

# Champs de Bataille

The 'Kadesh' edition (the rules still apply to all battles). New rules are noted by \*.

## 0. Overall

### 0.1 Game Scales

**Champs de Bataille** is designed to simulate the fighting between armies of widely differing types over a long period of history, accordingly the scale will alter from game to game. Nevertheless, as a general guide, the scales are as follows:

A game turn is equivalent to about 15 minutes of real time.

A hexagon represents about 50 metres.

Each unit represents about 125 to 250 cavalry or foot, 1000 men if a warband, and 15 elephants or 25 chariots.

### 0.2 Abbreviations.

To permit the easy adaptation of the DBM army lists we have retained the same designations and abbreviations as in the original rules, that is to say in English.

## 1. Terrain

### 1.1 Map and hexagons.

A hexagonal grid is superimposed on the map to regulate movement and combat.

### 1.2 Types of terrain.

A number of types of terrain may appear on the map.

- clear terrain (flat, firm going, devoid of any important features, including gentle hills)
- broken terrain (moderately marshy or rocky terrain, wooded terrain, rivers and frozen lakes, low brush)
- \*Difficult terrain wood, hedges, marsh, built up areas, olive groves and pens. In difficult terrain, groups may not be formed unless they are in one column (i.e. placed front to rear).

Wood or oasis: Line of sight is a maximum 2 hexes across woods. Units entering a wood must begin their movement next to the edge.

Terrain influences movement (see 9.6), shooting and melee (see corresponding tables) or blocks line of sight (see 10.2). The map is, in general, covered with clear terrain with a number of zones of particular terrain. Placement rules for terrain are to be issued.

## 2. Units.

### 2.1 Introduction

Each army is made up of different types of combat units, represented by the counters.

Each army also has 2 to 3 generals. (The term general does not imply a great lord, simply a war chieftain surrounded by his personal guard). Apart from their ability to command (see Rule 4), General counters follow the same rules as other units, depending on their type.

Each unit has certain factors marked on the counter, which detail the characteristics of the unit.

### 2.2 Regular and irregular units

Each unit is either regular (**Reg**), or irregular (**Irr**). This distinction, which depends on the level of training and discipline, reflects the ease with which units may be controlled (see 4.2). Accordingly, Regulars are generally trained to undertake complex manoeuvres where Irregulars can only obey simple orders.

This classification applies equally to Generals; regular generals benefit from a larger command ability (see 4.1).

### 2.3 Unit quality

Unit quality evaluates morale, the level of training and the motivation together with the quality of equipment of different units. They are distinguished as follows: superior units (**S**), ordinary (**O**) and inferior (**I**); and by fast units (**F**) and special units (**X**).

## 2.4 Unit types.

This classifies units by their function (both movement and combat) on the battlefield. The game gives only a number of counters present for each type, together with unit types that will appear subsequently

### A Mounted Units

- **Knights (Kn)**: Units of shock cavalry whose basic tactic is an impetuous charge. (For example, Alexander's Companions or Medieval Knights). This category also includes heavy chariots.  
\*Kn (X) units are cataphract units equipped with the Kontos, a two handed spear. They rate as Kn(S) against fire and against LH, Sp, pikes and archers in melee. Against Wb, Kn, Bd they are Kn(I) and Kn(O) otherwise.
- **Cavalry (Cv)**: Units of cavalry equipped with missile weapons (bows, javelins). This category also includes most war chariots.
- **Light Cavalry (LH)**: these units fight principally by skirmishing, with swift movements, distant fire all to avoid hand-to-hand combat
- **Elephants (El)**.

### B. Foot Units

- **Spears (Sp)**: Infantry who fight in serried ranks usually in depth, equipped with a spear or javelin and shield (Greek hoplites and Saxon fyrdmen)
- **Blades (Bd)**: Infantry fighting in formation, but trained for individual combat (swords, halberds, axes etc.). This would include Roman legionaries and dismounted knights.
- **Auxilia (Ax)**: Open order foot armed to permit hand-to-hand action (Greek Peltasts and Roman Auxilia)
- **Bows (Bw)**: Close order units armed with bows or crossbows, trained to fire by volley
- **Psiloi (Ps)**: Units armed with missile weapons (bows, slings, javelins) who fight in open order with light equipment and who seek to avoid hand-to-hand combat
- **Warband (Wb)**: Units whose effectiveness arises entirely from the ferocity and momentum of their men, rather than their cohesion or discipline (Gauls, Germans)
- **Hordes (Hd)**: Masses of men of low quality and poorly armed (revolting peasants, Persian levies etc.)
- **Baggage (Bag)**: Non-combat units representing the logistic base of an army; fixed (camps or enclosures) or mobile (wagons and flocks), they have no offensive force. Each Corps of an army must have two Baggage units

## 2.5 Impetuous Units

The so called impetuous units are susceptible to move out of control (see 9.5 and 11.9). The following are impetuous:

- The following **irregular** units: Knights (**S**), (**O**) or (**F**), Warbands, Spears (not stacked with Bowmen [**X**]), Blades (**S**) or (**O**);
- The regular or irregular units, other than the Baggage, who are **closer** in hexes to a demoralised enemy unit than an undemoralised enemy unit (see 12).

The units of a demoralised Corps (see 12.3) are never impetuous.

## 2.6 Light Units and skirmishers

These types of units obey special movement rules. They are:

- **Light units**: units of Light Horse, of Psiloi and of Auxilia (see 4.2);
- **Skirmishers**: units of Light Cavalry and of Psiloi solely (see 6.2 and 9.2).

