

COMITATUS

Warfare in the Dark Ages

Shooting. Short range = 1 JT. Long range = 5 JTs.
Roll D6 per base according to troop type & range.

½ dice (once only) if:

- Target unformed light infantry or in cover;
- Target armoured unless crossbows or artillery;
- Shooters low on ammunition (optional)

-1 die for each DP on the shooting troops.

+1 die per base for artillery at formed troops.

Always roll at least one die.

5-6 Hit if foot archers shooting at unarmoured formed cavalry. Otherwise **6 = Hit**.

Charge Responses

Shaken. Light & poor morale break; others normal.

Rabble. D6: 5-6 countercharge; otherwise stand.

Other LI. May countercharge or stand if formed in line; in difficult terrain; behind obstacle; or charged by mounted or light. Otherwise evade.

Light Cavalry. May countercharge cavalry or light. Otherwise evade.

Heavy Cavalry. Horse archers and Spear & Javelin may evade. Otherwise choose to countercharge or stand.

Others. Stand to receive.

Combat

Roll D6 per base in contact according to troop type
Add or subtract dice as follows:

-1 per DP (-5 if shaken)

+ /- morale value

+1 per CP of leader inspiring attack.

+1 die per base if cavalry in *melée* with foot.

+1 die per base if shieldwall, spearmen, or spear & bow, standing to receive a charge.

+1 for each eligible supporting base* behind: HI or shock cavalry charging; HI or HC standing to receive; or cavalry with integral LI in *melée*.

* Must be in good order facing same direction.
Must be same troop type if charging. May be other HI or LI archers if HI standing to receive. Only horse archers can support HC receiving.

Always roll at least one die

6 = Hit if:

- if unformed, except cavalry pursuing, or light infantry against cataphracts or elephants.
- if opponent behind fortifications; or armoured opponent in *melée* except LI vs cataphracts.
- if spearmen or spear & bow in *melée* having previously fallen-back.

5-6 in other circumstances

One automatic hit if leader attached (in addition to bonus dice if inspiring attack)

Combat Results

Compare difference in Hits:

5+ Victory. 0 DPs. 1 DP if Cavalry do not pursue.

- A Grade may halt, as may B Grade that did not charge or counter-charge. Otherwise pursue.

+2/4 Success. 1 DP except HI in Line take 0 DPs.

- Infantry that stood to face a mounted charge must halt.
- Cavalry that charged good order HI frontally choose to fall-back or retire.
- Other A Grade infantry may choose to halt, follow-up, or pursue.
- Other A and B Grade that did not charge, or were opposed only by light troops, may halt.
- Others must follow-up opponent's fall-back and pursue retire/rout.

+/-1 Inconclusive. 1 DP each. Immediately re-fight charge as a stationary *melee*. Otherwise:

- Infantry choose to halt or fall-back.
- Cavalry retire.
- Elephants follow-up fall-back, otherwise halt.

Side with initiative chooses options second.

-2/-4 Set-Back. Shaken troops Break. Others take 2 DPs and:

- Elephants halt.
- Heavy Infantry halt if charged by cavalry only.
- Cavalry that charged good order infantry frontally retire.
- Unformed and shaken retire.
- Otherwise fall-back.

-5/-6 Defeat. Unformed, shaken and Elephants break. Others become shaken and retire.

-7 or less Rout. Become shaken and break.

After Combat Moves.

Halt. Remain in place. Move normally next turn.

Fall-Back. Move back base depth facing enemy.

Follow-up. Remain in contact with fall-back.

Retire. Fast move unformed. Next turn may continue retire or reform.

Break. Rout fast move until destroyed or off table. 1 casualty for each succeeding rout move.

Pursue. Unformed fast move chasing retire/rout. Pursuers meeting new enemy immediately charge into contact.

Retiring, and evading troops caught by pursuers automatically routed.

Pursuers catching opponent get a **free hack** — 1 die per base causing casualty on 4-6.

COMITATUS

Warfare in the Dark Ages

Sequence of Play

Command. Allocate CPs, move messengers & lone leaders. Take control tests.

Approach Moves. Move units beyond bow range.

Long Range Shooting. Beyond short range only.

Tactical Moves. Up to short range and beyond.

