an enemy Group or Unit.

10 COMMANDERS

Commanders are a special type of Groups. All Group rules apply to them, but Commanders have an additional resource in the form of Command Points and special Actions associated with them.

10.1 Command Points

Commanders have a pool of Command Points (⊠) at their disposal. They are primarily used by the Commander to perform the Command Action, which is unique for them. In addition, sometimes other rules require the Commander to use a Command Point to achieve an effect, sometimes not even in his Activation (eg. modifying the Initiative Test, stopping the Pursuit of a Cavalry Unit). Command Points are replenished to the Order value on the Commander's card during each Start Phase.

10.2 Command

Commanders have access to a Command Action specific only to them. As part of this Action, they may spend any amount of ⊠ to perform the following activities. The maximum range at which they can perform a Command Action is specified on the Unit Card under the Command special rule.

10.2.1 New Orders

The player selects an allied Unit within Command range from a Commander and changes its Order.

You can put a new face-down Order Token with the same Order as before, to confuse your opponent.

10.2.2 Rally

Select an allied Unit within Command Range of a Commander that is not in Direct Range (4") of an enemy Unit and remove **1** from it. The same Commander may Rally a single Unit no more than once per turn. A Commander can Rally several different units by spending the appropriate amount of ⊠ .

10.3 Intervention

The Intervention consists in spending ⊠ by the Commander, outside of his activation, in order to obtain an effect (it is not an Action). The range in which the Commander can Intervene is specified on the Unit Card under the Intervention special rule. With Intervention, you can do the following:

- Modify the number of dice in the Initiative roll (Commander-in-Chief only, see *2.2 The Initiative Phase*).
- Enable a re-roll when an allied Army's Element performs a 🏴 or ⭐ test that is not a To Hit test. The Commander spends 1 or more ⊠ to perform the Intervention. In such test, you can re-roll as many dice as ⊠ spent on the Intervention.
- Stop a Unit from Pursuing (see *7.4.5 Close Combat Resolution*).
- Interaction with special rules (eg. Auxiliary Element).

10.1 The Commander-in-Chief

The Commander-in-Chief is a special type of Commander. There can be only one Commander-in-Chief in an army. Some rules are specific to the Commander-in-Chief and only his Command Points can be used for them (eg. *modifying the Initiative Test* see *2.2 The Initiative Phase*).

The army cannot be left without its Commander-in-Chief. If the Commander-in-Chief is eliminated, a new Commander must be chosen to re-place him in the following Start Phase. Place the Commander-in-Chief's tray within 4" of any friendly Unit. The Commander-in-Chief cannot be placed in an enemy Army Element's Zone of Control. If there is not enough space on the table to place the Commander-in-Chief, place him as close as possible to the allied Units, outside the enemy Element's Zone of Control. Roll the dice to determine the ✉ of the new appointed Commander-in-Chief: 1: 4 ✉ , 2-7: 3 ✉ , 8-10: 2 ✉ . He uses the same card.

ARMY'S MOTIVATION

Historical armies rarely fought to the last soldier. Usually, when they suffered enough casualties, or were even surrounded or outmaneuvered, the soldiers would flee or surrender. Also, when the goal of the battle began to seem unattainable, the commanders themselves ordered the retreat so as not to lose strength. In By Fire and Sword this is reflected by the Army's Motivation.

Each army has a level of ⊛ specified in the Army List. The Army's ⊛ Level may drop during battle. If at any point in the game the Army's ⊛ drops to 0, the army Retreats and the game is over. ⊛ drops in the following situations:

- The loss of an Army's Element:
  - 🔴 no effect
  - ⚪ -1 ⊛
  - 🟡 -2 ⊛
- Ending a Round with half or less of your Units: -1 ⊛
- From the second Round, at the end of the Round the player controlling less Key Areas or Objective Markers than the opponent: -1 ⊛
- Ending a Round with fewer Units than the opponent within 12" of own table edge: -1 ⊛.

12

SPECIAL RULES

If an Army Element has a rule with a level shown in parentheses from more than one different source, the levels of that rule add up. For example, if a Unit with Parry (1) receives Shields that provide Parry (1), the Unit will have Parry (2).

