



A L L  T H E
KING'S MEN™
Toy Soldier Wargame Rules

by Ken Cliffe

<http://allthekingsmentoy soldiers.com>

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Table of Contents

What You Need to Play	5	Line of Sight	16
Assembling Your Units	5	Ranges	16
Toy Soldier Formations	6	Special Circumstances	18
Formation Changes	8	Cavalry Cannot Fire	18
You Are the General	8	Close-range Artillery Attacks	18
Dice	9	Firing Through Skirmishers	18
Setting up the Battlefield	9	Artillery Firing from High Ground	19
Determining Forces	10	<i>Bonus Dice</i>	19
Arranging Forces	10	Loose Formation versus Fire	19
Playing the Game	10	Fire and Square Formation	19
Special Cards	10	Staging Melee Attacks	20
Special Circumstances	11	Making Contact	20
Allied Generals	11	Pitched Battle	21
Passing on Activations	11	Winning the Contest	22
Activating Units	11	Special Circumstances	23
Units' Resolve	11	Rallying Defeated Troops	23
Command Points	12	Artillery's Escape Movement	23
Special Circumstances	13	Infantry Forming Square	23
Skirmisher Independence	13	General Combat Situations	24
Shared Command Points	13	Cover	24
Influence of Allied Generals	13	Attacks on a Mob	24
Leftover Command Points	13	Flank Attacks	24
<i>Optional Rules: Overriding the Deck</i>	13	Rear Attacks	25
<i>Optional Rules: Banking Cards</i>	14	High Ground	25
Moving Your Troops	14	<i>Buildings</i>	26
Moving Across Terrain	15	Casualties	26
Special Circumstances	15	<i>Optional Rule: Special Casualties</i>	27
Charging	15	Elite and Militia Units	27
Formation Change	15	Army Collapse	28
Immobile Squares	15	Frequently Asked Questions	28
Moving Through Units	15		
Staging Fire Attacks	15		



ALL THE
KING'S MEN™
Toy Soldier Wargame Rules

Rank after rank of troops arrayed before you in brilliant colors. Flags waving above a martial din, proclaiming regiments' allegiance. Bellowing cannons, musket volleys and pounding hooves as soldiers persevere in their inexorable, resolute march toward each other in glorious battle. The joy of standing in a general's shoes and reliving history. It's warfare in the horse-and-musket era, but no one gets hurt, because this warfare is fought with toy soldiers.

Collecting and maneuvering miniature soldiers has been practiced for millennia, whether among the pharaohs of Egypt, in the war room of Frederick the Great, or by the hand of author HG Wells. But collecting and playing with toy soldiers isn't restricted to kings and innovators. We do it today, whether as quality time with our kids or a way to bond with graying buddies.

All the King's Men is a humble addition to this wonderful pastime, a set of rules used to moderate how the soldiers in your collection march, fire and bare

steel against one another in mock battle. These rules have been kept simple in scope and presentation, yet are designed to be satisfyingly complicated in use. They're easy to learn, but putting your strategy into effect soon proves a challenge. You can move, fire and melee with your troops, but at what price? And therein lies the dilemma of a general. Ordering his men into battle is easy. Dealing with the results is the hard part.

This game is designed for battles in what's generally called the horse-and-musket era, a period from approximately the early 18th century through the late 19th century. Firearms are the prevailing weapons at this time, whether in the form of cannons, muskets or the emerging rifle. Armor once worn into battle has been dispensed with, but a man riding a charging horse, with sword outstretched, is still a devastating weapon. Self-propelled, armored vehicles are years away, and the notion of armies doing battle beyond each other's sight is unimaginable. In these times, fire, steel, courage and gallantry win the day.

All the King's Men is designed for play with 54mm toy soldiers (although most any scale of figures will do). Miniatures are fielded individually, whether infantry, cavalry, skirmishers or artillery. You can play with your figures straight from the box, or paint them up to exacting detail and mount each man on a small base.

Your battlefield can consist of a kitchen table or living room carpet. Or it can be a wide table covered with a green cloth and realistic-looking terrain, all in scale with your troops.

You can play games about fictional armies that are determined to go to war. Or you can study historical conflicts and portray them on the table with forces representing the armies that fought on those momentous days. Your battles can be small skirmishes with only a few units per side, or they can be grand battles with dozens of regiments vying to win the field. The choice is up to you. **All the King's Men** allows for all possibilities, capturing the spirit of the tactics, strategies and technology of the horse-and-musket era. The goal is a fun time playing with toy soldiers.