### 2.7 \*Units capable of dismounting

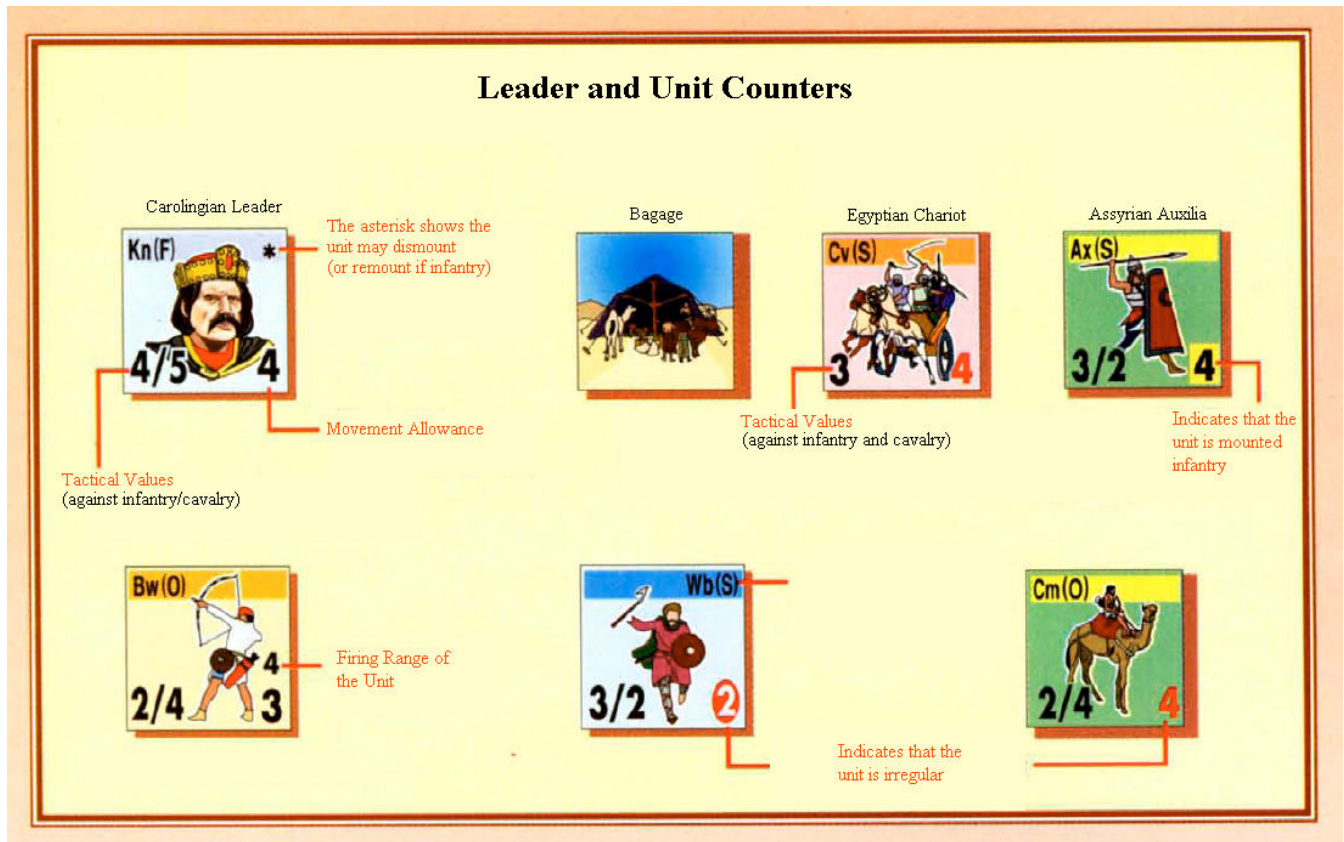
In some scenarios or army lists of, some units may fight mounted or dismounted. Each state has a different counter. At the start of the scenario, before placement, the player decides whether they will fight on foot or on horseback. Such units remain in that state for the entire game, and may not either mount or dismount. The player is free, however, to choose how many units will be in what state.

In contrast, mounted units may need to dismount in certain circumstances, such as attacking a fort or entering difficult terrain. This costs 1 AP per unit (not group). Details are given in scenario special rules.

### 2.8 \*Mounted infantry

In the army lists, some infantry types have horses (or camels) in order to move. In strategic movement (move than 4 hexes away from enemy troops), these units move or flee as mounted troops. In tactical mode (4 or less hexes), units move and fight as on foot. These actions are automatic and do not require AP expenditure.

Horse mounted infantry move as Cav(I), camel mounted infantry as Camel (I) (4 MPs in both cases).



## 3 Sequence of play

Every game turn consists of two sequences, one for each player. The attacking player goes first every turn. The player whose sequence it is is called the active player.

### 1. Determination of number of Action Points (PAs)

The **active player** throws 1d6 for each one of his generals and calculates the final PAs (see 4.1)

### 2. Movement

The **active player**, using his allocated PAs, can move units or groups of units (see 9). Once movement is completed, the impetuous units which are <<Out Of Control>> make a spontaneous advance (see 9.5) and the units of a demoralised Corps flee.

### 3. Ranged Missile Combat

The units of **both players** with missile capability may shoot (see 10).

#### 4. Melee

The units of **both players** that are in frontal contact fight. The active player decides the order of resolution of melees (see 11).

Once the first player has completed the sequence of play, the second player starts his turn.

## 4 Action points

The Action points (PA) represent the control capacity that generals have over units of their Corps. Each army has 2 or 3 Corps, each commanded by a general. One Corps is under the Commander-in-Chief. The PA allows units to perform actions.

### 4.1 Determination of the AP

To the beginning of his turn, the player throws a number of d6 equal to the number of Corps in his army.

For regular generals, the player is free to assign each die to a Corps of his choice after the throw. However, before throwing the dice, the player must assign each die to each Corps commanded by an Irregular general OR if the Commander-in-Chief is dead.

Note: it is recommended different coloured dice are used for regular and irregular generals.

*Example: An army of two corps is commanded by two regular generals. The player throws two dice scoring 5 and 3. He is free to assign either dice to either Corps. However, if the army had an Irregular general the player would need to assign one dice to that general. Each Corps would take retain its score independently.*

Action points may not be accumulated between turns.

### 4.2 Using PA

During the movement phase, the AP of every general is used to activate units or groups of units (see 5) belonging to the Corps of that general. A unit or a group of units can be moved, <<Kept in Control>> (in the case of impetuous or fleeing units), mount or dismount (for units with those capabilities). The basic cost to activate a unit or a group of units is 1 PA. **All the modifiers are cumulative.**

#### • Movement

The basic cost for movement is modified as follows:

- + 1 PA to move a unit or a group containing **Irregulars** (except skirmishers and cavalry [O] or [S]) or **Regulars (I)** (except light troops) who change facing during movement.
- + 1 PA in order to move a unit or a group containing **Irregulars** (except skirmishers and cavalry [O] or [S]) or **Regulars (I)** (except light troops) in which any unit (whatever its type, except **Psiloi**) does not spend all its movement points. This modifier does not apply if any unit from the group moves adjacent to an enemy unit, a river or impassable terrain.
- \*+ 1 PA in order to move a group containing **Irregulars** (except skirmishers) that executes a second or subsequent march movement in the same turn (see 9.3). The cost of +1 is applied to each movement after the first (see example 3)

#### <<Keeping in Control>>

A player may spend PAs to prevent his impetuous troops making spontaneous advances (see 9.5) or the troops of a demoralised Corps from fleeing (see 12.3). The basic cost for <<Keeping in Control>> is altered in the following way:

+ 1 PA in order to <<Keep in Control>>a unit or a group of units that has **Irregular** troops [except those entirely on foot who are occupying a position of advantage:

- in broken terrain
- difficult terrain
- higher than the nearest enemy,
- defending fortifications or,
- defending a river.]



## Modifiers for Generals

The basic cost of all actions is also modified as follows:

**-1 PA** in order to activate a group commanded directly by the Commander-in-Chief or if the Commander-in-Chief activates alone (the cost of action could be equal to 0). This modifier can only apply once per turn.

**+ 1 PA** in order to activate a unit or all units of a group that:

- Have a line of sight to their general greater than 12 hexes;
- Out of sight from their general (according to 10.2) and at least 6 hexes away

The command distance cannot cross a enemy unit or impassable terrain.

**+ 1 PA** in order to activate a unit or a group of units whose general is adjacent to a enemy unit, has left the map or was eliminated (in these two last cases, the << out of view >> modifier does not apply in addition).

\* In addition, the CinC of the army has an additional

PA, usable by himself, or a group that he commands.

## 4.3 Allied corps

An army may have an allied corps. This corps has its own action die roll.

An allied corps is considered unreliable if the first die roll for APs of the game for that corps is 1 or 2.

Units from an unreliable ally may not move within 12 hex of an enemy, nor missile fire. A corps loses this status in the following cases:

- the player throws a 6 for that corps on an AP roll
- an enemy unit moves next to one of its units
- a unit is subject to enemy missile fire
- an enemy corps is demoralised

An unreliable allied corps of a different nationality changes side when a friendly corps is demoralised. The enemy player takes control next turn.