12.1 Special Rules of the Army's Elements

All Round Defence

A Unit with this rule cannot perform the Standard Fire Action. It can perform the Special Fire: **Split Fire** Action. It can perform the Stand-and-Shoot Reaction also if it is in contact with an enemy Unit.

> **Split Fire (1 AP)** 🛡️ ⬆️ 🚩
> -1 🔔 🛡️ : -1.
> Can be performed with the *Stand-and-Shoot Reaction*. Can be performed in terrain with the Hindering: Shooting rule. Can be performed while in contact with an enemy Unit. For the purposes of this fire the Unit treats each REF as a REF-1. A Unit may fire at different targets consecutively, as long as it shoots from a different REF each time. If it shoots only at a single target, it shoots by dividing the Shooting value by half and rounding up. If it shoots at several different targets, that fire is made with the Shooting value divided by the number of targets. The value may be rounded up once, and is rounded down in other cases.

Amphibious Landing

When deploying his army, a player, instead of in the deployment zone, may deploy an Element with this rule in contact with any edge of the battlefield that is not the opponent's edge, no closer than 12 inches from any enemy Unit. If an Element with this rule is in the Vanguard it may be fielded in this manner during Reconnaissance.

Armored Pikemen

A Unit with this rule and 🛡️ or ⚔️ applies the following modifiers for formation instead of the normal ones:

Melee Weapons Upfront: +2 ⚔️ , -1 🔫 , +1 Impetus, **Parry (2)** against any enemy in contact with the front edge of the Unit. Uses the ⚔️ rule. In Reaction it can only adopt this formation if charged from the front.

The Square: Only if the Unit has 🛡️ . +1 ⚔️ , **Parry (1)**, **All Round Defence**, every edge counts as the front edge, and each REF as REF-1, Threat +1 when targeted by shooting. Uses the ⚔️ rule.

Artillery

To an Army's Element with this rule the following applies:

- It cannot perform the March, Retreat and Standard Fire Actions.
- If a Unit with this rule was to make a compulsory Retreat, a *Trample* occurs.
- A Line of Fire and a Fire Corridor can be drawn through a Unit with this rule.
- Allied units may draw a Line of Charge through a Unit with this rule.
- There are no ⭐ tests required when passing through this Unit.
- Ignorse *Hindering: Shooting* special rule.
- Within terrain with *Hindering: Shooting* and Stuctures gets 🗡 -1.
- *All Round Defence* rule never applies to this unit.
- When Shooting, it does not use the *Direct Range* rules.
- It has two Range values - Effective Range and Maximum Range.
- It access to two Special Fire Actions:

Artillery Close Range (1AP) 🎯 🚩
−1 ♟ 💥 〰: Effective. Threat +1.
The target automatically fails its 🛡 tests, no rolls are made.

Artillery Long Range (1AP) 🎯 🚩
−1 ♟ 💥 〰: Maximum. Threat +1.
Re-roll all To Hit successes. The target automatically fails its 🛡 tests, no rolls are made. Long Range fire can only be performed if there is no target within the Close Range. Threat is not increased by firing from the side or rear zones of the target.

Auxiliary Element

An Army's Element with this rule is activated together with the Commander. After resolving the Commander's activation, before the player's turn is complete, Elements with this rule may be activated in with Commander's Intervention, by spending ✉ per each Element. You must complete the activation of one Element before activating the next.

Caracole

A Unit with this rule may use the Special Fire: **Caracole Action**.

Caracole (2 AP) ⬆
−1 ♟ M: −
Immediately before shooting as part of this Action, the Unit performs a Move Action. Then performs Shooting. The Unit then performs the Retreat Action moving backwards exactly the same distance it moved in the Move Action. The unit replenishes 1 ♟ .

At no time during this Action a Unit may be in Terrain with the **Hindering: Shooting rule**. If, after making a Move, the Unit is not within range of any target, skip the Shooting and perform Retreat Action.

Civilians

A Unit or Group with this rule cannot move within 12" of enemy Units (but not Groups). If it is within 12" from an enemy Unit, it cannot take an Action other than Move or Retreat. It must make a Move/Retreat to leave the 12" zone around the enemy Unit via the shortest path possible.

