

Rules Update for Warmaster Ancients

P25 Skirmishers Evading a Charge – delete all four paragraphs and replace as follows. Note that this new rule replaces the rules addition ‘Evades from close range become subject to chance’ in Warmaster Ancient Armies and Warmaster Medieval Armies.

Skirmishers Evading a Charge

A unit of skirmishers can choose to evade from a charge in some situations as noted below. This allows skirmishing units to avoid fighting by using their speed and manoeuvrability to react quickly and move away as their enemy approach.

1. The unit must not already be engaged in combat. If already engaged in combat a unit cannot evade.
2. The unit must not be **confused**. If already confused the unit cannot evade.
3. The unit must not have already evaded from a charge that phase. If a unit evades from one enemy it cannot then evade from a second.
4. Skirmishing infantry cannot evade from other skirmishers of any kind.
5. Skirmishing cavalry and or chariots cannot evade other skirmishing cavalry and/or chariots. Note that they can evade skirmishing infantry as these are deemed slower and less manoeuvrable.

As stated above, units that are **confused** are not allowed to evade from a charge. This doesn't happen very often, but it can happen during **advances** in some situations so we will allow for it. See the rules for Confusion p63.

Units can only evade from enemy they can see (p24). Skirmishers can see ‘all round’ as described in the section on Visibility p10, so in most situations a unit of skirmishers will be able to evade even if charged in the rear or side.

To work out an evade move, the charging unit is first positioned into contact with the skirmishing unit as described under The Charge Move p26. The player whose unit has been charged must declare if he wishes to evade. If the unit evades it moves away from the chargers as already described for evade moves made in the player's own Command phase. Choose any one of the skirmisher stands contacted by the enemy and move it directly away from the enemy unit, then move the remaining stands back into formation. The entire evading unit must finish its move at least 5cm from any enemy and from any units engaged in combat. If unable to comply with this restriction units are not allowed to evade. Skirmishers who are permitted to evade and shoot can do so once their evade move is complete as described below.

If an enemy unit evades from a charge leaving the chargers no longer in combat then the chargers can normally **fall back** as described for a unit that has fought combat. See the rules for Fall Backs on p60. However, chargers are not allowed to fall back if they have suffered 1 or more casualties from skirmishers that have evaded and shot as described below. In this case the chargers are driven back by missile fire instead – see the rules for drive backs in the Shooting section p40. Chargers driven back by missile fire in this way may be confused as a result, but as confusion is recovered at the end of the Command phase this is normally only relevant during **advances** – see p60.

Evade and Shoot

Skirmishers are almost invariably armed with ranged weapons and are therefore allowed to shoot at an enemy unit that charges them and which crosses their normal shooting zone to do so. This is described in the Shooting rules p37. If skirmishers choose to evade instead of standing then they normally lose the option of shooting. Skirmishers can either stand and shoot **or** evade, but not both except as noted below. The player whose skirmishers have been charged must declare whether he wants to stand and shoot or evade once the enemy chargers have moved.

The exception to the above rule is for skirmishers who are **faster** than the enemy unit that has charged them (i.e. cavalry or chariots evading from infantry). Skirmishers who are faster than their chargers can evade and then shoot at their chargers. Although we might reasonably assume the evaders shoot as they move, it is practical to work out shooting once the unit has completed its evade move. This means the unit is able to shoot so long as it remains within range and sight of the enemy once it has evaded. Note that the evaders must shoot at their chargers, and not at other enemy even if these are closer, and must be able to draw a line of sight to their enemy in the normal way. This is explained in the rules for Shooting p37.