## 5 Group

The concept of group is the most important aspect of the game. Maintaining an army in a minimum number of groups permits the use of action points to be maximised.

### 5.1 Definition of a group

A group is constituted of units of **same Corps**, adjacent to at least one other unit of the group and all facing the same way (see example 1).

A unit in an **enemy ZOC** (see 7) to the beginning of a movement cannot be a part of a group.

A group may be constituted at the beginning of a movement phase with all the units which meet the conditions, but not during movement (a group cannot <<collect>> units during movement). The movement of a group is strictly limited (see 9.4)

## 6. Facing

### 6.1 Introduction



Every unit must be faced toward a vertex of the hex it is in. Each unit two frontal, two flank and two rear hex sides (see diagram page 28).

Baggage has neither facing nor a ZOC.

## 6.2 Change of facing

During movement, a unit could change its facing at the cost of one PM per hex vertex

- Refacing units in a group  
Units within a group may only change one vertex per movement. **Exception:** skirmishers may reface more than one vertex, at a cost of 1 PM per vertex.
- Refacing individual units  
A unit moving alone can also reface by more than one vertex per movement, whichever its type, at the cost of one PM per vertex. In addition a lone skirmisher may make a 180 degree turn at a cost of 1 PM.

A unit situated in a enemy ZOC may not reface in its movement phase.

## 6.3 \*Refacing before combat

At the beginning of melee, all units of both players that are engaged (see 11) by an enemy unit may reface in order to present a frontal hex to this unit, by the shortest route. A unit of either player which is in a ZoC of an enemy unit at the start of melee **must** engage that enemy unit, pivoting if necessary.

Conversely, two enemy units that are adjacent but not in either's ZoC at the start of the melee phase may not pivot to engage in combat.

Before melee, starting with the active player, must indicate, when the case is present, units that will engage an adjacent enemy unit that is not facing the attacker. Each attacking that could not be designated to engage a sole enemy unit, then pivots to present its front (?).

The attack designation at the start of melee must not be made where an enemy unit is susceptible to refacing; the other attacks are declared and resolved one at a time. (?)

Note: a unit in frontal contact (see 7.3) with an enemy unit does not reface, since it must engage the unit that it is facing.

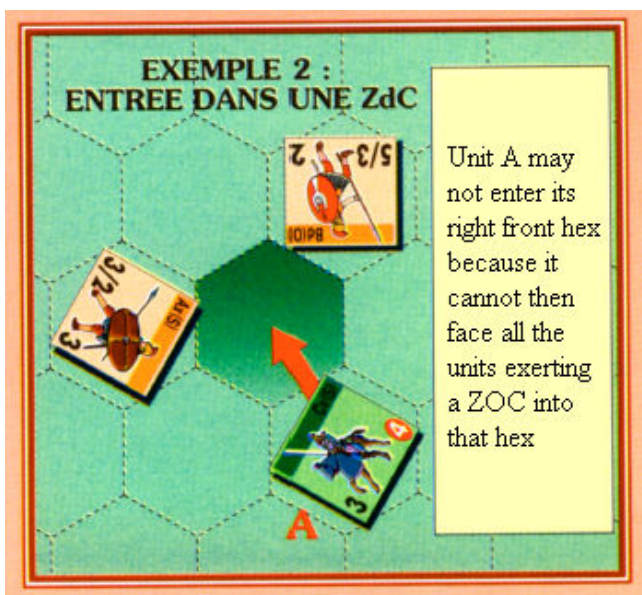
# 7 Zones of control

## 7.1 Introduction

Every unit has a ZOC in its two frontal hexes.

This ZOC limits the movements of enemy units:

- a unit that enters an enemy ZOC must stop immediately
- a unit may not enter an enemy ZOC if the ZOC is exerted by a unit on its flank. (That is to say a unit may enter a ZOC only if it faces all the units exerting the ZOC) See example 2.



## 7.2 Movement out of a ZOC

At the beginning of movement, a unit of the active player may leave a enemy ZOC solely by moving toward the rear (see 9.2), AND providing it has a higher movement rating than all units which exert the ZOC. A unit that moves back in this way must not be in the ZOC of a enemy unit placed on its flank or rear. In addition, a unit that leaves a enemy ZOC cannot move directly to another enemy ZOC.

## 7.3 Frontal Contact

Two units are said to be in frontal contact when the ZOC of each one of the units contains the other. A frontal contact extends beyond those units which are fighting. For combat, frontal contact influences support (see 11.2 and 11.3)

## 8 Stacking

\*Stacking is forbidden, except for units which may benefit of one or more ranks of support (Spears, Bowmen, etc.). Stacking is limited to one additional unit per hex (except **Psiloi**; see below). The table of the ranks of support (page 34) shows the units that may.

Note: when the modifier for support ranks indicates "+1 for one unit composed of two counter", it means that stacking is strictly limited to two counters (of which only one counter is support). For example, stacking is limited to 2 Wb per hex maximum, for a bonus of +1.

Exception: Psiloi, as indicated on some army lists may stack with certain types of unit for support. This stacking is limited to one Psiloi and is in addition to stacking allowed for the units supported by the Psiloi (example: Roman Republic, one psiloi may stack with two blades, for a total of +2 against certain troops).

The rules of stacking apply during movement and during recoil (that is to say it is impossible to cross a hex occupied by another unit, friend or enemy), other than under the exceptions (see 8.2).

In all cases, only units of the same Corps can be stacked together (but units of different corps can pass-through in accordance with rule 8.2).

### 8.1 Ranks of support

Some units, when they are stacked together, benefit from a combat or missile bonus.

Units stacked together are considered as one unit (for movement, recoil, advance after melee, destruction, etc.).

During initial placement, all the units that can stack together may do so. The units stacked in the order of support, the unit at the top of the stack being considered in the first rank (it is this unit that will fight), the unit on the bottom being considered the rear rank.

#### Advance of the front rank unit.

A unit at the top of the stack, alone or within a group may advance independently during movement, into its frontal hexes. It is not possible to retreat alone.

#### Recoil of the unit in the rear rank.

A unit on the bottom of a stack may, alone or as part of a group, move back independently during movement, only into its rear hex. It cannot then advance, unless it is able to pass-through the units of the other ranks (see 8.2).

#### Constitution of the ranks of support

In order to enter a hex to provide a rank of support, a unit must enter via one of the two rear hexes and have the same facing as the unit(s) already present; the moving unit is placed at the bottom of the stack. This movement is possible in an enemy ZOC (while complying with rule 7.1).

A unit that enters a hex to provide rank of support stops its movement. The stack thus formed could then make additional march movements, as in rule 9.3. In the same way, a unit that moves back could enter a hex via the frontal hex, receiving support from the unit already present (the entering unit is placed on top).

A unit making an impetuous advance (9.5) may not enter a hex to give a rank of support.

### 8.2 Exceptions of stacking

Important: whatever the exceptions below state, a unit adjacent to an enemy unit can never be passed-through by a friendly unit.

#### Psiloi

Psiloi may pass-through any friendly unit with the same or reverse facing.. The passed-through units (and only they) can pass-through friendly Psiloi presenting the same facing or the reverse facing..

#### Bowmen

The units of Bowmen (except [X]) may pass through friendly Blades with the same or reverse facing. In the same way, units of Blades may pass through friendly Bowmen (except [X]) with the same or reverse facing.

## Baggage

Baggage units can be passed-through by all types of friendly foot units.