Command (X")

A Commander with this rule may perform the Command Action within range of X" (see *10.2 Command*).

Countermarch

A Unit with this rule may use the Special Fire: **Countermarch**.

Countermarch (2AP) 🛡

–1 ⚑ / ⚔ : +1.
It cannot be used in Open Order. Before or after taking a shot, the Unit must move up to 2" exactly back or forward. During this displacement, it must not enter the area with the **Hindering: Shooting** rule at any time. The Unit replenishes 1 ⚑ after Shooting.

Crushing Charge

When a Unit with this rule performs a Charge Action or a Countercharge Action, as long as it was able to use Impetus, if it wins the Combat, it must either **Disengage** or perform a **Crushing Charge**. In the event of a **Crushing Charge**, the third step of Close Combat Resolution is not applied (see *7.4.5 Close Combat Resolution*). Instead, place a Unit with this rule so that its back edge touches the opposite edge of the target Unit from the one to which the Charge was made. Then, move the Charging Unit 1" exactly forward, away from enemy Units' Zone of Control, and change its Order Token to a face-up ⚔ Token. If this set-up is not possible, the Unit must perform a **Disengage**. The target of the Charge suffers Ⅾ if it lost the combat, but no more than 3.

Defenders

When a Unit has 🛡 it may re-roll 1 dice in every 🚩 test.

Discipline (X)

+ X to Close Combat Resolutions involving this Unit. If several Units with this rule are in combat, the modifiers must be added together.
NOTE: the modifier can be negative.

Disperse

The unit can adopt the following Formations: Standard or Open Order. When in Open Order Formation it gains +1 👢 .

Open Order: -1 ⚖ , any terrain (including open terrain) that does not have a **Cover** rule gains a **Cover (1)** rule for this Unit.

Dragoons

A Unit with this rule is a cavalry Unit that can change its type to infantry. The Unit can start the game either as infantry or cavalry. A Unit with this rule can change its type from infantry to cavalry and vice versa using the *Change Formation* Action.
A Unit with this rule has two 👢 values, the first applies when it's mounted and the second when it's on foot. Some of the Unit's rules and weapons only work when it is mounted, and others only when it is on foot. There is an appropriate icon (infantry or cavalry) next to such a rule.

We mark the change of the state of the Unit by changing its ranks. When mounted stands are in the front row, the Unit is treated like cavalry, when foot stands are in the front - like infantry.

Pike&Shottev

The unit can assume the following formations: **Melee Weapons Upfront** or **Square**. It cannot use the ⚔ weapons special rules if it is in a Standard Formation.
Melee Weapons Upfront: +1 ⚔ , -1 ⚔ . Uses the ✕ rule. This formation can only be assumed as a Reaction for a Charge from the front.
**The Square:** Only if the Unit has 🛡 . +1 ⚔ , All Round Defence, each edge counts as the front edge and each REF counts as REF-1, Threat +1 when it is targeted with shooting. Uses the ✕ rule.

Evade/Evade and Fire

As a Reaction to a Charge the Unit may Evade as long as it has 🔼 . After aligning the enemy Unit and passing the ⭐ test enabling the Reaction, perform the Compulsory Retreat. There is no standard Close Combat. Instead, perform the following procedure:

1. The Attacker: Remains with ⚔ . The Unit performs a Close Combat test to see how many men of the evading Unit were caught. For this test, you do not get any additional Impetus dice, and all successful hits must be re-rolled. The attacker must use 🗡 or 🔫 (if it has them).

2. The Evading Unit performs 🛡 tests for the hits received, followed by a 🏳 test with a Threat equal to the number 🅳 received. If the Evading Unit passes the 🏳 test, or fails only 1 roll, it performs the Compulsory Retreat and retains 🔼 . If it fails 2 rolls, it changes the Order to 🏳 and performs a mandatory the Compulsory Retreat.

A Unit with the **Evade and Fire** rule after passing the Reaction to Charge ⭐ test, but before performing Retreat, may immediately perform a free Special Fire: **Parthian Shot**.