That said, the number of living soldiers represented by a single toy soldier, and the real-world distances represented by an inch on your battlefield are not specified in these rules. The space allowed by your table or floor, and the distances that cannons and muskets fire quickly set the tone for the resilience of your regiments — and the numbers of troops you'll want to put into play.

Finally, **All the King's Men** is for use with any toy soldiers. *Army in a Box* sets certainly provide their own toy soldiers, but anything from your 18th- or 19th-century collection, plastic or metal, will do. In fact, the more the merrier!

What You Need to Play

The following tools are required for use with this game. Many of them are provided in an *Army in a Box* set. Others are household items or are available in your collection of games.

- Individually based 54mm figures, anywhere from a few dozen to several dozen.
- A general or leader figure for each player in an army.
- Some standing casualties — soldiers getting shot or stabbed and in the process of falling down. Or these could be replaced with other kinds of markers such as small stones upon which all players agree. These pieces are called “disorder markers.”
- A normal deck of playing cards.
- A measuring tape or ruler in inches. One per player is suggested.

- Three different colored dice (d6's): green, yellow and red. Beyond these three dice, several other ordinary white ones are required. As many as a dozen.

- Small beads or other markers to be placed with units. Markers should be green, yellow and red to match the colored dice. As many as one such marker per unit is needed in each color. (So, if you have six units of troops in your army, six green, six yellow and six red markers are necessary.)

- Six poker chips or other record-keeping tools per army to represent “command points.”

- If you want to go so far, materials to represent a battlefield on which to fight. A green tablecloth, strips of paper to represent roads and rivers, and models to represent trees, buildings and bridges. Books slid under your tablecloth can represent hills. Be as creative and realistic as you like. The more care you put into your battlefield, the more rewarding your games will be.

Assembling Your Units

The word “unit” is used throughout these rules to refer to any group of toy soldiers organized into a group. A “unit” therefore includes a regiment of infantrymen, a troop of cavalry or an artillery battery.

Your soldiers can be assembled into units as follows. A unit has the listed number of soldiers at the beginning of a game. Or, if you want to represent a unit from a historical battle that fought with less than a full roster, you can reduce its number of soldiers accordingly.

Infantry: 12 privates, an officer and an ensign
Skirmishers: 6 privates, an officer and an ensign
Cavalry: 6 troopers, an officer and an ensign
Artillery (foot or horse): 4 gunners, an officer and an ensign

An “ensign” can be a flag bearer, musician or any other outstanding figure. A flag bearer is common in infantry and cavalry units, while a musician is possible in all unit types.

Skirmishers are a type of infantry trained to fight in open formations, moving and firing from cover to harass the enemy. Their purpose is to slow the opposing army down while the skirmishers' own allies get into position on the field.

Two types of artillery operate in the horse-and-musket period, foot and horse. Foot artillery generally consists of a crew that works dismounted, maneuvering a cannon (or “gun”) with brute strength. Horse artillery cannons are typically light and are operated by crews who have numerous horses available to them. Foot artillery units could be stationed in fortresses or could support infantry regiments. Horse artillery units could

operate a little more far-flung, firing and moving quickly, and supporting cavalry troops.

To remember which artillery units are foot and which are horse in your games, all horse artillery crewmen could be mounted, or you could place a dismounted horse next to a horse unit, and move it around with the unit. Foot artillery crewmen are all dismounted, of course.

You may also want to determine the quality of all the units that comprise your army. They may be unreliable like militia, stable like regular-army soldiers, or very dependable like guard troops. To determine troop quality, see "Elite and Militia Units" near the end of these rules.

Toy Soldier Formations

Armies in the 18th and 19th centuries typically march and fight in strict formations. They are organized in ranks and rows, and these arrangements are maintained on the battlefield even when terrain interferes or casualties are suffered. Whole regiments might slow down to cross a fence and reconstruct their formations afterward, while men advancing on the enemy "close ranks" when their comrades fall.

Troops are arranged in these strict formations because the accuracy of their weapons is generally poor. The more men who can be assembled to fire together in a volley, the more likely harm is done to the enemy. The inaccuracy of muskets and cannons also explains why soldiers of this period wear bright colors. There is little use to wearing camouflage or hiding. Soldiers can "hide" in plain sight and go unharmed. (It's the rifle that begins to change these circumstances, but the true potential of the rifle is only barely understood in this time period.)

