

BATTLE FOR 2MM EARTH (vo.7)

Version 0.7 changes: changes & re-writing for movement, terrain and initiative values, revised characters, wings, merged formations, brigades, fleeing, rallying, routing, ordnance and volleys, siege warfare, weather and rulebook section numbers.

WELCOME

This game is designed to be played with bases of 2mm (1/900 scale, 1 metre is 1mm) miniatures in 1-for-1 representation, or 6mm with 1-for-10 (1/300 scale, 1 metre is 3mm)

1.1 THE BOUND:

A bound is the term I use for a sequence of movements and combats. Once the last actions of the sequence take place (usually actions involving the slowest troops), the whole sequence, or "bound", starts again as a new bound. Each movement or combat is contained in a 'phase'. Note that this is the template and the rest of this book completes it.

1.2 Moving [Plan]:

Heavy units plan/declare movements before Medium, who plan before Light (see Initiative values, section 2.1). Place markers to declare.

1.3 Shooting [Plan]:

Heavy units plan/declare shooting before Medium, who plan before Light. Place markers to declare.

1.4 Shooting [Go]:

Light units go/execute shooting before Medium, who go before Heavy.

Use Arming & Resilience values to resolve shots. See sections 2.2 and 2.3

When shooting at half range or more, -1 is deducted from the die score, (and/or) if the shooter is moving, -1 is deducted from their die (Skirmishers do not suffer this penalty).

1.5 Damages [from Shooting]:

Now, units injured by shooting have a red marker placed on them, and those killed are removed from the table. Do not re-arrange formations to fill in the gaps. (Section 2.4)

1.6 Moving [Go]:

Light units go/execute moving before Medium, who go before Heavy.

Formations who have injuries or casualties on 50% or more of their front rank, and/or 50% of their whole formation, suffer halved speed. Any re-arrangement is permissible but must come out of each base's movement allowance.

1.7 Melee [Go]:

Light units go/strike in melee before Medium, who strike before Heavy.

Soldiers armed with ranged weapons will always strike first against enemies of the same foot/mounted status, and will also always strike first against enemies of the same initiative value.

1.8 Damages [from Melee]:

Now, bases injured by melee have red markers placed on them, and those killed are removed from the table. Do not re-arrange formations to fill in the gaps. Once all this has been done, the next bound starts

2.1 INITIATIVES

All bases of troops have an initiative value (1 being the lowest, 6 being the highest) which determines how (or rather when) they move, shoot, or strike in melee relative to others.

Obviously a real battlefield is more fluid than a tabletop simulation, but the order of actions is intended to represent how soon something is effective, rather than the literal speed or order of actions.

2.2 ARMING VALUE

This corresponds to the number of dice a group of soldiers roll, in an attempt to match or better the opponent's soldiers' Resilience value. The "group of soldiers" in question will usually be the front rank of a formation, though can differ if shooting at or in melee against skirmishers or the flank (side) of a formation.

The opponent's Resilience value depends on the type of the opponent's soldiers. Many units have two Arming values, one for melee and often one for shooting. This is indicated on the charts by A2\1 (for a unit with A2 in melee and A1 at range), or by like A3\ (for a unit which can only attack in melee – with 3 dice). Note these numbers are only for example, but typical Arming values are between 1 and 4, with typical Resilience being between 3 and 6.

Note maximum range is included in National lists, and some troops are "NM&F" meaning they are not allowed to both move and fire in the same bound. Troops that can and do fire & move suffer a -1 to each die they roll.

2.3 RESILIENCE VALUE

This is the score the aggressor is required to roll on a die, to inflict a "Hit" on the soldiers receiving the attack. A value of, for example, R3, means that the aggressor must roll a 3, 4, 5 or 6 in order to manage a "Hit". Resilience represents the morale, training, armour and defensive capabilities of the unit.

All units have two Resilience values. This is one in melee and one for ranged. The ranged resilience is used when the unit is targeted by missile fire. The difference is because many units are better resistant to close combat than they are shooting, or vice versa - e.g. crossbowmen with pavises or shields have a higher ranged R than melee R, and pikemen usually have a higher melee R than they do ranged R.

2.4 CASUALTIES

A "Hit" is usually scored on a formation and will be distributed onto one of the bases in the facing rank of the formation (the rank facing the aggressor).

When the majority (50%+) of the front rank of a formation is injured, the unit suffers a halved movement speed.