Parthian Shot 🔼
−1 🔺 ½ 🔫 Always at Effective Range. If a Unit has the Bow special rule, it uses the full (basic) value of 🔫 and does not consume 🔺 .

Excellent Riders

The Unit can take the adopt Standard Formation or Open Order. When activated, it can perform the Free Change Formation Action. It may take this Action while in Close Combat.

Open Order: -1 ⚖ , any terrain (including open terrain) that does not have a **Cover** rule has a **Cover (1)** rule for this Unit.

Formation: Open Order

A Unit always remains in Open Order and cannot change to a Standard Formation. Profile modifiers are already included on the card. For a Group with this rule, any terrain (including open terrain) that does not have a Cover rule gains a Cover (1) rule for that Unit.

Open Order: -1 ⚖ to Close Combat results, any terrain (including open terrain) that does not have a **Cover** rule gains a **Cover (1)** rule for this Unit.

Grapeshot (X)

A Unit wioth this rule may use the Special Fire: **Grapeshot**

Grapeshot (X) (1AP) 🔘 🏳
〰️ : X"
Re-roll all fails in the To Hit Test. Threat +2. Can be performed as a Stand-and-Shoot Reaction.
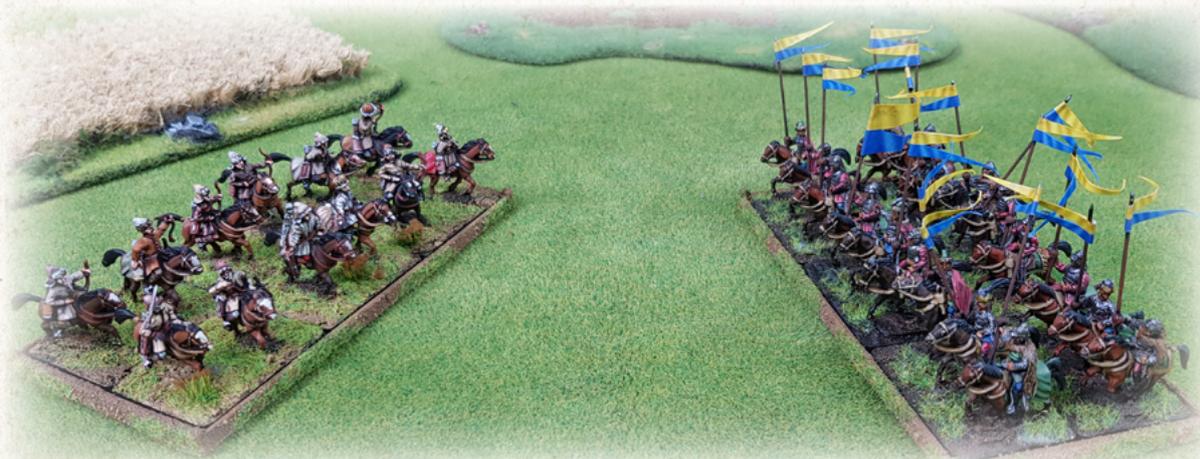
Guerrilla

If an Army's Element with this rule belongs to the Blue Player's Army, that Player may choose not to deplou Elment with this rule Deployment. It can later be placed at the start of any Turn of the Blue Player. If it is a Unit, then immediately place any Order Token next to it. The Element must be placed in an unoccupied Structure or entirely within an unoccupied Area, outside of Direct Range (4") from any enemy Element. After being deployed in this way it is immediately Activated and can perform its Actions.

Additionally, during each Start Phase, when Orders are placed face down, a Player may exchange the Order Token of a Unit with this rule for any other face-down Order Token.

Harassment

An enemy Group with this rule is treated as a Unit for the purpose of Reform and Rally (they cannot be performed if the enemy Group with this rule is in Direct Range).

Highlanders

An Army's Element with this rule ignores the Hindering: **Movement (-1)** and **No Impetus** Terrain Rules if the Terrain Element does not have the **Disadvantageous** rule. If it occupies an Area that does not have a **Disadvantageous** rule, it receives the **Parry (1)** rule.

Independent

During each Start Phase, when Unit Orders are placed face-down, you may exchange the Order Token of a Unit with this rule for any face-down Order Token (also the same one to bluff).