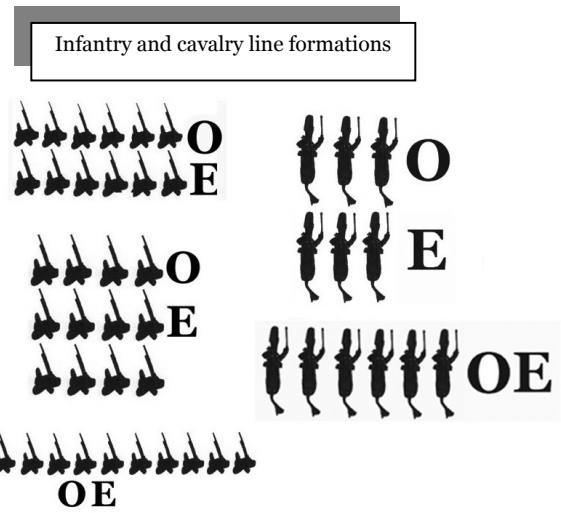
A few different unit formations are used in **All the King's Men**, based on the warfare of the day. Notice that possible officer (O) and ensign (E) positions are indicated in all the formation pictures shown. Officers and ensigns can usually be anywhere in proximity to the soldiers of their units. Sometimes they can be off to the side. Sometimes they must be at the center of formations.

Line: Line formation is used by troops that are prepared for battle. The unit controls the widest possible space on the battlefield and has maximum firepower. The miniatures in a unit are lined up side by side. They could form one long line, or be arranged in two or three ranks, as shown in the illustrations here. All figures' bases must be touching. Infantry and cavalry units use line formation.

Only the front two ranks of an infantry unit in line formation can fire. That is, only those figures are counted when the unit fires.

Because line formation is wide, it is usually slow moving. Terrain interferes with travel and units must

stop often as officers "dress the ranks," or reorganize the men.



Column: Column formation is narrow and long, and usually used to travel long distances on roads. It's also used to cross a battlefield relatively quickly, especially when the terrain is rough or speed is of the essence. Column doesn't allow for much firepower, however.

Toy soldiers in column are arranged from front to back. They could form a single line, or multiple lines could be arranged with soldiers placed front to back, and their lines parallel to each other. All figures' bases must be touching. Infantry, cavalry and artillery units use column formation.

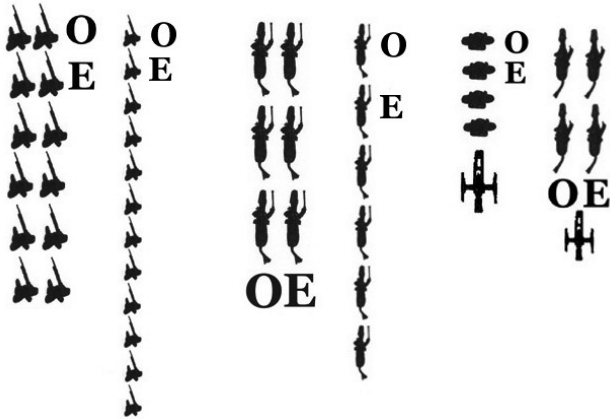
Soldiers in column must be in lines that are deeper (from end to end) than they are wide (from side to side). If a unit's formation is wider than it is long, it's actually in line formation.

Only the front two ranks of an infantry unit in column formation can fire. Only those figures are counted when the unit fires.

Artillery units can also assume column formation. They do so to move a cannon to a new position, traveling as quickly as possible. Artillery crewmen, whether foot or horse, are arranged from front to back, with their cannon placed behind them and facing backward.



Infantry, cavalry and artillery column formations.



Square: Square formation is assumed by infantry units as a defense against charging cavalry. The formation has four sides and all men point their bayonets outward so that cavalry has trouble making contact. The downside to square formation is that it makes a wonderful, immobile target for enemy fire.

Square can be assumed only by infantry units, and only when they're closed with by enemy cavalry. As general, you don't choose for your infantry to form square. They either do so automatically as a defense, or they panic in the face of charging horses and fail to adopt the defense, getting ridden down and cut to pieces.

An infantry unit must have 8 figures remaining (not including its officer or ensign) to be able to assume square formation. If a unit has 7 or fewer soldiers left, it remains in its previous formation when charged by enemy cavalry. The unit simply doesn't have enough men to create a four-sided formation.