Short Range Shooting. Shoot at short range. Light horse archers may shoot at beyond short range, as may others (except artillery) that did not move.

Combat. In this order: declare charges; determine responses; make charge and response moves; resolve combat; make combat result moves.

Morale. Remove DPs from eligible units.

Command Point (CP) allocation

- 1 CP Control units
- 1 CP Move, including attaching and/or detaching
- 1 CP Direct shooting*
- 2 CPs Give or receive orders
- 3 CPs Rally. -2 DPs or rally shaken to 3 DPs*
- 3 CPs Inspire. +CPs in combat if attacking**
- 3 CPs Issue a challenge

* must be within 1 JT of that unit.

** must be attached.

Control Test. Take if not under control.

- 1 AvD (A Grade), 1 D6 (others)
- +1 if charging, pursuing or looting
- + or -1 if leader inspiring within 1 JT (player's choice)
- 1-2 = Halt
- 3-4 = Act as player wishes
- 5+ = B & C Grade shock troops and armed rabble must advance. A & B Grade light troops act as player wishes. Otherwise repeat last move.

Morale

- 2 DPs if cavalry within 1JT of elephants
- 1 DP if cavalry within 1JT in of camels
- 1 DP per CP of leader killed/broken*
- 1 DP if surprised*
- 1 DP if lower grade or light unit broken*
- 1 DP if non-light equal/higher grade HI retiring*
- 2 DPs if non-light equal/higher grade unit broken*
- 2 DPs if charging formed foot, charged by mounted
- 2 DPs if formed charged from behind flank/rear
- 2 DPs if burst-through or falls-back by elephants.

* If visible and within 5 JTs

DP Removal and Rally Shaken

if stationary and not in combat

A Grade. 1 per turn +1 if not shot at and beyond 1 JT of enemy

B Grade. 1 per turn

C Grade. 1 if not shot at and beyond 1 JT of enemy

Shaken. Rally with 3DPs if entire turn beyond bow range of enemy or beyond 1JT behind fortifications

Movement

March Move. Beyond 5JTs of enemy only. Infantry up to 4 JTs; Cavalry up to 6 JTs. up to 6 JTs for infantry in column on road. +1 JT for column or unformed infantry (optional).

Normal Move. ½ JT for each number rolled. 1 AvD + optional AvD (A Grade foot) D6 (others). Non-cataphract cavalry + another optional D6. Light troops +½ JT per die rolled (optional). A & B Grade may move 1 JT without dicing.

Fast Move (rout, pursue, retire or evade). Move unformed. Dice as above but all optional extras compulsory. +1 JT for initial rout, retire, evade move.

Manoeuvre. Maximum 3 DPs for manoeuvre penalties regardless of cause.

Fatigue. No penalty if unformed. 1 DP for each 6 on move dice if formed, +1 DP for each 5 if in Line 2 or more stands wide.

Difficult terrain. Impassable for mounted. 1 DP for formed infantry. **Light Cover:** 1 DP if formed mounted.

Wheel. 1 DP formed line within bow range.

About Face. 1 DP if mounted or C Grade.

Step-back/side-step. 1 JT. A & B Grade foot only.

Change formation. ½ move. 1 DP if in bow range.

Double/halve ranks. ½ move. 1 DP for C Grade.

Form-up unformed. ½ move.

Mount/dismount. 1 move. 1 DP.

Cross minor obstacle. 1 DP for formed units

Cross major obstacle. ½ move & 1 DP. 2 DPs if fast move.

Caltrops/stakes etc. 1 DP for each 4 thrown on move dice (cavalry only).

Interpenetration. No penalty if: neither routing nor charging; one unit is stationary and one is unformed light troops; or one is stationary infantry and one is A Grade infantry. Otherwise 1 DP on formed.

Pass a Gap. 1 DP for formed units + ½ move for infantry.

Risk to Leaders

D6 roll of 1 = hit

2nd roll: 1 = Killed

2-3 = serious wound -2CPs

4-6 = light wound -1 CP

Rampaging Elephants

1 D6 for each DP from shooting or combat.

1 = Rampage, 2 = Killed, 3 = no effect

Full fast move in random direction in every movement phase until pass a control test.

1 D6 before each new rampage move. Killed on 4-6.