Insubordinate

When a Commander gives an Order to a Unit with this rule, make a ⭐ test. If passed - place the Order normally. If failed - you must spend 1 additional AP or place the 🚩 Token face-up and then flip it.test.

Intervention (X")

A Commander with this rule may only intervene within X" from himself (see *10.3 Intervention*).

Looters

Looters do not remove ①during step 4 of Close Combat Resolution (see *7.4.5 Close Combat Resolution*). If an Element with this rule is to voluntary leave a Structure it must pass a ⭐ Test with one die. If the test is unsuccessful, the Unit does not leave the Structure and its activation ends immediately.

Militia

If a Unit with this rule is to perform a Charge Action, perform a ⭐ test with one die. If it fails, another Action must be taken. If the target is a smaller Unit, the test is passed automatically. A Unit with this rule must pass a ⭐ test in order to perform a Countercharge Action, even if it normally it would pass the test automatically.

Parry (X)

When a Unit with this rule is attacked in Melee the attacking Unit rolls X fewer dice (but a minimum of 1 die).

Poor gunners

Unit with this special rule cannot take reactions.

Proxy Dragoons

Until the end of its first activation, when a Unit with this rule performs a Move, March, or Retreat Action, it is considered to be cavalry and that Unit's 👢 value is 6.

Ranked Fire

If a Unit with this rule is not in an Open Order, it may use the Special Fire: **Ranked Fire**.

> #### Ranked Fire (2 AP) ⊙
> −1 ⛰ 🗡 : +1. Replenishes 1 ⛰ after shooting.

Rifled Barrels

Allows Unit to perform Special Fire: **Long Range Fire**.

> #### Long Range Fire (1AP) ⊙
> −1 ⛰ 〰○ : 20" 🛡 : 0.
> The Skilled Shooters rule cannot be used. Re-roll all successes in To Hit Test.

Salvo

A Unit with this rule may perform Special Fire: **Salvo**.

> #### Salvo (1AP) ⊙ ⬆
> −2 ⛰ 🗡 : x1.5. Threat: +1
> Unit cannot be in Open Order. This fire can be performed as Stand-and-Shoot Reaction if the Unit has the ⊙ Order.

Scouts (X)

A Unit may re-roll X rolls during a Scouting Test. Nimble ⬆ . During its activation the Unit may perform a Free Change Facing Action.

Sharpshooters

A Group with this rule can shoot at Groups within 8"of it, even if they are not the closest target. When shooting: Threat +1, ignore Terrain rule: **Cover**.

Skilled Fighters (X)

A Unit with this rule may re-roll X fails in a To Hit test in ⚔ .

Skilled Shooters (X)

A Unit with this rule may re-roll X fails in a To Hit test in Shooting.

Swap Ranks

The Unit can adopt the **Standard Formation** or **Melee Weapons Upfront**. It cannot use the special rules for ⚔ weapons when in Standard Formation.

Melee Weapons Upfront: +1 ⚔ , -1 🗡

To the Last Man

If a Unit with this rule is in the 🟡 or 🔴 Condition, its 🏳 Test Threat is reduced by 1. In addition, if it occupies a Structure, it may not perform a Compulsory Retreat Action, and instead receives ❸ .

12.2 Weapon Profiles Special Rules

Destructive - damages buildings and fortifications (see *13.3.2 Destroying Structures*).

Polearms - works differently for Cavalry Units and Infantry Units.

In Close Combat that is a result of a Charge Action or a Counter Charge Action, if the Unit is using Impetus, it gains : +1

If a Unit with this rule has , the opponent in contact with the front edge of that Unit cannot use Impetus.

Polearms: Pikes - additionally, a Unit in the Melee Weapons Upfront Formation with the rule and or uses the following modifiers instead of the normal modifiers for Formation: +2 , -1 , +1 Impetus, **Parry (1)** against any opponent in contact with its front edge.


Lance - lances are a disposable weapon. A Unit must discard Lances after each Close Combat, even if it cannot use them. A Unit can only use Lances when performing a Charge Action or a Counter-charge Action, and only against the enemy in front. A Unit that uses Lances receives an additional +1 to Impetus and Pierce: 3, and the Crushing Charge rule. When it loses Impetus, Pierce drops to 1. A Unit that uses Lances in combat cannot use pistols.