Once a front rank has been completely injured, further hits will become Kills and bases removed. Hit allocation is up to the aggressor's choice, unless the target formation is, or contains in it, a Character.

3.1 FORMATIONS

A formation is a group of bases usually of the same type as each other and usually in base to base contact with each other. (Exceptions are covered in the Generals and Heroes rules.) They fight as one using a single arming value across their frontage.

Against smaller formations, they receive +1A “for each base they have more than their opponent”s” in combat. Extra ranks do not count. Against larger formations they suffer no direct penalty – but the larger formation will have a bonus against them. Note that a shooting bonus for troops firing Ordnance acts in exactly this way too, see section **9.2**.

Note that soldiers from the other ranks can be moved forward to replace casualties [in the Movement phases], but then they would count as the first rank anyway.)

Formations are usually decided on at the beginning of the game when troops are set up, but can change throughout a game where a Character is present (see the Generals and Heroes rules).

“Plans” and “Executions” are made for entire formations. Note that 'Wings' covered later in this rulebook count as independent formations which plan-go separately from each other, despite being from the same original Formation.

3.2 IN COMBAT

'In combat' is the term used to describe a base or formation of bases in base-to-base contact with one or more opposing bases. They will fight in melee using their Melee Arming Value.

Note that a formation still counts as being in combat even if only one of the bases in the formation is in contact. This means individual bases in a formation which is 'in combat' are counted as having 'formation in combat' and are limited only to assisting their formation by shooting (- but only at those bases not in contact with any friendly bases -) or by attacking in melee.

They cannot walk away and abandon their comrades to their fate, though! (Unless splitting into wings or if they are Skirmishers in a Loose Formation)

3.3 ASSISTING

As outlined above, bases who are not in combat but who are part of a formation which is in combat can move and shoot semi-independently of their formation, but are limited to having to assist their own formation in some way (unless they split into Wings or are a Loose Formation, as the bases are more independent from one another – this is covered on the next page!)

This is all done by ordering the formation to attack/shoot but the order will only be followed by those bases not in combat. Note that most formations can only receive this one order, which all potential assistants will follow. The bases already in combat are too busy savaging and being savaged to think about their situation this much and will keep fighting.

4.1 SKIRMISHERS

Units of the type Skirmishers (include Light/Heavy Skirmishers and Light/Elite Light Cavalry) represent troops who fight in a more open formation, normally with missile weapons. They tend to be weaker in combat than other units, but are better at moving through rough terrain (see the Terrain rules, section **8.3**).

Skirmisher formations can choose to turn their normal formation into a Loose Formation. They do this simply by planning to move out of base-to-base contact with each other (which ordinary formations CANNOT do unless assisting parts of the formation already in combat by getting others into combat)

A Loose Formation is restricted in that, although any Skirmisher base can move freely from each other, they must remain within 50m of each other (measure from any point on the bases).

Note that a Loose formation counts as one rank for the purposes of casualties. The formation as a whole is targeted by aggressors in melee or shooting. The aggressor also chooses Hit allocation EVEN if a Character is present among the skirmishers.

4.2 WINGS

Ordinary formations (i.e., ones that cannot choose to split into Loose Formation) can instead split their formation into Wings. However, they can usually ONLY do this when a Character is present in the formation OR if ordered to by their General. Exceptions may be included in the National Lists.

A General can order one formation to split into Wings per turn, and this is done in his movement planning phase. Any Winging unit just walks out of its formation in smaller groups, but if trying to do so under General's orders the General must be within 200m and have a line of sight to their troops. Note that "General" here is more specific than 'Character', all Generals are Characters but not all Characters are Generals. See section **6.1**

Wings are the term for the parts of a split formation.

A formation can split into unlimited Wings, providing each Wing is at least 2 bases in size.

Once a formation is split into wings, the wings are ordered to move or shoot as separate formations (and so can move independently of each other).

Wings of the same unit count as separate formations BUT can re-join each other even if the Character is dead (normally only Characters can merge formations, but Winged troops will always recognise their original comrades (e.g. they may still carry the same regimental banners etc.) and choose to join up again.

Also note that Wings always flee independently from each other as their moves are planned separately and casualties are also completely separate. They attack and come under attack completely independently of each other.

Wings represent a strategic redistribution of troops, and would be used for flanking purposes, or distributing a support unit across the main line. As they would still be "administratively linked", like a Captain might order two Lieutenants to lead their companies to different objectives, and so they can recombine more easily than normal formations can merge.