## Impetuous elements

Units making a spontaneous advance (see 9.5) can and must pass-through all friendly units in their front (exception: Elephants may be avoided). The units thus passed-through must immediately make the following movement:

- Foot units crossed by Knights: flight (11.8);
- Impetuous troops: make a spontaneous advance following the impetuous unit that passed-through them, except where they have already made a spontaneous advance this turn;
- Other troops: recoil if possible (they are **not** eliminated if recoil is impossible).

# 9 Movement

## 9.1 Introduction

A unit moves from hex to hex expending its movement allowance.

Movement points may not be accumulated from turn to turn, nor from one movement impulse to another (see 9.3). The player is free to use all or some movement points of his units (NB the PA cost for movement by units which do not use all of their PM, see 4.2).

The movement of a unit or of a group of units must completely be ended before another unit or group of units may move. However, movement impulses (see 9.3) could be alternated between units or groups of units. The units may advance only into their frontal hexes or move backwards into their rear hex (see 9.2).

## 9.2 Rearward movement

A single unit (whichever its type) or a group of units entirely composed of skirmishers can make a normal movement (using all or part of its MPs) into a rear hex without changing facing, within the limitation of 7.2 if it is an enemy ZOC. A unit may not combine movement toward the front and movement toward the rear in the same movement impulse

## 9.3 Strategic Movement

A unit or a group of units that remains at all times more than four hexes from all enemy units may move more than once in the same turn. For every PA assigned to a unit or group of units, the unit or group of units may move normally, using its full movement allowance. See example 3.

A unit or a group of units that is, at the beginning of its movement phase, four or less hexes from a enemy unit may not move more than once per turn. In the same way, an unit or a group of units that moves within 4 hex of an enemy unit, during its first impulse, may not move again. Finally, a unit or a group of units may not move within 4 hexes of enemy units on second or subsequent impulses.

At the start of his turn, the Frankish Player, whose army is commanded by two irregular generals (see scenario one) throws 1D6 for each corps. He scores four for the Corps led by Clovis and begins his movement. He spends 1PA to advance the barbarian line by 2 hexes but because Clovis is commander-in-chief and he is moving with the group the "free point" applies and the move costs nothing. Then the player turns all his units by one vertex (1MP) and advances one hex (1MP). This movement costs 2 PA (base cost plus refacing of irregulars). This second movement is not available if the enemy are within four hexes of the barbarian line. Furthermore, having used Strategic Movement the line could not come within four hexes of enemy units in its turn. The player then makes a third movement with this group. He moves the line by two hexes which costs him 2PA (base cost + third movement by irregular units).

**EXEMPLE 3 :  
MOUVEMENT DE MARCHÉ**

**III** 2 PA : Third March Move

**II** 3 PA : Rotation of Irregular Units and the Second March Move

**I** 0 PA : Presence of Commander in Chief



### 9.4 Movement of a group

The movement of all the units of a group must be made hex by hex (or rotation vertex by vertex) and unit by unit. At each expenditure of PM all the units of the group must meet the group determination rules (rule 5). See example 4.

A unit who does not meet the group rule during movement is <<dropped-off>> and stops its movement. It will be able to nevertheless move normally with another PA, according to the movement rule.

A unit that moves within a group cannot exceed its movement allowance, even though there are faster units in the group. Units within a group do not have to spend the same number of movement points.

\*During movement of a group, a unit may be dropped off at the start of movement, but not during.

Note: this is very important, to stop a player "seeding" units during movement.

\*All units of a group move with the number of MPs of the slowest unit.

**EXEMPLE 4 : MOUVEMENT D'UN GROUPE**

A group of Arab Cavalry (irregular CV(O)) with a movement allowance of 4 MPs begins its movement (the player spends 1 PA). Unit E having a different facing is not part of the group. The units spend their MPs one by one, all together. Because the units are irregulars the base cost of activation is not modified for CV(O). With the third MP units C and D do not advance (they do not have to use all their movement allowance). For the fourth MP only units A and F are advanced. The group has therefore completed a pivot. At the end of movement, unit E has become part of the group and could Strategic Move with them.

### 9.5 Spontaneous Advances

Impetuous units (see 2.6) are susceptible to undertaking spontaneous advances.

If a player does not spend PA (or does not have enough PA) for <<Keeping in Control>> an impetuous unit, this unit, at the end of its movement phase, must move toward the enemy. See example 5.

A unit making a spontaneous advance must follow the following rules:

- The unit(s) move alone, never in groups and make a move of its full movement allowance
- The unit moves in the following priority order:
  1. towards the nearest enemy unit at a distance of 4 hexes or less.
  2. towards the nearest enemy Baggage in view.

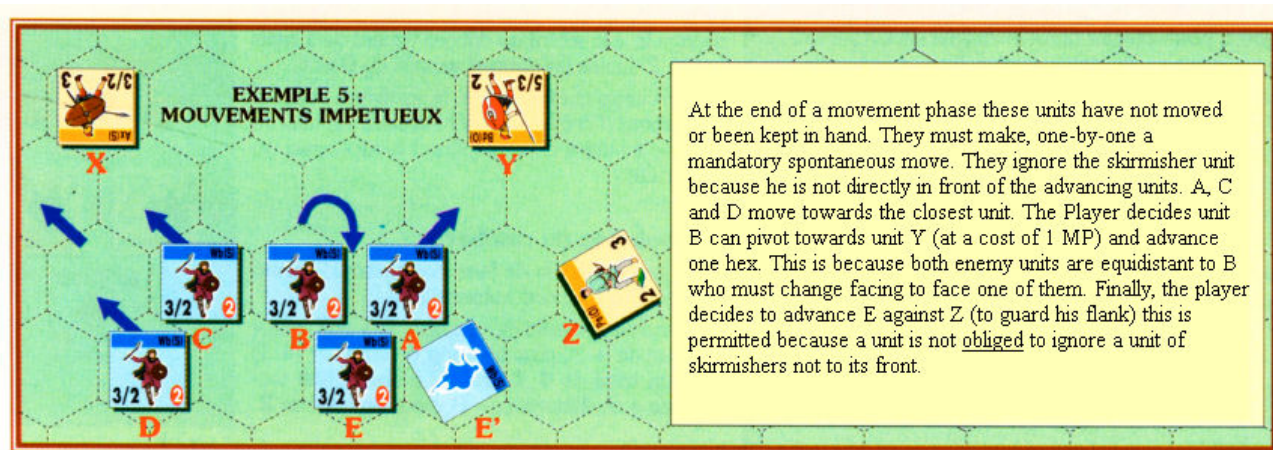
3. towards the nearest enemy unit measured in movement points.

The unit faces (spending the normal PM) in order to present its two frontal hexes to the unit towards which it advances.

- An impetuous unit may ignore in its spontaneous advance:
  - For a mounted impetuous unit, all enemy units in broken terrain or in fortifications;
  - For all impetuous units, all enemy skirmishers not situated directly within its frontal hex arc (before the impetuous advance).

A unit stops its spontaneous advance as soon as it has an enemy unit in its ZOC or its advance is impossible due to friendly units which it may not pass-through (friendly unit adjacent to an enemy unit, and Elephants).