Winged Hussar - lance Unit with the rule in addition ignores the and rules.

Bow - does not recover with the Reload Action. Performing Standard Fire does not consume . A Unit with this rule has two Shooting values. The first value is used for **Standard Fire**. Unit may perform the Special Fire: **Hail of Arrows**.

Hail of Arrows (1AP)
–1 : Uses the second Shooting value.

13

TERRAIN

Terrain can be Open - a clean table that usually has no special rules – or Terrain Elements, i.e. models placed on the table that represent a specific area that affects the game. Terrain features have special rules.

13.1 Terrain Special Rules

If at any time during the movement of a Unit (including the starting and ending positions) any part of the trays edge it moves from would be placed in an area where the rules apply to the movement of the Unit (eg. it would enter an Area with the Hindering: Movement rule), apply this rule and adjust the movement accordingly to the changed 🥾 values.

If next to the rule there is no Unit Type symbol it means that It reffers to all Types. If there is one or more the rule reffers only to shown Unit Types.

Blocking Line of Fire – a Line of Fire or a Fire Corridor cannot pass through a Terrain Element with this rule. This rule does not work when:

- the line runs to or from the Unit occupying or manning that Terrain Element,
- both the Target and the Shooter are at least partially within this Terrain.

Protective (X) – units occupying this area or a structure with this rule, receive a -X modifier to the Threat of 🚩 tests.

Defensible (X) – infantry with 🛡 occupying this area or manning a structure with this rule gains +X ⚖. Sometimes other types of Units may take advantage of this rule. This is stated in the terrain rules. Any Unit other than infantry attacking infantry using this rule rolls -X dice in ⚔.

Disrupting – any Unit or Group in the area performs a ⭐ test. The test is performed with 1 dice for Groups and S Units, 2 for M Units, 3 for L Units and 4 for XL Units. Each failure means that the Unit/Group gains ❶. Additionally, a Unit located in a Disrupting Terrain cannot Reform and cannot be Rallied.

The test is performed:

- after the Unit/Group performs any Action in this area or an Action during which it passes through this area (even partially),
- when a Unit in that area is activated in Close Combat. In this case, the test is performed before any Close Combat tests are made.

Regardless of the reasons, the test is performed only once per game round.

Additional Protection (X) – Infantry and artillery occupying this area or manning a structure with this rule replace their 🛡 value with X, if their own value is lower.

Elevated – Line of Fire can be drawn from and to Army's Elements occupying or manning this Terrain Element above Units and Terrain Features with the Blocking LOF rule. It does not apply to situations where the Unit is located in or is manning an area with the Elevated rule and Terrain Elements

having both the Elevated and Blocking LOF rules.

Impassable – no part of the Army's Element's tray can be placed within a terrain element with this rule.

Disadvantageous – a Unit with at least 3 REFs within this area suffers penalties in Close Combat and when shot at. When in Close Combat it receives -1 ⚖. When under fire 🏴 test Threat is increased by 1.

Cover (X) – when a Unit occupying an area or manning a structure with this rule is the target of Shooting, Fire is performed by rolling X fewer dice (but a minimum of 1).

No Impetus – a Unit that, while Charging, at any time (including while moving) enters an area with this rule with any part of the tray may not use the Impetus rule during this Action.

Structure Points – buildings have Structure points. Structures have Structure Points. Each two hits obtained in a single Fire Action with the ✷ rule targeting a Structure or a Unit occupying the Structure decrease Structure Points by 1. If it drops to zero, replace this Structure with Ruins, and the occupant unit receives ③ and changes the order to face-up 🏴 .

Hindering: Movement (-1 or 1/2R) – -1 value means that the 👢 of a Unit is reduced by 1". The ½R value means that the terrain reduces 👢 by half, this means that each inch a Unit moves in this terrain counts as 2". *Reposition Action* is limited to 1".

The 👢 reduction cannot be by more than half of the Unit's 👢. If a Unit was to cross more than 1 Hindering Terrain in a single Action its 👢 is always reduced by half - regardless of the reduction value for each Terrain type.

