

Ruthenia

Battle book RC1

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Battle preparation

Clarify the type of battle you shall play

Clarify a type of the battle, you play. Check, if you play the first round as attacker or defender (see Strategy book, Resolving phase, Solving conflicts with players).



Khazars begin battle as attacker.

Gather your armies

Take in hand all your army piles that will be involved in the battle. Gather them together with your support armies. You will split your troops back into different army piles at your choice at the end of the battle.



Show your tactics cards

Place your tactics card face up in front of you. The available amount of your tactics cards is required to meet conditions of military action cards activation.

Activate military action cards before battle

There are some military action cards, which can be activated before the battle only.

Activate next military action cards: Military adviser, Headquarter, Mountains, Rainfall, River, Patriotism, Nomads Mercenary and Surprise. You can activate only one military action card before battle. Place activated military action cards face up in front of you.



Khazars activate Headquarter before battle. Khazars meet the condition of activation, because they have 2 commanders and more than 1 tactics card at the beginning of the battle. Khazars have 4 tactics cards after activation of Headquarter.



Khazars have 3 tactics cards

Before the first round

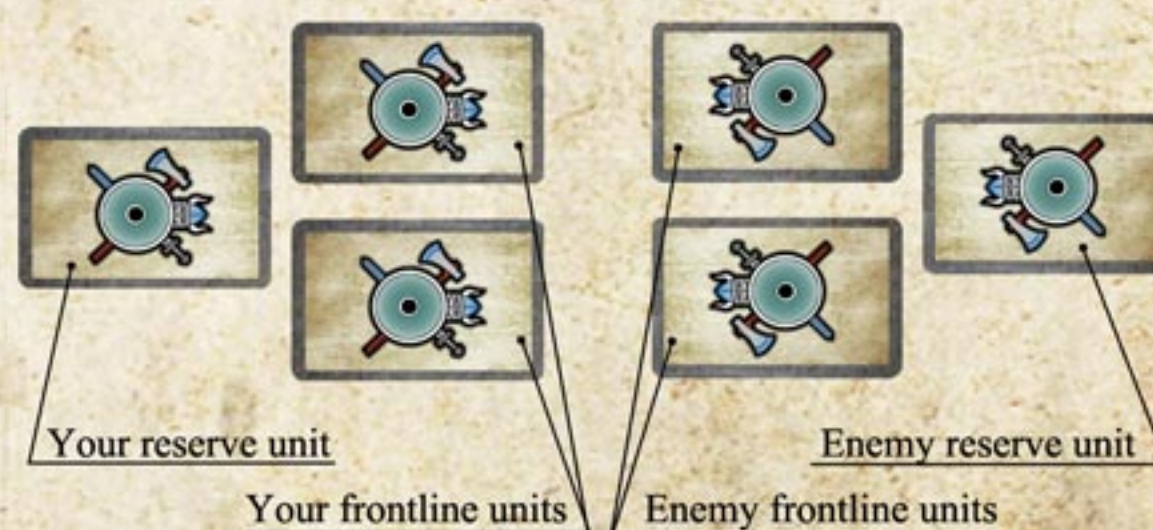
Build frontline.

Choose two units in your hand and place them face down in a line against the enemy. These troops are your frontline. They can participate battle in the oncoming round.

Build reserve.

Choose one units in your hand and place it face down in the rear of your frontline. This troop is your reserve. It will be moved to the frontline in the next round.

It is possible, that you will not have enough units in your hand to build reserve or to complete the full frontline.



Show frontline.

Turn your cards in the frontline face up.



You have Khazarian cavalry and Nomads Cavalry units in your frontline against enemy.

Your enemy has Cataphract and Roman Infantry units in the frontline.

Course of the round

Steps of the round

Battle runs in rounds. In each round one player attacks, the other defends.

Each round of the battle takes place in next steps:

- 1) Attacking player selects one its frontline unit to attack;
- 2) Defending player selects one its frontline unit to defend;
- 3) Both players enforce their units;
- 4) Check the winner of the round and casualties;
- 5) Define the attacker for the next round;
- 6) Reinforce your frontline and reserve.

Attack

Attacking player moves one of its frontline units forward and adds activated military action card, if he has.

Defense

Defending player moves one of its frontline units forward and adds activated military action card, if he has.



You attack enemy frontline with Nomads Cavalry unit.

Enemy moves Roman Infantry unit forward to defend its position.

Enforce units

Each player enforces its unit at its choice.

The enforcement step will be done, when both players decide, that they can't enforce their units any more.

You can enforce your unit with one support troop, one tactics card and one military action card, which can be activated during a round.

Choose one military action card in your hand, which can be played during a round: Moral, Maneuver, Claws and Veterans cards. Add it to your unit in the battle, if it meets the condition of activation. Notice, Trap and Regrouping cards should be played before you move troops.

Choose one of support troops cards in your hand and add to your unit in the battle. Garrison, archers or fanatics cards are your support troop.

You can add one your tactics card during a round of the battle. You have to activate your tactics. Roll 2 dice and check, if one of the dice values meets one of the values on your tactics cards. You can choose one the met tactics cards and add it to your unit in the battle.



You can use your commander card with "Tactics" feature or one of your activated military action cards (Military adviser, Headquarter) to enforce your unit instead of tactics card. Add this card to your unit in the battle.



3. Khazars roll 3 tactic dice (1 additional die for Headquarter). And choose one of the tactics card to play according to the rolled dice values (number 4). Khazars get 1 additional point for played tactics card.



1. Khazars activate Claws action. Khazars meet the condition of card activation, because they have 4 tactics cards and Khazarian cavalry unit as the second light cavalry unit in the frontline. Claws action card brings 4 additional points in the Khazars attack (attack points of Khazarian cavalry).