- It is not necessary to check an impetuous unit in the following cases:
  - \* The unit, alone or within a group, has moved at least one hex during the movement phase;
  - \* The unit already has an enemy unit in his ZOC or the unit is situated in the ZOC of an enemy unit;
  - \* The unit belongs to the army Corps of an unreliable allied general (see 4.3).;
  - \* The unit belongs to a Corps of a demoralised army (but, in this case, the unit must make a flight movement, who can be avoided, see 12.3).
  - \* The unit gave support against an enemy unit attacked by another friendly unit



## 9.6 Influence of terrain

Entering a hex, whatever the type of terrain or the height, always costs 1 PM.

Some units have their movement allowance reduced by terrain: Units of LH, CV and Kn (F) have their movement potential reduced by one if they enter broken terrain.

\*All mounted units have an MP allowance of 2 in difficult terrain at any time in their move.

\*Chariots: chariots of all types may not enter difficult terrain. In broken terrain, off road chariots may only move unit by unit, not in a group.

## 10 Missile combat

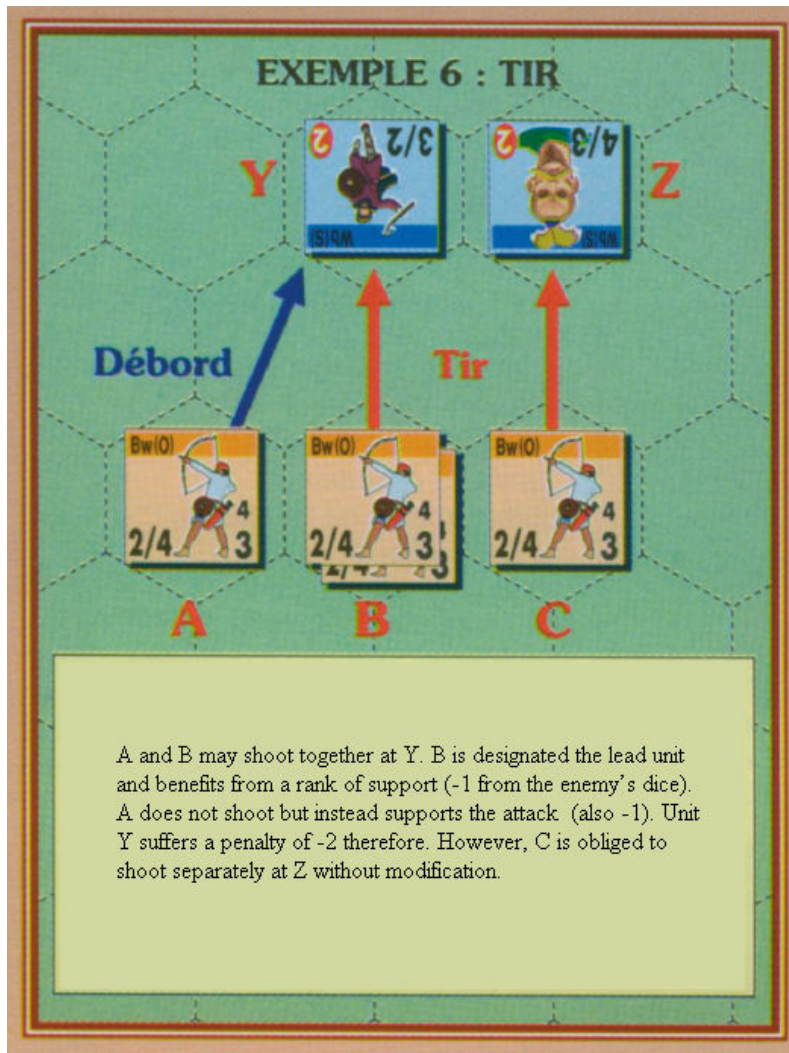
During the ranged missile combat phase, the Bowmen of **both** sides may shoot at units in their line of sight, and within range. The active player resolves missile shooting first in the order of his choice.

### 10.1 Limitations on shooting

- A unit can only shoot once per **sequence of play**. A unit can be a missile target only once a turn. A missile unit that is shot at must shoot back if possible (see 10.4).
- A unit that moved already this turn may not shoot.
- A unit cannot shoot if in an EZOC or an enemy unit is in its ZOC.
- Also, a unit of Bowmen supporting a friendly unit cannot shoot
- Shooting is prohibited against an enemy unit in frontal contact with a friendly unit or one that is supporting a combat.



- A unit that shoots must do so on the nearest target (in hexes) in the LOS (at the choice of player in similar cases).



### 10.2 Line of sight

Bowmen may only shoot at units via their frontal hexes (see example 6).

In order to establish the line of sight of a unit, the player draws a line between the centre of the hexes of the target and the shooting unit. The line is blocked if it crosses a hex (hex-edge included) occupied by an obstacle (a hill higher than the two elements, a wood, buildings, or an orchard). In addition, units of both sides (edges of occupied hex included) block shooting (but not the line of sight).

### 10.3 Support for missile combat

Several missile units able to shooting on the same target and which are adjacent do not shoot separately at the target. One unit shoots, at the choice of player, the other units give bonuses.

A unit cannot support a missile combat if there is the possibility of firing at another enemy unit. It is in that case obligated to shoot at this unit separately. The Bowmen can also benefit from rank of support, in missile combat only (not in melee). For each enemy unit giving a bonus or in support, the target suffers a -1 die malus (to a maximum of 2).

### 10.4 Resolution of missile combat

Resolution of missile combat is as for melee (see 11), and the results are applied immediately. The missile unit may not suffer an adverse combat result unless the missile attack is subject to countershooting, in which case both units may be affected.

Bowmen use the tactical value corresponding to its target (foot or mounted), the target units use the tactical value of foot combat (exception: Knights use their mounted tactical value [+ 4]).

## 11 Melees

Melee cover not only combat between Corps but also skirmishes at short range undertaken by light units.

### 11.1 Introduction

During the mêlée phase, all the units of active player who have at least one unit in their frontal hexes must either melee that unit, or provide support to a melee against an enemy unit to their front. The active player determines and resolves all the melees in the order of his choice. Each melee is resolved before passing to another. A unit cannot fight more than one enemy unit per turn, but may give an unlimited number of supports. A unit may not be meleed more than once per turn.

### 11.2 Resolution of melee

At the beginning of each melee, the active player states which units are attacking and which defending. The enemy unit may pivot to present a frontal hex (see 6.3). A unit already in frontal contact with an active unit does not pivot because it is obliged to fight the unit already to its front.

Once the units involved are determined, each player throws 1d6 and applies the following modifiers (see the combat modifiers on page 34):

- tactical value of the unit;
- bonus for ranks of support;
- tactical modifiers;

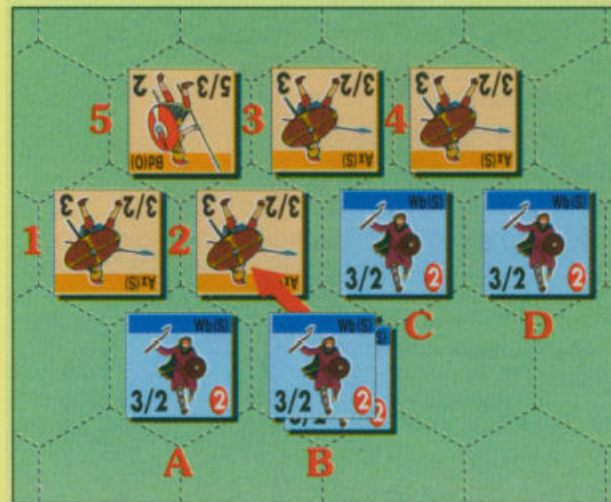
The final result is compared to the enemy score and then one applies the possible modifiers for troop quality.

