

# COMITATUS

## Warfare in the Dark Ages

**Shooting.** Short range = 1 JT. Long range = 5 JTs.  
Roll D6 per stand 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.

-1 die for each DP on the shooting troops.

+1 die per stand for artillery at formed or elephants.

Always roll at least one die.

**6 = Hit.** 1 DP up to a maximum of 3 in any one phase for non-armoured HC or elephants, 2 for others.

### Charge Responses

**Shaken.** Light & poor morale break.

**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.** May countercharge. Horse Archers and Spear & Javelin may evade if 1 rank deep.

**Otherwise.** Stand to receive.

### Combat

Roll D6 per stand in contact according to troop type

Add or subtract dice as follows:

-1 per DP (-5 if shaken)

+ /- morale value (average if 2+ units, round up)

+1 per CP of leader inspiring attack.

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

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

+1 for each eligible supporting stand\* 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 or in *melée*.

May be other HI or archers if HI standing to receive.

Only horse archers can support HC receiving.

Integral LI support HC in *melée* only.

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.

- A Grade may halt, as may B Grade that did not charge or counter-charge. Otherwise pursue.
- Cavalry that chose not to pursue take 1 DP.

**+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.

- Infantry choose to halt or fall-back.
  - Cavalry retire if charged good order infantry frontally, or fought in *mélée*. Otherwise halt.
  - 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 stand causing casualty on 4-6.

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### 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 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.

**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

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

### 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 with all optional extras. +1 JT for initial rout, retire, evade move.

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

**Fatigue.** No penalty if elephants, unformed or column. 1 DP for each 5 or 6 on move dice if in Line 2+ wide, on 6 only if 1 stand 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

2<sup>nd</sup> 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.

1-2 = Rampage, 3+ = no effect

**Rampage:** 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.