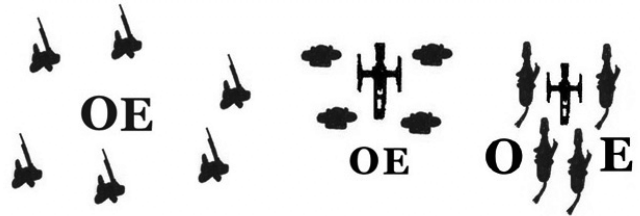
All figures in square formation must be touching. An infantry unit's officer and ensign must be placed at the center of a square.

Infantry in square formation



Loose: Loose formation is assumed only by skirmishers and artillery crewmen who are in position to fire their cannon. There is no specific structure to this formation. Skirmisher units use it to find the best cover and firing positions as they move as a "cloud" across the battlefield. Artillery crews fall into loose formation by default as they set up their guns to fire. They take positions to fulfill their roles, whether moving a wheel, loading a cannon ball or touching a fire hole. Gunners' constant motion means they have no more formal formation.

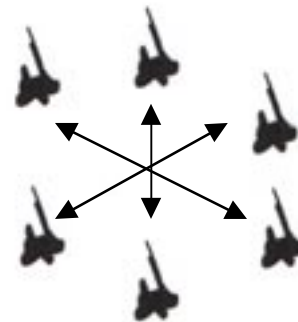
Skirmisher and artillery loose formations.



Skirmishers must assume loose formation around their officer and ensign, each of which is placed at the center of a unit. Soldiers in a skirmisher unit can extend up to 6 inches away from their officer and ensign in any direction.

If both officer and ensign from a skirmisher unit are made casualties, any remaining soldiers must remain in a loose pattern no more than 6 inches in diameter.

Skirmishers without an officer or ensign cannot extend more than 6 inches from each other in the same unit.



Artillery crewmen, whether foot or horse, who are in loose formation must stand within 1 inch of their cannon.

Mob: It's never a good thing for your toy soldiers to assume mob formation. That means they've lost cohesion, becoming a disjointed crowd instead of an organized fighting force. Any kind of unit can form a

mob — infantry, cavalry, artillery or skirmisher. It happens when a unit loses hand-to-hand combat (or “melee”). The soldiers have been stabbed and beaten, have fled from their victor, and gather as a group to seek shelter in numbers.

All toy soldiers in a mob must be touching, and each faces in a different direction. They are not lined up or organized in any way. They have no flank or rear as a result, which is explained later.

You can never *choose* to put a unit in mob formation.

Mob formation. An infantry mob is shown, but any type of unit can be forced into a mob by losing melee.

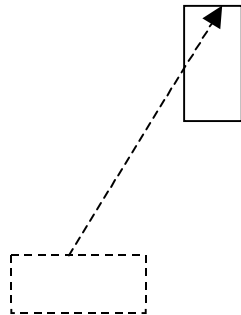


Formation Changes

Sooner or later, you’ll want your units to change formation as they move toward the enemy, or as the enemy approaches. Maybe an infantry unit in line formation advances on a narrow pass between forests, and needs to adopt column formation to get through quickly. Or an artillery unit in column arrives at its intended destination and assumes loose formation to fire on the enemy.

Formation changes usually occur *after* you move a unit. How you actually move your forces is explained fully in a little bit. For now, just remember that formation changes are typically allowed only after a unit has been moved. So, if your infantry unit starts in column formation and you want it to assume line formation, you can do so after the unit takes a movement in column. Or if your cavalry unit starts in line and you want it to take column formation, you can do so at the end of the unit’s line movement.

The infantry unit starts in line formation, moves, and changes formation into column at the end of its movement.



The exception here is square formation. Infantry units may adopt it whenever enemy cavalry makes contact. If the formation change is successful, it occurs immediately and is “free.”

The only unit that cannot normally change formation is a skirmisher unit. Skirmishers are usually in loose formation at all times. The only time that may change is if they lose a hand-to-hand fight and wind up in a mob.

You Are the General

Last but not least, one figure on the battlefield represents you as a general of your army. If more than two people play a game, divide them into teams, which means that one or both armies has multiple generals. Teammates work together to defeat opponents, but they can also wind up working against each other if they’re not careful.