### EXEMPLE 7 : COMBAT

This is the Frankish Turn, he is free to engage his opponents in the order he wishes. Unit C is obliged to fight because it is facing two units in its front hexes. It engages unit 4. Unit 4 is overlapped by unit D. In turn, unit C is overlapped by unit 3, but equally is flanked by unit 2. When C fights, it will suffer a -2 modifier on its dice. Alternatively, the player could use C to attack unit 3 (with only the flanking of 2 to affect combat) and D to attack 4. Finally, if unit A attacks 2, it will suffer an overlap from unit 1, but unit 2 will suffer an overlap from B and C. In this configuration, the best solution to attack 2 which is flanked by unit C and hope to repulse and destroy it.

Combat Resolution: The Player decides unit B should attack unit 2 with C in automatic overlap. Calculating the combat values: B has a value of +3, plus a rank of support (+1) for a total of 4. Unit two has a tactical value of +3, is overlapped (-1), for a total of 2. The players throw the dice: the Frank scores 4, for a total of 8, the Roman scores 1 for a total of 3. The Auxilia are Superior so they add one to their score as it is less than their opponent's. The Roman score is thus 4 which is half or less that of the Frank, the unit is destroyed. Because the two hexes behind are also occupied by friendly units one of them is also destroyed. The player chooses unit 5.

The Warbands are Impetuous, unit B advances immediately into the vacant hex at which point it overlaps units 1 and 3. Excellent play by the Frankish player! (What a surprise a French Victory in *Vae Victis*). He may now fight the other units in an advantageous position.



### 11.3 Supporting Units

In each melee the active player decides which of his units will attack the enemy units. Where friendly units are next to enemy units which are already being attacked they may support the combat under certain conditions:

- A unit automatically provides support against all enemy units situated its flank hex, if it is itself in a flank hex of the attacked unit (example 7);
- A unit can support against all enemy units in its frontal hexes who are also under attack by other friendly units, except as follows:
  - A unit may not support against a enemy unit in its frontal hex unless its other frontal hex is free of enemy unit in frontal contact with it (example 7).
  - Elephant units cannot support combats by friendly mounted units, including other elephants.



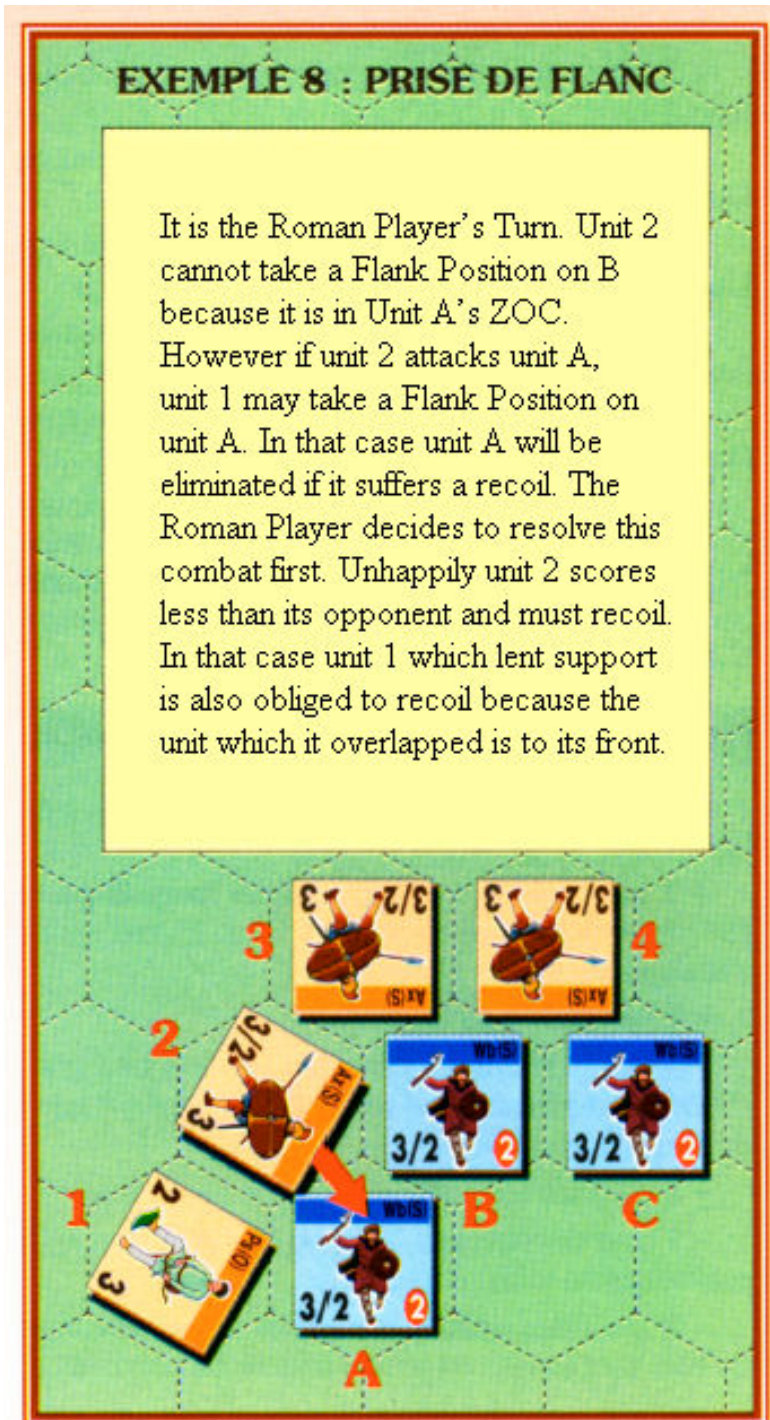
For each enemy unit in support, a unit subtracts 1 from the combat die roll. During melee, both active and inactive units may provide support. The maximum support adjustment is -3 for one melee.

### 11.4 Flank attacks

Flank attacks require special considerations. The comprehension of these requirements is a key part of mastering **Champs de Bataille**.

A unit adjacent to an enemy unit's flank or rear and which exerts a ZOC on the enemy has achieved a "Flank Position" (see example 8). This Flank Position is of no effect if the unit which has achieved it is itself in an enemy ZOC (although it may provide support).

A unit that loses its Flank Position may not recoil after combat, but is instead eliminated according to rule 11.7.



### 11.5 Combat Results

According to the type of unit and the difference in scores of each player, the combat result can be No Effect (equal scores), a Recoil or the destruction of one of the units (see the Combat results Table). See the table on page 34.

- No Effect: the units do not move. They can fight again in the next phase or engage another unit in frontal contact.
- Recoil: the unit immediately moves back into a rear hex (see 11.6).
- Elimination: the unit is immediately removed from the game (see 11.7).
- Flight: the unit immediately undertakes flight movement (11.8).

\*Units in support: the units giving support will not recoil whatever the combat result.

### 11.6 Recoil

A unit that recoils following missile combat or melee moves toward one of its two rear hex (at the choice of player) without changing its facing. It is possible to recoil into a enemy ZOC.