5.1 FLEEING, RALLYING AND ROUTING

A formation can flee from combat by planning a normal move directly away. Also, fleeing **MUST** be planned if **MORE** than 50% of their bases have been killed in a single bound. (The 50% is measured on bound starting strength, not game starting strength.) They will plan to flee as soon as they have a chance, as soon after the losses as possible.

A “normal move directly away” is correct, but they can choose to flee up to 45 degrees different from 'directly away', as long as that direction is also 45 degrees away from an enemy base.

Fleeing troops who cannot move away without contacting an enemy base, but are being forced to flee, then they will not flee but will automatically ROUT. If they were trying to flee as an option, they must take a Rout test.

5.2 Rout tests are dice rolled against the formation's lowest Resilience value (whichever is lower of melee R or ranged R), but the Resilience can only be a maximum of 5 or a minimum of 3 (so an R2/2 unit counts as R3, and an R6/6 unit counts as R5). The die must roll under their Resilience value. If they roll **MORE** than the Resilience value, they immediately rout. If they roll **EQUAL TO** their Resilience value, they flee/continue fleeing

Modifiers are added to the rout test – add +1 to the die roll for: every friendly formation (or wing) you can see fleeing or +2 if they are routing; +1 for every side of the formation there is an enemy in contact, with a rear enemy giving +2; but take away -1, -2 or -3 if there is a Character in your unit (the number taken depends on character's Leadership).

5.3 Bases who rout and then touch an enemy base or impractical terrain are destroyed. Those already in contact (by being walled in by friendly and/or enemy troops, or by fleeing into an enemy and automatically routing) will not be destroyed that bound but *will* next.

Fleeing troops who then touch (or are touched by) an enemy base (whether new or pursuing) immediately take a rout test. Fleeing troops whose character is killed immediately take a rout test. Fleeing troops who can see another fleeing (or a routing) friendly unit must immediately take a rout test.

Those bases not injured, but which are fleeing from a formation with injured troops in, do not suffer a movement penalty (injured troops DO). However, all fleeing troops take a -1 Resilience loss, until they rally. Routing troops take a -2 loss (instead of -1) with the same rules applying.

5.4 Fleeing troops may rally at any point by planning to stand as stationary, and will get their 1R back once they have spent a whole bound completely inactive. Troops may count as being rallied by planning to (and successfully) merging with a Character (or rather, their formation). Once merged they will immediately recover their 1R due to the leader's no doubt inspiring presence.

5.5 Routing troops can only attempt to stop routing if they **BECOME** joined by a Character (the character fleeing with them doesn't count!) If a Character tries to rally the unit, the unit takes a rout test.

Please note the distinction between fleeing and routing – routing is more serious and has a greater effect on the morale of your army.

6.1 CHARACTERS AND BRIGADES

Some bases of troops can or will be denoted as Characters. It is assumed the gamer will mark them out as being individual in some way, and when the base is killed the character is assumed to be killed too. One character in the army will always be the “General” (see section 4.2 for the distinction between Characters and Generals).

Characters can join any ordinary formation, regardless of its type, but cannot join Loose Formations unless they are a Skirmisher Hero. Note that formations always move at the SLOWEST speed within them, that is the whole thing is limited to the lowest-speed-valued base in the formation. If the formation divides into wings then (as wings are independent of one another) they only have to move at the slowest speed in the Wing. Also, if bases become separated, each 'group' can move at its full distance, but only towards an enemy or friend from their original formation.

For formations with mixed arming values, the whole formation attacks with the lowest value within them. Note that in the National Lists, certain characters may have or confer special Arming or Resilience bonuses to their entire formation. The lowest value rule doesn't apply to missile weapons mixed with non-missiles (as they are planned and executed separately), but DOES apply to mixed missile strengths.

Characters can 'call Brigades'. In its simplest form, this means that you can (by simply planning to move into base contact) merge any formation into any other formation which includes a Character. There is a limit, however. The total number of bases which can be called a Brigade is unlimited, but they may only include a certain number of troop types.

The total maximum number of troop types that can be included in a unit depends on the Leadership of the Character. All characters are defined as having L1, L2, or L3. A Brigade including a Character with L3 can have up to 3 troop types included, a Character with L2 has the maximum of 2 types, and a Brigade including only L1 is limited to having identical troop types. Leadership also effects Routing Tests, see section 5.2

Note that multi-type formations (e.g. a Pike and Shot formation) count as only one type, in this circumstance then read “formation type” instead of “troop type”.