Generals are each assigned a rating from 1 to 3 to represent how talented and organized they are. A general rated 1 is competent, but slow to react to situations, or is inexperienced. A general rated 2 is capable and trusted by his men. He’s been in battle before and has some martial tricks up his sleeve. A general rated 3 is excellent. His men love him and will give their lives for him. He’s fought numerous battles and won many of them. He is wily, and dangerous to all of his foes.

For your first few games of **All the King’s Men**, you can assign all players a general rated 2. That makes the playing field even. If you want more variation in a game involving multiple people, all generals’ scores on a team might add to 4 or 5, and you decide how those totals are determined, with some generals on a team rated higher and others lower.

You can also let fate decide how skilled your general is by rolling on the following chart. Roll a single, ordinary die for each general. The result might be an army commanded by a brilliant leader or a novice. Many historical battles have been fought by extraordinary versus struggling commanders.

Roll	General Rating
1-2	1
3-5	2
6	3

If you’re simulating a historical battle, you can simply assign appropriate ratings to the prevailing generals involved. Frederick the Great, Napoleon and Robert E. Lee might all be rated 3, for example, with history’s other figures standing on par or below them.

Your general’s position on the battlefield is decided before the battle begins, and then at the end of each game turn. He can travel up to 20 inches at a time in any direction and is not subject to terrain penalties.

Special circumstances also allow him to move *during* a turn, all of which will be explained soon.

Dice

A game of **All the King's Men** calls for about a dozen ordinary six-sided dice. You might even gather this many for each player. You can find them in board games that you own, or get them inexpensively at dollar stores.

You also need 1 green, 1 yellow and 1 red die. Each *Army in a Box* set comes with 1 of each of these colored dice. Ideally, each player has a set of colored dice to himself.

Dice are rolled whenever your units fire or engage in melee, or when it's possible that your intended orders might not be received by units.

A green, yellow or red die is included in most rolls you make based on how fresh or exhausted one of your units is. Green is used when the unit is fresh and rested. Yellow is used when the unit is worn down. Red is used when the unit is exhausted. Depending on the color of the single die included in your roll, you seek rolls of a certain number or better to cause casualties or to get orders through. Those numbers, called "target numbers," are:

Green: 4-6

Yellow: 5-6

Red: 6

Any die that gets a number in this range is a "success." Any die that gets a lower roll is a failure and is disregarded.

When you roll for a unit to fire or cause harm in melee, you roll at least 1 die for each toy soldier involved. If that's 12 infantry, you could roll 12 dice. If it's 3 cavalry troopers, you could roll 3 dice. One of those dice must be colored, green, yellow or red. So, if you need to roll 6 dice for an attack, and the dice are supposed to be green, roll 1 green die and 5 white ones. Rolls of 4 or higher succeed. If you need to roll 8 dice for an attack, and they're supposed to be yellow, roll 1 yellow die and 7 white ones. Rolls of 5 or higher succeed on yellow dice. Or if you need to roll 2 dice on a roll, and they're supposed to be red, roll 1 red die and 1 white die. Rolls of 6 succeed on red dice.

Throughout these rules, rolls are called for based on the single colored die included. So, the rules might tell you to roll "green dice," "yellow dice" or "red dice." Really, that's just 1 colored die combined with however many white ones you need to round out the total.

When different colored rolls are called for is explained later. For now, you just need to understand how most rolls occur in a game.

Setting up the Battlefield

Preparing your field of battle is very much a matter of available room and personal taste (and history if you re-create a real-world battle). The table or floor on which you play may establish some natural boundaries on where troops may roam. An area 4 feet by 6 feet, minimum, is suggested, with opposing forces lining up along the long edges of the field. That puts all troops within foot-artillery range from the very beginning of the game (4 feet). If you want more room to maneuver, make the field deeper as your play space allows. A 6-foot-by-6-foot battlefield allows for plenty of space to move troops, and allows units to start the game outside artillery range of each other. Some *Army in a Box* sets will include battlefield mats. These mats could even be combined to create truly large battlegrounds.

Terrain on your field is very much a matter of style and artistic talent. You can create a detailed piece of ground including hills, trees, rivers, villages and just about anything else that soldiers might encounter. Terrain generally creates obstacles for troop movement and blocks line of sight so that units may avoid enemy fire.

A field cluttered by terrain pieces makes for a slow, somewhat complicated game as units gradually make their way toward each other. They also need to get very close to the enemy before they can see their targets. A field with only a few hills, forests and other obstacles allows troops to maneuver freely and get into position to fight quickly.