A unit that recoils must observe the following limits:

- \* It could not recoil into a hex occupied by a enemy unit, into an impassable hex or into fortifications;
- \* It could recoil through a friendly unit with the same facing, of a type through which it could pass (see 8.2). The recoiling unit recoils until it reaches an empty hex;
- \* It could recoil, pushing back a friendly unit through which it could not pass but which has the same facing. The unit thus displaced must follow the



normal rules of recoil. It is impossible to displace Elephants in this fashion

- \* It could recoil, pushing back Psiloi friendly unit faced in any direction except where that unit is in an enemy ZOC. The Psiloi are displaced into one of the two hexes opposite to the recoiling unit (the normal recoil rules apply)
- \* It could recoil into a rear hex occupied by a unit with which it could stack under the ranks of support rules
- \* It cannot recoil through or displace units with different facing, other than Psiloi.

A unit crossed or displaced by an elephant, flees (see 11.8).

A unit that cannot recoil or that was attacked from a Flank Position and received a recoil result is destroyed. All the normal rules of destruction apply.

### **11.7 Destroyed**

A unit which suffers a result of destroyed and which cannot recoil, is eliminated. In addition, if there were two friendly units in the two rear hexes of the destroyed unit, one of them is also eliminated (at the choice of player). There is no chain reaction from this second elimination.

This supplementary destruction does not apply in the following cases:

- If the destroyed unit or one of the rear units is Baggage;
- \*If the unit destroyed is a Psiloi, unless the rear unit is also Psiloi;  
Note: if a Psiloi unit is destroyed, rear units are not destroyed unless it is also a Psiloi. In contrast, the destruction of other unit types does destroy a Psiloi to the rear.
- If a fortification exists in one of the rear hexes;
- If the destruction is as a result of missile shooting (except Elephant unit).

If a unit cannot recoil because of enemy units in its rear hexes, then one of those units is destroyed if the two units present either flank or rear aspects (enemy player's choice) Note both must fulfil these criteria.

In the case where the rear hexes rear is occupied by both friendly and enemy units, rear destruction rules do not apply.

In addition, an Elephant unit destroyed by shooting or melee with the two rear hexes occupied by enemy units (whichever their facing) will cause the recoil of a foot unit or the flight of a mounted unit (enemy player's choice).

### **11.8 Flight**

A unit who underwent a result of flight recoils first normally (as provided in 11.6). It is then refaced in the direction of its map side (the two frontal hexes must face the side of map) and moves towards that edge, using its full movement allowance.

When it is necessary, a fleeing unit will change direction in order to avoid impassable hexes (enemy units, impassable terrain) but it will not change facing by more than one vertex per hex in order to get round an impassable hex. If it does not manage to avoid these it is eliminated without other consequence for the adjacent units.

A friendly unit who could not be passed-through legally nor avoided is then burst through by the fleeing unit. The unit burst-through stands to the rear of the fleeing unit, with the same facing, and accompanies it for its whole movement allowance for the remainder of the flight.

Enemy ZOCs do not affect a fleeing unit.

A unit on the run could leave the map if it has sufficient of PM. It is removed from the game and counts as a loss

A unit which fled will move and fight normally in the following sequence.

### **11.9 Advance after melee**

An impetuous unit (see 2.5), whether attacking or defending, is obliged to advance into a hex vacated following a melee (by recoil, flight or destruction). Only the unit who initiated the fight, if it is impetuous, advances (supporting units do not advance).

Impetuous unit does not advance after combat if:

- It is a foot unit that engaged a skirmisher' unit;
- It defends a fortification
- That advance would exit it from the map.

### **Non-Impetuous units never advance after combat**

In a stack containing an impetuous unit supported by other units, all the units have to advance (the reverse is not true).

A unit does not reface at the time of an advance after combat.

## **12 Demoralisation**

Upon exceeding a certain threshold of losses, a whole Corps (with all its units) will be demoralised and flee the field of battle.

### **12.1 Losses**

Eliminated units and those that exit the map are treated as losses. Losses are counted as follows:

- Every Psiloi or Horde counter counts as a half counter equivalent;
- Every Baggage counter counts as two counter equivalents;
- Every other counter counts as one counter equivalent.
- Do not count the Corps Baggage in the total of counters for the Corps. However, when destroyed, they are counted as Corps losses.

### **12.2 Demoralisation threshold**

An army Corps will become demoralised in the following two circumstances, if:

- At the end of the player's turn, at least a third of his "counter equivalents" are lost then the Corps is automatically demoralised;
- The Corps general's counter is eliminated. In this situation, if the next PA dice-roll assigned to this Corps is less than or equal to his "counter equivalents" already lost (including the general counter), the Corps becomes demoralised. This << test >> cannot be made more than once per Corps.

The demoralisation threshold is 1/3 of the EPs of the corps, rounded up. (Exception – corps including Psiloi or Hordes round up to 0.5).

### **12.3 Consequences of demoralisation**

In each following, the player throws his dice of PA normally but, up to end of the game, he cannot use the PA assigned to a demoralised Corps other than to activate a single counter (but without movement impulses) and in order to <<Keep in Control>> the other units or groups of units of this Corps (included the mobile Baggage). All the units not <<Kept in Control>> must flee towards the friendly map edge (see 11.8) unless they are situated in the ZOC of a enemy unit or if their ZOC includes a enemy unit.

A unit <<Kept in Control>> cannot reface.

A unit (a general included) belonging a demoralised Corps has its combat factor reduced by 1 but attacks enemy units normally.

## **13 Victory**

Unless otherwise indicated, the victory goes to the side that first destroys at least half of the EPs (12.1) of the opposing enemy.

In calculating losses, the units of a demoralised Corps are treated as lost, even if they are still in play.

**Exception:** Baggage does not count as lost unless it is destroyed in combat.

The game finishes when one players wins (the number of turns of game is immaterial).

## **14 Armies and placement**

Champs allows players to use the historical scenarios, or to design armies from the lists given.

The army lists in Vae Victis are taken from the WRG DBM minatures rules. The DBM lists are compatible with this game.

Each lists gives a minimum and maximum for each unit type, plus the cost of each unit. The battles in Vae Victis use from 200-300 points. For games using 400 points, multiple the numbers by 2, except for generals.

#### **14.1 Army lists**

The number of army corps is determined by the number of generals in the unit list, with a maximum of 4, including allies.

Each army has 2 baggage units per corps, mobile or immobile at the players choice. Baggage units may be part of a corps, or be independent.

#### **14.2 Allied corps attachments**

The army lists may give allied corps. During the design of his army, a player may also attach units from another army list as an allied corps.

Generally, allied contingents are made up by reference to their own list. An allied corps must have a general and 2 baggage units. The general may be of the CinC type or a corps commander. Unless indicated on the list, an allied contingent is made up as follows, using the troop lists:

- it must contain at least a quarter of the minimum number of compulsory units
- it must contain at most a third of the maximum numbers of compulsory units

An allied corps may not itself contain allied units.

Unless stated, only one allied corps is allowed in an army. In the case where the number of allied units is limited, the limitation includes the general and baggage (which each count as one counter). Allied corps may be unreliable or change side (see 4.3).

Note: allied corps, and the allied general of the same nationality may be compulsory in certain lists, and are subject to 4.3. The difference is that allied generals of the same nationality do not change sides.

#### **Identification of a corps**

Sometimes it is difficult to say who belongs to who. Use your own markers to record ownership.

#### **14.3 Placement**

The preparation of a game is made in the following manner:

**1. Determination of defender:** If the scenario does not determine the sides, each player throws a die and adds the Aggression Rating of his army. The player with the highest score is the attacker.