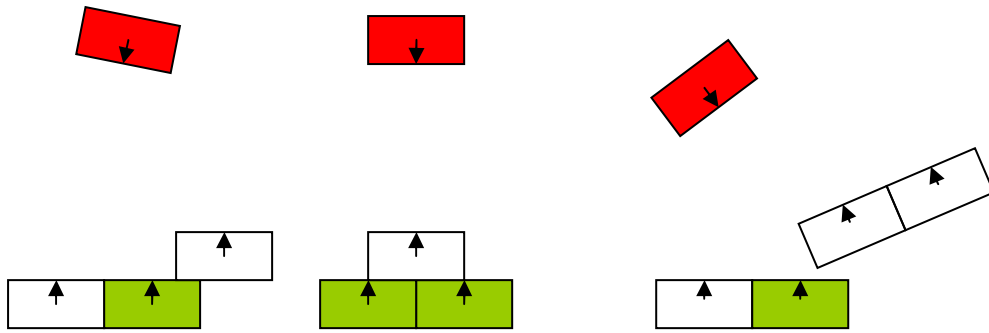
Comment. *I realise this is a bit long-winded – but I thought it better to re-write the section from scratch rather than simply summarise the rule and leave room for ambiguity. In essence – skirmishers can no longer shoot and then evade. In most cases skirmishers can shoot or evade. In the case of ‘faster’ skirmishers they can evade and then shoot. Chargers whose enemy evade from them can fall back – the same way as units falling back from combat (ie 3D6cm behind their front) unless they take casualties in which case they are driven back. There are references throughout the original rules to skirmishers both shooting and evading – I have not attempted to hunt all these down. Please take it as read that all references to skirmishers shooting and evading are deleted or amended where appropriate.*

P37 Range and Shooting Zone – delete both sections and replace as follows.

LINE OF SIGHT FOR SHOOTING

In order to shoot a stand must be able to draw line-of-sight to the target from the **whole width** of its base. This simply means all the individual men represented by the stand are able to bring their weapons to bear in an effective manner. If any portion of a stand’s edge is unable to see the target then that stand cannot shoot – even though the stand itself may still be able to ‘see’ the enemy in the sense described in the rules for Visibility on p10.

Line-of-sight is most commonly blocked in this way if any part of another stand covers the shooter’s frontage or if it is obscured by terrain. This is usually obvious enough. In most situations the deciding factor will be whether it is possible to draw line-of-sight from both front corners – and most of the time it will be sufficient simply to establish that this is so.



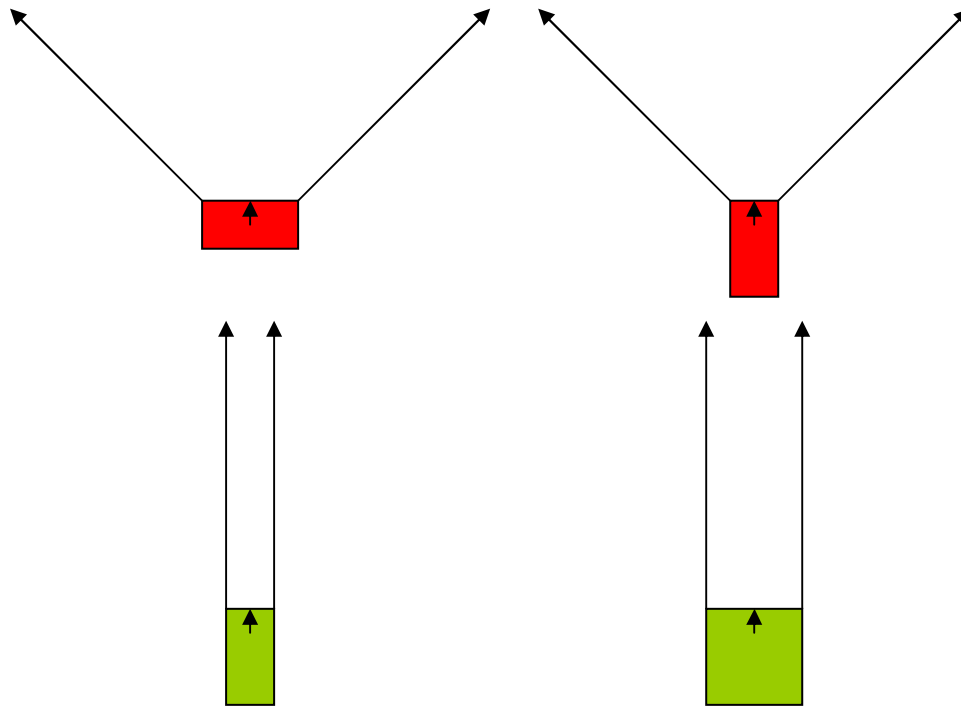
In the examples above the stands marked in green are unable to shoot at the target units marked red as they cannot draw line-of-sight from their whole base width. In the examples on the left and centre, part of the stand's frontage is covered by other members of the same unit. In the example on the right, line-of-sight is partially obscured by a different friendly unit – although it could equally well be a terrain feature or an enemy unit in combat, for example.