Terrain features can be created with many of the same tools and items used in railroad dioramas. Trees, rivers, roads and hills can all be made or purchased. Just bear in mind the scale of your figures; terrain features should be large enough to look convincing next to 54mm figures.

Alternatively, you can go a very simple route by drawing out all terrain features on paper, cutting them out, and placing those shapes as two-dimensional representations of three-dimensional obstacles. Hills can also be created by laying books on your field, whether atop or under the cloth that establishes the boundaries of your battleground.

Some terrain pieces are included in *Army in a Box* sets, such as buildings, fences and other structures appropriate to the battle that a set portrays.

To emulate the terrain of a historical battlefield, research the battle to learn what features lay where, and try to approximate them on your play area. Sometimes it's most rewarding to focus on only prominent terrain features from a historical battle, such as La Haye Sainte farmhouse at the Battle of Waterloo, or the crest line beyond which the British hid from the French guns. Other, smaller features might simply complicate your game, slowing events

down. You'll soon learn how much terrain is the right amount after playing a few games.

Determining Forces

Once you have your battlefield set up, you need to determine how many units each army will include. Do you want an even fight with the same numbers and types of units on each side? Do you want to create lopsided forces to see how long the smaller army can hold out? Or does the historical battle you're re-fighting dictate just what numbers and kinds of troops are involved?

You may just want to put a play area together, decide army size quickly, and have a fast, fun game. In that case, feel free to determine the types of units in each army by rolling on the following chart. A small game involves perhaps 5 rolls per side. A medium-sized battle might call for 8 rolls per side. A large one calls 10+ rolls per side. These battles range from a few hours to a whole afternoon.

When making rolls to determine troop types, use 2 ordinary dice and add their totals on each roll.

Roll	Unit Type
2-5	Infantry
6-8	Cavalry
9-10	Skirmisher
11-12	Artillery

If you get "Artillery" at any time, roll another single die. On a result of 1-4, the unit is foot artillery. On a roll of 5-6, it's horse artillery.

Feel free to adjust these odds and unit types as you feel is appropriate, especially based on the period you plan to play. Skirmishers are more common in the 19th than in the 18th century, for example, and horse artillery doesn't become prevalent until the 19th century.

After you have determined the numbers of units that comprise your army, each side should determine its units' quality. See "Elite and Militia Units" near the end of these rules.

Arranging Forces

Now that you have the field prepared and your troops are determined, it's time to place players' respective forces before the battle begins. In most cases, they can line up on the long sides of the play area, perhaps within 1 foot of each player's edge.

Different scenarios or battles might suggest that armies set up along the short sides of the play area (so that forces are up to 6 feet apart on a 4x6-foot battlefield). In the case of one side in a defensive position, that fortification or earthwork might be

arranged anywhere on the board, with attackers allowed to approach from a variety of table edges.

How you actually arrange your forces for battle is up to you, and a result of strategy and using the rules to your best advantage. You'll learn more about these kinds of tactics as you read and get to know the game better.

Playing the Game

A game of **All the King's Men** is played over a series of turns, as many turns as required for one army to defeat the other. At different instances, players get the chance to "activate" one unit at a time. Activating a unit means being able to move it, fire with it, or enter hand-to-hand combat with it. The number of times a single unit can be activated in the same turn is determined by how weary or damaged the unit becomes.

The order in which players get to activate units is determined with a deck of ordinary playing cards. Assign one army a red suit and the other army a black suit, such as Hearts for one side and Clubs for the other. Remove all other cards except the two Jokers from the deck, so that 28 cards remain. One of the two Jokers is considered "red" and the other "black." Be sure to declare which Joker is which before the game starts.

At the beginning of the game, shuffle the cards thoroughly and keep them face down.

In a game turn, draw one card at a time. One unit of the appropriate army is activated for each red or black card drawn. So, if a 4 of Hearts is drawn, the player assigned red cards is allowed to activate one of his units.

As each card is flipped, place it face up as a discard.

A game turn is over when all cards have been drawn from the deck, or when no more units can be activated in either army.

A general may not be able to activate any more units when all those remaining in his army have been exhausted, as will be explained soon. If one army runs out of eligible units to activate in a turn, continue to draw cards until all of the other army's eligible units are activated. Special cards drawn may still benefit or penalize either side.

Shuffle the deck again before each new turn.

Special Cards

As certain cards of an army's color are drawn, special circumstances arise, whether as disadvantages or advantages for you.