Brigades cannot split into wings simply because keeping track of Wings, original formations which have merged, and multiple troop types is too complicated (for proof see the Vo.6 rules!!).

Instead, at any time, a Brigade can break up into its original constituent units. For practical purposes, every formation in your army should have a slightly different paint scheme, so that you can differentiate between (for example) you “Triarii” and your “Triarii Formation 1”, “Triarii Formation 2” etc.

Note that all moving and splitting is either 'planned and executed' as normal, OR you can deploy Brigades by placing your formations in a single group with the appropriate character.

7.1 MOVEMENT SPEED

In the National Lists, every type of combat base available to the player has a speed given as well as their initiative, arming and resilience values. This is the maximum distance each base is allowed to move. The 'normal' distances are in section **8.3**

When you plan a move in the planning stage, you will only plan for direction. When it comes to executing a move, the controlling player can move a formation as much or as little as they like in that direction, but with a minimum of 25 metres (measured from any point on the base). You cannot wheel troops, but can turn the formation 90 degrees for free, as long as no base has moved more than its maximum (measure from any point on the base). Movement speeds are measured from any point on the base, but the extent of their value should be read as “no part can touch or cross this point”.

(Because the order of play allows e.g. a phalanx to begin its move but a light cavalry unit to block it, it is only fair that the phalanx can choose to halt part-way through the move.)

Measuring from “any point” allows some degree of flexibility and should hopefully stop potential squabbles over a few millimetres!

7.2 LINE OF SIGHT

Anything on a lower level can be seen over. Troops are always higher, lower, or the same, there is no measuring heights except 'above or below'. To avoid dispute, only slopes and rises of roughly man-height should be modelled on the battlefield, and therefore counted as height-levels in game.

Any friendly troops (on the same team AND under the same player, OR on the same team and of the same nationality/locality/training) on any height-level can be seen through when within 100m of them. Characters can do the same but have a 200m limit.

Monsters can see over anything (even bigger monsters) regardless of level. Chariots see over cavalry and foot, and cavalry only see over foot.

Skirmishers can only be seen through by enemies when they are within 100m of the troops they are screening and within 100m of the enemies trying to see through them.

This is in addition to the rules for seeing through enemies.

Line of sight is important, firstly because shooters can only plan to fire at an enemy they can see (some exceptions apply, e.g. Longbow-men or Artillery commanded to fire ordnance, section **9.2**), secondly in determining army morale – you can only be affected by events you can see or hear! (section **5.2**)

Note that ALL woods and any solid formation counted as impractical block line of sight, unless the spotter/shooter is within 25m of the edge of the terrain feature (or rather, within 25m of plain, open terrain).

Troops can always 'hear' the one closest thing (any moving or fighting unit, not stationary ones) within 75m of them, and count as seeing them for morale/fleeing purposes.

7.3 WEATHER & LOCAL KNOWLEDGE

Most Nationalities have a Locality. If the battlefield is foggy, bright, or subject to heavy rain, any NON-local troops are limited to 1500m seeing distance. At night-time, this distance is limited to 1000m. If it is both night-time and fog/rain, then it is 500m.

8.1 TERRAIN

Terrain confers positive and negative modifiers to a unit's capabilities. When a formation plans to move through terrain, it will take the penalty or bonus across the entire formation, as long as at least 50% of the Formation is within the feature, OR if the feature covers the entirety of the middle column.

For example, a windmill with barn can only cover one base, but would count as "Impractical Debris" for a Formation with only one or two bases OR for a formation moving straight through the middle of it. Note that "terrain features" are distinguished by models, but are assumed to have minor extensions invisible to the player (e.g. low walls) Note that "woods" count as having areas of extent as well, as the clump of trees placed on the table is only the "feature".

8.2 Unit type	Open Ground	Wet	Debris	Overheads
Infantry	R/R	-1/-1	-1/+1	+1/+1
Light Infantry	R/R	R/-1	R/+1	+1/+2
Cavalry	R/R	-1/-1	-1/R	R/+1
Light Cavalry	R/R	-1/-1	R/R	+1/+1
Wheel Cavalry	R/R	-1/R	-1/R	R/+1
War Machine	R/R	R/-1	-1/+1	R/+1
Baggage	R/-1	-1/-1	-1/+1	R/+1

"Wet" applies to swamps, marshland, and significant streams. And isolated brook or puddle is just plain terrain, this should only be applied to significant areas. Large areas of particularly wet ground could count for this.