SHOOTING ZONE

Stands armed with missile weapons cannot necessarily shoot at an enemy unit just because they can see it as described above – the target must lie at least partially within the stand's shooting zone. For the vast majority of stands, the shooting zone extends forward of the unit's front edge as shown on the diagram below. This zone is established by bisecting the stand's two front corners, and is exactly the same as already described for charge zones (see p26).

Artillery stands have a shooting zone that extends directly forwards from the width of the stand's base. See the Artillery rules on p125.

A stand can only target an enemy unit that lies at least partially within its shooting zone. It does not matter how many enemy stands are within the zone; so long as at least one stand is at least partially within the zone the whole unit is a valid target.



Top – shooting arcs for normal wide-based stands on the left and narrow based ‘shock’ stands on the right.

Below – shooting arcs for artillery whether narrow based or based to the width of the stand or on square bases.

RANGE

If a stand is able to shoot its maximum range is shown in centimetres on its stat line. If a stand has a dash (-) on its range stat then it cannot shoot, and any missile weapons it has are assumed to be used only at the short distances equated with close combat.

Range is always measured for each stand from the closest point of the shooting stand’s frontage to the closest point on the target unit. If a stand is within range, if it has line-of-sight to its target, and if the target unit lies at least partially within its shooting zone, then the stand can shoot. This may mean that some stands in a unit are within range whilst others are not – just as some stands might have line-of-sight or not. Needless to say, those stands that are out of range cannot shoot.

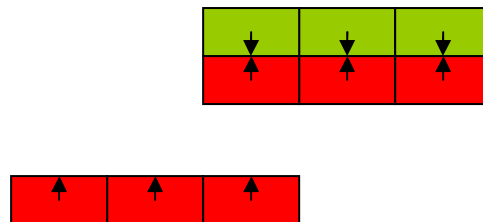
Note that range is always measured **closest point to closest point** - it is not necessary that a stand has its whole base width within range to shoot. So long as the stand is within range measured closest to closest we assume the stand is within range. This avoids complications with measuring, especially when shooting at chargers where the target is a moving one, as we shall see later.

***Comment.** This is a major revision of the rules for shooting which affect skirmishers and units in irregular formations. The revision is mostly aimed at reducing the effectiveness of skirmishers as well as other units in stepped formations that could*

otherwise bring what was felt to be too much fire-power to bear over too narrow a frontage. At this stage I have not attempted to allow for horse archers firing to their rear – although I realise there is a perfectly good case for this and I have not simply forgotten! Rather – I would like to consider variants such as this to be special rules – and deal with them as exceptions. In any case – subject to further try-outs - we will allow skirmishing horse archers the privilege of shooting from their rear edge treating it as if it were the front.

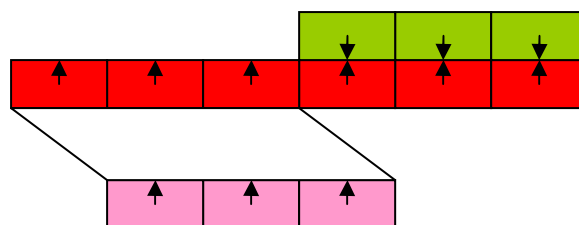
P29 Pinned Targets – delete section and replace as follows.

If the appropriate edges of all the stands in a target unit are covered by opposing stands that have engaged it in combat, the target unit is described as pinned. Note that all appropriate edges have to be covered by opposing stands and not by a mix of opposing stands and terrain, for example. This situation typically looks like the diagram below.



The top two units are engaged in combat whilst the second red unit is positioned to green's front, and can clearly see green from the leftmost and centre stands, but cannot charge to the green's front because it is already covered. Green is a pinned target.