- Choose a unit in your own army that cannot be activated for the remainder of the turn. A disorder marker is placed by it as a reminder that the unit can't be activated

again. Remove this marker at the end of the turn. Your unit's ability to fight back in melee is not lost due to this card.

If a 2 of your color is drawn and you have no more extra command points with which to issue orders to units (see below), a green unit (if any) must be chosen for the card.

Jack	The unit activated gets its full movement, regardless of terrain or other factors such as moving backward.
Queen	The unit's activation doesn't downgrade its color. If the unit chosen is already red, activation by this card doesn't count as the last for the unit in the turn.
King	Activate one unit normally, or your general can be moved up to 20 inches. If you move him now, he can be moved again at the end of the turn.
Ace	Two activations occur with the card, whether they're with separate units or the same one. Activating any yellow or red units with this card costs command counters and may require dice rolls to issue orders, as normal.
Joker	You may activate one of your units normally, or instead designate an enemy unit that may not be activated for the remainder of the turn. Place a disorder marker with the enemy unit. The enemy unit's ability to fight back in melee cannot be taken away by this means.

The exact ways in which these cards work will make full sense once you've read the rules completely.

Special Circumstances

A few unique situations may arise in your games as you draw cards and activate units in a turn.

Allied Generals: Two or more players can command the same army. They each have a general on the field. Rotate among those players when cards of their color are drawn. Say Mike and Eric share control of an army, and their units are activated when red cards are drawn. When a red card comes up, Mike activates a unit. When the next red card is drawn, Eric gets to activate a unit. And so the guys alternate between each other.

Passing on Activations: If you ever draw a card of your army's color, but you don't want to move or fire with any units, you can downgrade a unit where it stands — say from green to yellow — but actually do nothing with the unit. The soldiers in the unit grow restless while waiting for action. That downgrade counts as your activation and the next card is drawn. (You may even have to spend a command point to downgrade a unit without actually activating it if you

have no other green units to activate at that time.) See below for more information on “downgrading” units' color, and also see the rules for overriding the deck as another option available to you.

Activating Units

The draw of a red or black card allows you to activate one of your units in a turn. Your unit may do one of the following in an activation:

- Any combination of move, fire and/or change formation. Note, however, that any formation change must occur at the *end* of movement. That means your unit could move, change formation and fire; or fire, move and change formation; or just fire on the spot; or simply move; or change formation on the spot without moving or firing.
- Move and initiate melee (that is, move and make contact with the enemy to trigger a hand-to-hand fight)
- Change an infantry unit from square formation to line or column formation. No movement or firing is allowed.
- Reform a unit from mob formation into another formation. No movement or firing is allowed.

Units' Resolve

A unit can be activated more than once in the same turn. One of your red cards might be drawn and you move a unit in one activation. When another red card comes up, you might activate the same unit again and have it fire and move this time.

A unit may be activated multiple times in a turn based on its “resolve,” which indicates how tired or damaged the unit is. Resolve is recorded on the battlefield by placing colored counters next to units after they're activated. Those counters are green, yellow and red.

A unit with a green counter next to it (also known as a “green unit”) is fresh or recuperated. It is prepared to follow orders and fight to the best of its ability.

A unit with a yellow counter next to it is tired from being issued repeated orders or from suffering attacks.

A unit with a red counter next to it is exhausted from grueling orders or from being the target of debilitating attacks.

Each time you activate a unit, its color “downgrades” one step from green to yellow or from yellow to red. This downgrade always occurs at the end of a unit's activation. So, a green unit follows the orders of an activation to its full capability, and is tired at the end of that action. Its green counter is replaced with a yellow one.

A unit never has more than one counter assigned to it at a time. The color of that counter simply changes. A

unit's counter is moved with the unit wherever the soldiers go on the battlefield. Counters are an easy way of remembering just how tired or beaten your troops are, and opponents can see signs of your troops wavering according to the counters assigned to them.

All units start a game with green counters.

Units' colors are downgraded when they are activated and follow your orders. But units are also downgraded when they're damaged in a fight. That harm can be done when an enemy unit fires, or when your unit takes part in melee.

When the enemy fires on one of your units, and your unit suffers casualties (it loses toy soldiers), your unit downgrades one color. If it was green and loses men under fire, it downgrades to yellow. Its green counter is replaced with a yellow one. If your unit was yellow, it downgrades to red. Its yellow counter is replaced with a red one.