2. Romans add Roman Emperor card as a tactics card (Roman Emperor has a tactic feature). Romans get 1 additional point in defense against Khazars.

Round result

Both players check the military force of their units.

Attacking player sums the points of its unit's battle force:

- Attack points of your troop
- Two advantage points of your troop against specified troop type
- Points of military action card,
- One point of support troop
- One point for tactics card

Defending player sums the points of its unit's battle force:

- Defense points of your troop
- Two advantage points of your troop against specified troop type
- Points of military action card
- One point of support troop
- One point for tactics card

Player wins in the round and gets 1 battle victory point, if its unit gets more battle force points than other.
No one wins in the round, if both units have equal battle force points.

Claws action card brings 4 additional points in the Khazars attack (attack points of Khazarian cavalry)

1 point for activated tactics card

2 attack points of your troop

3 defense points of enemy troop

2 advantage points againsts light cavalry

1 point for tactics card

You have collected 7 points of your units battleforce against 6 points of enemy unit. You win in the round.
You can enforce your attack with support troop card, if you have one. Enemy can enforce its defense with support troop card and military action card if it has one.

Casualties

Gather all cards of both participated round units in the separated piles. Place an exhaustion token on the pile of the unit, if it loses the current round.
An exhaustion token, put on the enemy unit, shows enemy casualties and your victory points.

Add an exhaustion token to the lost unit (Roman infantry).
This card will be discarded at the end of the battle.
Khazars get 1 VP in the first round of the battle.



Define attacker and begin next round

Player, who wins in the current round, shall attack in the next round of the battle. If no one wins in the current round, the same player shall attack again in the next round.

Play rounds till you meet the terms of ending battle.

Reinforcement

Turn your unit card in reserve face up and move to the frontline. Add another unit card from your hand face down to the rear of your frontline.

It is possible, that you will not have enough units in your hand to build new reserve.



You move your Phalanx unit from the reserve to the frontline and add your last Arsiyah unit to the reserve from your hand.

Khazars will attack again in the next round.



Enemy moves Varangian infantry unit from the reserve to the frontline and adds a new unit to the reserve from its hand.

Next round begins

Ending battle

If you meet terms of ending battle, define if someone wins the battle and check your casualties. The winner gets one loyalty point for each destroyed enemy unit (each exhaustion token on the enemy unit), but not more than 3 loyalty points.

Battle casualties.

Select heavy infantry, line infantry, heavy cavalry, light cavalry and archer cards from piles with an exhaustion token on the top. Discard lost mercenary troop cards. Take your own lost regular troops to your private cards set. You will be able to hire these troops again. Discard all used in the battle military action cards and tactics cards.

Back to the strategic map

Gather other your piles together in a hand and form up army pile for each commander, participated this battle. Split troops between commanders at your choice. Remember, you can't leave a commander without any troop.

If you have less troop cards than commander cards in your hand after the battle, discard as many commander cards, as many armies you can't form up. Discard your commander card at your choice back in your commanders set and remove commander token from the strategic map. You have lost this commander in the battle.

If you win the battle, your army can proceed with order execution.

If you lose the battle, your army must retreat. (See Strategy book, Solving phase, Retreats.)

List of military action cards
to play before battle

Headquarter




Roll 3 tactics dice to activate tactics cards in this battle.
Use this card as tactics card.
You can establish headquarter, if at least two your commanders participating battle.

Before battle.

Military adviser




Roll 3 tactics dice to activate tactics cards in this battle.
Use this card as tactics card.
Pay one silver coin to hire a military adviser.
You can hire a military adviser for this battle.

Before battle.

Nomads mercenary



Your enemy shall discard all Nomads Cavalry units, if Nomads mercenary leads your army.
Pay 1 silver for each discarded Nomads Cavalry card.

Nomads mercenary can negotiate not to fight with nomads troops.

Before battle.

Surprise



Choose one of the enemy's units in the frontline to attack it in the first round of the battle..
Your attack early in the morning catches the enemy off guard.

Before battle.

Patriotism




Get 2 force points for Fanatics, Fleet Crew and Garrison support in this battle, if you defend in your province.
You enforce your army with high motivated troops in this action.

Before battle.

River



Attack your enemy first, if you defend in your province, while your enemy crosses a river or a sea channel. Get +1 to your attack force in the first round of the battle.
Your enemy can't retreat before the first round.
You intercept an enemy army when it crosses the river.

Before battle.

Rainfall




Heavy cavalry gets -1 force penalty in this battle. Archers don't participate in this battle.
The condition plays for both rivals.
Your enemy can't retreat before the first round.

Before battle.

Mountains




Heavy cavalry gets -1 force penalty in this battle, if the battle begins in Valachia, Transilvania, Maurovlachia or Taurica.
The condition plays for both rivals.
Your enemy can't retreat before the first round.

Before battle.

List of military action cards
to play during the round of the battle

Veterans





Get +1 to you attack or defense force.

Your experienced veteran troops stay against enemy.

During a round of battle

Claws




Add attack force of second light cavalry unit, if you attack with a light cavalry unit and have second one in the frontline.

You begin fight with one light cavalry troop and take enemy unit with the second one in claws.

During a round of battle

Regrouping



Replace one your frontline troop with a troop from reserve. Move replaced frontline troop to the reserve. Play this card before you move your troops.

Command to regroup your troops in the frontline with reserve.

During a round of battle

Maneuver




Get +1 to your attack force, if you attack with light cavalry unit.

You begin your attack with maneuver of light cavalry unit.

During a round of battle

Moral




Get +1 to your attack force, if you win in previous round.

A successful fight brings up the morale of next troop.

During a round of battle

Trap




Get +1 defense force or apply your attack force instead. Play this card before you move your troops.

You army lead an ambush for the frontline enemy troops.

During a round of battle