**2. Choice of side** The attacker chooses a map edge (longest edge) and throws 1d6. On a result of 1 to 4, he sets up on the chosen side; on a result of 5 or 6, set-up on the other side. The defender forms opposite the attacker. Each player, defender first, then places his Baggage on hexes adjacent to his map edge.

**3. Preparation of the ambushes** Every player notes in secret, on paper, the placement of his Corps (For example: Corps 1 on the right, Corps 2 on the left) and must follow this placement. In addition, the defender may place Psiloi, in broken terrain, at least 5 hexes from the enemy map edge. The placement of these units is noted on paper and they are not placed on the map. These units are visible to enemy units within three hexes and are at that stage placed on the map, or as soon as the defender activates them.

All types of unit may be placed in an ambush in woods or oasis. They are revealed when they are in line of sight of the enemy or if they move etc. Again, all troop types may be placed in ambush behind a wood or hill, and are revealed if seen via a line of sight or when moving etc.

**4. Corps Placement** The defender places his most numerous Corps (in counters) within four hexes or less of his map edge. The attacker places his most numerous Corps (in counters) within two hexes or less of his map edge. After that, the units of both sides must be set-up more than two hexes from the right and left map edges (except hidden units). The players alternate the placement of each of their Corps. The game begins with the attacker's turn.

## **Scenarios from Champs de Bataille**

In the following orders of battle, the total in counters and the threshold of demoralisation is indicated for every Corps. In addition, every army included two baggage units (immobile) per Corps.

### **SOISSONS 486**

See French rules

#### **Special rules.**

Defender and Attacking Player are determined according to 14.2. The Aggression of the Franks is 3, and of the Gallo-Roman is 1.

The Gallo-Roman Psiloi can support the Bd and the Ax against Warbands. (Remember: the units of Warbands benefit from ranks of support).

### **Poiters 732**

See French rules

#### **Special rules**

The Frank is the defender.

All the Kn (F) can dismount at Sp (S) or be set-up as such. (Remember: all the Sp and Kn units are impetuous; all the Spear units benefit from ranks of support).

### **1. Modifiers for ranks of support**

- + 1 per one unit made up of only two CV counters against CV or LH.
- + 1 per one unit made up of two counters of Blades in clear terrain against Kn.
- + 1 per one made up of unit of two counters of equal-quality Spears in clear terrain.
- + 1 per one unit made up of a Psiloi supported by a Psiloi (0) against Psiloi solely.
- + 1 per one unit made up of two counters of Warbands.
- + 1 (if authorised by the army list) per one unit made up of one or more counters of Spears, Blades, Pikes or Auxilia supported by a Psiloi unit armed with bows against Warbands or mounted units (except Kn [X]).

### **2. Tactical Modifiers**

- + 1 per one for defensive position: higher on a hill or behind a river.
- + 1 per one unit of irregular Knights or (S) against regular Knights (0) or (F), but not against chariots.
- 1 per support (shooting or melee).
- 1 per unit targeted by Bowmen with a rank of support (maximum of two possible ranks).
- 1 if the unit is a part of a demoralised Corps.
- 1 for Bowmen shooting or in melee where they are in broken terrain.
- 2 for mounted units in melee in difficult or broken terrain or fighting units in difficult or broken terrain.
- 2 for Warbands (S) or (O) or Blades situated in difficult or broken terrain at the time of melee.
- 2 for Hordes (0), Spears or Baggage situated in difficult or broken terrain at the time of melee.

### **Modifiers for unit quality**

This modifier applies after the calculation of the final total for each unit.

- + 1 for a unit (S) in melee if the total is less than the enemy unit (except against Elephant).
- + 1 for a unit (S) under missile shot and where the total is less than the enemy unit.
- + 1 for a unit (S) shooting at a unit where total is lower.
- 1 for a unit (I) where the total is less or equal to the enemy unit (shooting and melee)
- 1 for a unit (F) where the total is lower than the enemy unit in melee during an enemy turn.
- 1 for a unit (F) under missile shot and where the total is less than the enemy unit.

### **Combat Results**

#### **1. Score lower than the opponent but more than half of his total:**

**Elephants in clear:** destroyed by Psiloi, Auxilia, Artillery, Light Horse. Otherwise recoil

**Knights in clear:** destroyed by Elephants and Light Horse, by Bowmen (S) at the first melee. Otherwise recoil

**Other mounted troops in clear:** recoil

**Elephants and mounted troops in broken:** destroyed.

**Blades, Pikes, Spears in clear:** destroyed by Knights, Scythe Chariots or Warbands. Otherwise recoil.

**Auxilia in clear:** destroyed by Knights. Otherwise recoil.

**Warbands in clear:** destroyed by Elephants, Knights and Scythe Chariots. Otherwise recoil

**Hordes in clear:** destroyed by Elephants, Knights, Scythe Chariots and Warbands. Otherwise recoil.

**Psiloi in clear:** destroyed in clear terrain by Knights, Cavalry and light Cavalry. Recoil from Elephants and Scythe Chariots, and if under missile attack. Otherwise flight

**Blades, Pikes, Spears, Auxilia, Warbands, Hordes in broken:** recoil

**Psiloi in broken :** destroyed

**Bowmen:** destroyed by all mounted units in melee. Otherwise recoil.

**Baggage:** destroyed in melee by all types of unit. Otherwise if mobile flee.

#### **2. Score of half or less of the opponent's total:**

**Light Horse:** destroyed in broken terrain or by all mounted units and Bowmen. Otherwise flight.

**Cavalry:** flight in clear terrain by Spears and Pikes. Otherwise destroyed.

**Psiloi:** destroyed if (X) or in melee in clear terrain by all mounted units or Bowmen. Destroyed by Auxilia and Psiloi. Otherwise flight.

**Other units:** destroyed.



## Scenarios and lists from Vae Victis 10

EP is the term for 'equivalent counters' for the calculation of demoralisation.

### Daras 530

Special rules:

1. Ignore the broken terrain on the map
2. The Byzantine player is the defender and sets up first. He may place an ambush behind the hill (see rule 14.3). The Persian player is the attacker, moving first.
3. The Byzantine player is deployed behind a ditch. (hexes 709-714-615-515-519-620-720-725 inclusive). Use blank markers if you wish. All units in the ditch subtract one from all combat die rolls (melee and missile). Each ditch hex costs 2 MPs.
4. Belasarius, the Herules and Bouk. Start the game mounted, and may not dismount. The Psiloi may deploy with the skutaroi and they may support them against cavalry. Archers are stacked two by two.

### Casillinum 554

Special rules

1. The hill and broken terrain 515/819 is ignored, and the broken terrain 1419/1723 is a wood (see 1.3)
2. The Byzantines defend, placing first, the Franks attack, moving first.
3. The Bouk., the Herules and their generals start the game dismounted as Sp(S). They may remount. The Frank warriors (Guerriers) may start stacked.

### Army lists

Franks: Cv(O) dismount to Wb(S)

Arabs: Irr Ps (O) 2 pts or Irr Bw (O) 4 pts 0-6

Byzantines: LH(S) may not be chosen before 550, in combination with the Cataphract

### Optional rules:

March movement: Regulars and light troops may move twice per turn only. Irregulars may only move once per turn.

Simultaneous placement: write down setups, then deploy.

Simple game: play without baggage or CinCs

Demoralisation with 200 points: to speed play when using 200 point armies, a corps is not demoralised until it has lost half of its EPs (recommended).