"Debris" applies to any solid which causes a minor obstacle. House-sized and smaller buildings (not manors or castles) are included, as well as low rubble, rock formations – anything which can be walked through or round without diverting direction much.

"Overheads" on the Cover Chart is there for any cover which shields troops from directly above. Well-spaced but particularly shady areas of trees don't quite justify the movement penalty for 'medium wooded', but could still have this cover bonus (and those areas should probably have the debris movement penalty as well as the cover bonus.)

"Through Woods" on the Movement Chart applies to large areas of plant-type obstacles – those which slow people down. Note that "Through Woods" and "Overheads" can apply to different types of woods – e.g. low trees may well slow people down (Through Woods) but not provide much cover (Debris) – but well-spaced giant oaks would not slow people down as much (counting as Debris) but would provide the cover bonus (of Overheads)

"Impractical" applies to anything bigger or more difficult than 'debris'. Manors, castles, cliffs, pits, good-sized rivers etc. Impractical is that which is ALMOST impassable, but not quite.

8.3 Unit type	Plain Terrain	Wet/debris	Through Woods	Impractical
Infantry	100m	75m	50m	50m
Light Infantry	150m	150m	150m	100m
Cavalry	300m	150m	150m	50m
Light Cavalry	350m	300m	300m	100m
Wheel Cavalry	250m	125m	50m	Cannot travel
War Machine	50m	10m	10m	Cannot travel
Baggage	75m	25m	25m	Cannot travel

9.1 ARMY MORALE

Any Formation who can see a friendly formation fleeing/routing take an ordinary rout test. This is done as with section 5.2 but they roll on their actual Resilience (no 3-5 limit) and have an additional -2 modifier (so they're less likely to rout). If the roll is equal to *or only one better than* their R, then they flee instead of rout. Note that the ordinary modifiers still apply. The test is taken before the Formation plans to move.

9.2 ORDNANCE

Some troops, denoted in the National Lists, can choose to fire as Ordnance. Shooting is resolved as normal, but there is a -1 penalty to their Arming dice (-2 at long range) and the shots suffer a further -1 if shooting into overhead cover. (Note that the table of Covers only affects the targets Resilience, not the shooter's dice.) Also, troops cannot fire Ordnance if in Overhead Cover (e.g. forest or buildings that are too large to count as debris).

Formations shooting as Ordnance can count their front rank AND one extra base if they have a second rank of shooters, AND one extra base if they have a third rank of shooters. (E.g., a 20-base, 4-rank, 5-base-frontage unit of longbows counts as having 5+1+1 shooters). This can work in the same way as outnumbering in melee (section 3.2) – as they are using more dice they are more likely to have more bases firing than the targeted enemy rank has bases in.

Only formations who have fire as Ordnance this round get the bonus, if they elect to fire normally they simply fire normally. Note that some Artillery (catapults, mortars etc.) can only fire ordnance and cannot fire normally. Troops who fire ordnance and are attacked in melee in the same bound not longer count as being missile troops and so might not strike earlier like they would do if they had shot normally.

Most infantry troops eligible to fire Ordnance can choose to do so in their planning phase. Bases assisting a formation cannot fire ordnance as a response such as that tends not to be too organised. With mixed troop type formations (e.g. War of the Roses foot soldiers or Pike & Shot formations), rear ranks cannot shoot into the melee or perform a similar action, Ordnance only works in ranged shooting.

9.3 THROWING WEAPONS

These are noted in the National Lists, but as a general guide – formations with throwing weapons cannot actually shoot in melee, but count as being armed with missiles for the purposes of striking in melee (see section 1.7).

9.4 GUNPOWDER WEAPONS

Generally, these shoot in the same way as most normal ranged infantry. However, troops armed entirely with flintlock firearms can fire volleys, which work as 2-rank Ordnance.

9.5 SIEGE WARFARE

I hope to cover these in more detail in a later version of the rules – sieges are perfectly possible as they are but common sense will have to be exercised, e.g. classifying terrain types, no cavalry on walls, movement up stairs etc.

All formations can and should move in Loose Formation when on castle walls as there is never room for multiple ranks (as in ranks of our bases) on castle walls.

As a personal note, I don't think 2mm is best suited to sieges with our standard bases - castle walls are never 20 metres thick! . Have a few un-based blocks for each nation to represent bases on ramparts. (2 blocks side by side or 1 larger block would count as 1 base).