Hindering: Shooting – Army's Elements in this area may not take the Special Fire Action, unless otherwise permitted by special rules.
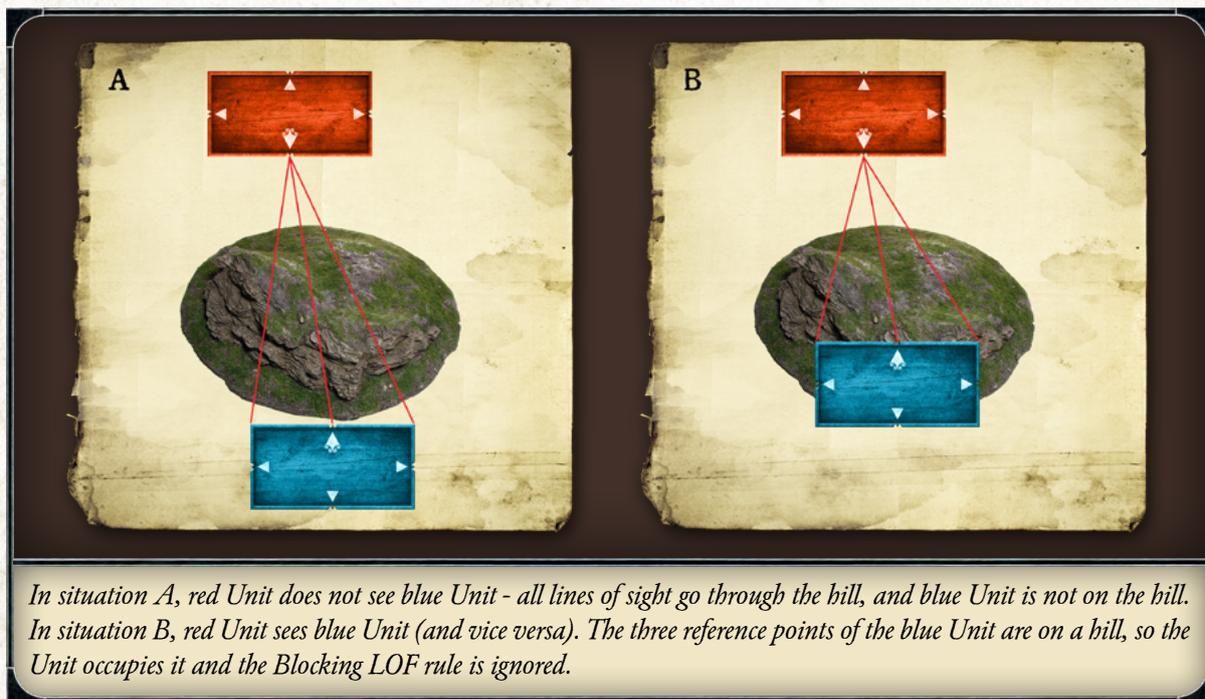
In situation A, red Unit does not see blue Unit - all lines of sight go through the hill, and blue Unit is not on the hill. In situation B, red Unit sees blue Unit (and vice versa). The three reference points of the blue Unit are on a hill, so the Unit occupies it and the Blocking LOF rule is ignored.

13.2 Area Terrain

13.2.1 Area Terrains and Army's Elements

As a rule, Army's Elements can move through Area Terrains, as well as end their movement on them. Multiple Units can be inside a single Area Terrain. The rules affecting Movement and Charge always apply if an Army's Element touches the Area Terrain with any part its tray. Other rules apply only if the Unit has at least 3 REFs in the Area Terrain, and for Groups, if their entire surface of the tray is inside the Area Terrain.