In the case of a pinned target, the first charging stand can move into corner-to-corner contact with the closest enemy stand assuming the charger can see it and has a clear path. This is an exception to the normal rule that stands must charge edge-to-edge. Note that the charger will always have to be positioned slightly to one side of the target in order to see it, though not necessarily to the degree shown here.



The first stand is moved corner-to-corner and the unit makes a battleline in the usual way.

Comment. This removes the ability of units to charge to an enemy's flanks unless they are already within the enemy's flank zone, but adds the capability to extend a battleline by adding additional units as described.

P16 – Command Penalties – delete points 4 and 5 except for the diagram and replace as follows.

4. Enemy Close. If there is an enemy unit within 20cm of the unit you wish to move there is a Command Penalty of -1. This penalty is waived if the enemy is obscured by terrain or friendly units, but it still counts if enemy are out of the unit's normal line-of-sight as defined on p10.

Closest Enemy Within 20cm	Command Penalty -1
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5. Exposed Flank or Rear. If there is an enemy unit within 20cm of the unit you wish to move and if it is also within the unit's flank or rear zone, there is an additional Command Penalty of -1. This penalty is waived if the enemy is obscured by terrain or friendly units in the same way as the penalty for enemy within 20cm. This penalty is also waived if a stand's exposed flank, rear edge or any adjoining corner is touched by another friendly stand; in these cases the edge is considered to be covered.

Closest Enemy Within Flank or Rear	Command Penalty -1
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Comment. This change makes it easier to move units around combats in many instances and enables troops to ignore enemies that lie on the other side of hills or woods. Note that it assumes troops can see all round for purposes of this particular rule – and for that reason I've avoided talking in terms of what a unit can 'see' – as units poised to attack you in the back are theoretically 'out of sight'. I've also taken the opportunity to extend the 'covered flank' to include stands positioned corner-to-corner – as that not only seems sensible but it's also how most people interpret the existing rule anyway.

P71 WITHDRAW – delete the section from 'casualties' to the bottom of the page and replace as follows. Note that this amendment incorporates the previous amendment for skirmishing armies published in Warmaster Ancient Armies and effectively replaces it.

Casualties. Once an army has lost half or more of its core units it must **withdraw**. This is sometimes referred to as the army's **break point**. Units destroyed in their entirety count as lost, and units reduced from 3 stands to 1 count as half a unit lost. Other units reduced from 3 stands to 2, or 2 to 1, are not considered – they are still assumed to be capable units.

Each players must make a note of how many 'core' units his army has at the start of the game and inform his opponent of his break point. For example, if an army has 17 or 18 core units its break point is 9. In most armies, core units are all the units apart from skirmishers with no Armour value. Skirmishers with no Armour value are not considered core and they are not counted towards the break point. However, if an army has more skirmishing units than non-skirmishers in total, **all** skirmishers count as 'core' including those with no Armour. A further exception is made for scythed chariots – these **never** count as core units in any circumstances as they are essentially disposable weapons – see the special rules for scythed chariots.

When one or both armies withdraw, the battle ends at the conclusion of the current phase. Calculate Victory points to establish the victor as you would for a game fought to a full number of turns. However, if one side has withdrawn then it cannot score more victory points than its opponent – the best result the player can hope for in this case is a draw. It is theoretically possible for both armies to withdraw at the same time; for example, if both sides suffer sufficient losses that they reach their break point in the same phase. When both sides withdraw in the same phase the result is always a draw regardless of which side reached its break point first.

Skirmishing Armies Command Penalty. If an army includes more skirmishers than non-skirmishing units then all of its skirmishing units count as 'core' including those with no Armour value as already noted. Such armies can often be very large and can lose many units before they reach their break point. To compensate for this, all Commanders in the army suffer an additional -1 Command penalty when giving orders to units more than 20cm away once the army has lost a **quarter** or more of its units. Units reduced from 3 to 1 stand count for half a unit lost as already described.

***Comment.** Allowing single stands to count as half a unit lost is a rule played in the last two campaign weekends and which has already been adopted by many players as standard. I've taken the opportunity to rewrite the section as otherwise we have two sets of amendments on top of the written text and it all gets a bit messy. I've also made provision for scythed chariots here – this note also needs adding to the special rules for scythed chariots.*