13.2.2 Examples of Area Terrains

- **Decorative Element:** small chapels, single buildings, trees, small rocks, sheaves of hay. This terrain has no impact on the game, it only serves to decorate the battlefield. If any Unit enters this area, either move it or take it off the table so that it does not interfere.
- **Grain fields:** Infantry and Groups:

  Cover (1) 🪖 🔫 ⭕

  and Hindering: Movement (1) 🪖 🔫 ⭕
- **Plowed fields:** Hindering: Movement (1).
- **Soggy ground:** Hindering: Movement (1), No Impetus.
- **Stream, Ditch:** Hindering: Movement (1/2R), Disadvantageous, No Impetus, Hindering: Shooting.
- **Hill:** Blocking LOF, Defensible (1), Elevated, Hindering: Movement (1), No Impetus.
- **Forest:** Infantry and Groups: Blocking LOF, Protective (1), Hindering: Movement (1) 🪖 🔫 ⭕ 🐎,
- **Ruins:** Infantry and Groups: Blocking LOF, Protective (1), Hindering: Movement (1), Hindering: Shooting.

13.3 Structures

Structures are various types of buildings, fortifications, etc., found on the battlefields. They can be of great tactical importance as well as be strategic goals that play a key role in scenarios.

13.3.1 Units in Structures

A Unit may not complete any Action in which it has moved on a Structure. A Unit that has any of its REF in contact with an occupied Structure may, in its Activation, perform the **Capture the Structure** Special Action. If the Unit is in a Structure, it may perform the Leave the Structure Special Action. If a Unit is in a Structure and is about to perform a forced Retreat Action it instead performs the Leave the Structure action in a way that it end up on the opposite side of the Structure from the source of the threat.

Capture the Srtucture (1AP): The Unit is taken off table and the structure is marked as manned by it. The Unit immediately ends its activation and changes its Order Token to a face up ⬆ token.

Leaving the Structure (1AP): Place the Unit on the table with front or rear REF in contact with the Structure. The Unit immediately ends its activation and changes its Order Token to a face up ⬆ token.

A single Structure may be occupied by only one Unit. For the purposes of movement of other Units, treat the Structure as a Unit belonging to the occupying side. A Unit occupying a Structure may be the target of an Action (e.g. Shooting).

As long as a Unit occupies a structure, the edges of the structure are the edges of the Unit and each is treated as the front edge. A Unit in a structure does not have designated REFs. Whenever a REF or REF-1 is referred to, the Player selects any point on the edge of the structure and treats it as REF-1. The Unit occupying the structure receives the **All Round Defense** special rule.

- If, as a result of the capturing of a Structure, any enemy Units are in the Zone of Control of the occupying Unit, each of these Units should be:
- moved up to 1" so that it moves out of the Zone of Control, or align it with the edge of the Structure so that its closest REF is in contact with the Structure.

A Unit that must perform a forced Retreat Action (e.g., as a result of Shooting or losing a Close Combat) must be placed in contact with the edge of the Structure with its front or rear REF so that it is no closer to the source of threat. It then performs a forced Retreat. If this is not possible, a **Trample** occurs.

A Unit that has won Close Combat against a Unit occupying a Structure may, instead of Pursuit, immediately occupy that Structure.

Groups cannot occupy Structures.

To indicate that a Structure is occupied by a Unit, you can, for example, place a tray within the structure, place the bases of the Units as markers, or place a Unit card next to the Structure. It is only important that it is legible and clearly visible to all players.

13.3.2 Destroying Structures

An Unoccupied Structure as well as a Unit manning a Structure may be targeted by fire.

Structures have Structure Points. Each two hits obtained in a single Fire Action with the ☀ rule targeting a Structure or a Unit occupying the Structure decrease Structure Points by 1. When they drop to 0 the Structure is destroyed - henceforth it becomes an Area Terrain: Ruins.

13.3.3 Multi-segment Structures

Some Structures consist of several segments. Each acts as a separate Structure, and each segment can only be occupied by a single Unit. One Unit can man one segment at a time. Different segments can be occupied by hostile Units. They remain in contact with each other and can normally fight in Close Combat and Fire at each other according to **All Round Defence** rule.

A Unit occupying a Structure segment can move to another unoccupied segment of this Structure for 1AP. A Unit that wins Close Combat with a Unit manning another segment may immediately man the abandoned segment instead of conducting a **Pursuit**.

13.3.4 Examples of Structures

- **Light buildings:** *Blocking LOF, Protective (1), Defensible (1), Cover (1), No Impetus, Structure:3*
- **Solid buildings:** *Blocking LOF, Protective (1), Defensible (1), Cover (2), No Impetus, Structure:3*