If your unit participates in melee, whether it suffers any casualties or not, its color automatically downgrades to red, regardless of what its previous color was. So, if your unit is green when it enters hand-to-hand combat, your unit's counter is changed to red when the fight ends.

When a unit is downgraded to a red counter, it is exhausted, its men are in confusion, or the unit is beaten badly. A red unit can be activated only one more time in a turn. At the end of that activation, place a disorder marker next to the unit. The unit cannot be activated again in the turn, and the marker is a reminder of that limitation. The unit's red counter remains on the field along with the disorder marker.

If your red unit is ever the target of a fire attack from the enemy, and your unit suffers casualties, a disorder marker is placed next to it. Your unit has been shot up and cannot be activated again for the remainder of the turn.

The same happens if your red unit participates in melee. A disorder marker is placed with your unit and it can't be activated again for the remainder of the turn.

A disorder marker is moved with a unit if the group ever moves.

At the beginning of each new turn, your units' assigned counters are changed back to green and the whole downgrading process starts over again. Your forces get a second wind and are reordered by their officers.

Disorder markers placed next to your units are removed before the next turn begins. Your troops find renewed strength to resume fighting.

Command Points

Okay, now you know how units become battered and tired in a turn, by carrying out orders or suffering

abuse in battle. Soldiers aren't robots, though. They don't just snap to and react to orders blindly. Your toy soldiers may be made of metal or plastic, but the men they represent are flesh and blood. That means your soldiers don't always follow orders as you'd like. Your orders can be lost or misunderstood. Soldiers can refuse to follow them for fear of being hurt. Or a unit may be too weary to respond at all.

When a unit is green, it is fit for action. A unit assigned a green counter can be activated automatically with the draw of an appropriate card for your army. The unit is completely reliable.

Once a unit turns yellow or red, however, there's a chance that it may not follow your commands. At that point, you as general need to make a special effort to ensure that your orders are obeyed.

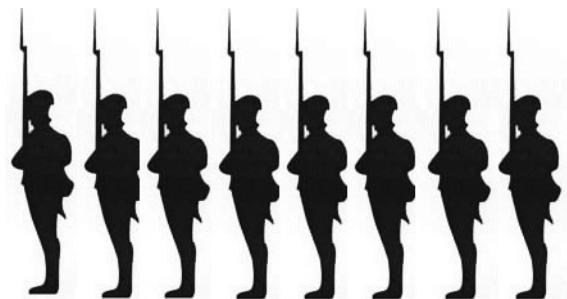
At the beginning of each game turn, each player rolls a single die for each point of rating that his general has. So, if your general is rated 2, you roll 2 dice. (These are ordinary dice, not colored ones.) This roll is made in secret. You are honor-bound to be honest about what you roll, just as the generals of the wars we fight act like gentlemen toward each other.

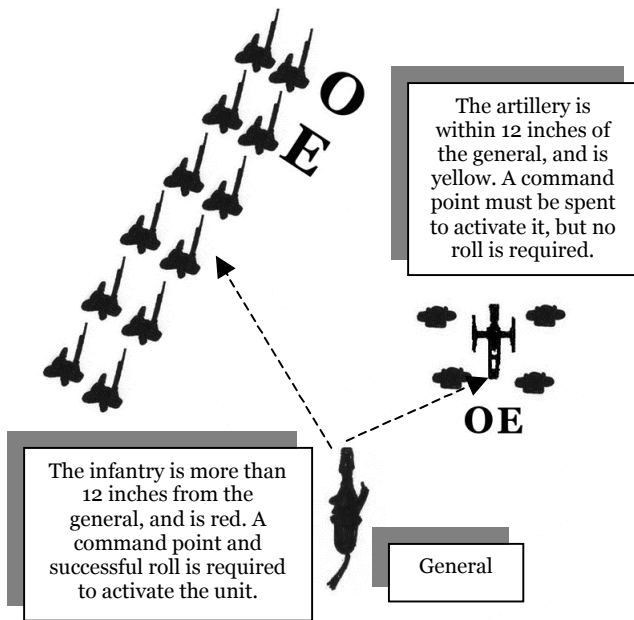
The highest number you get on a single die is the total number of "command points" that you have at your disposal for the turn. Say you roll 2 and 5 with your 2 dice. Your highest roll is 5, so you get 5 command points for the turn.

Keep track of how many command points you have with poker chips or similar tokens. You should keep your current total of points secret from opposing players during the turn, maybe keeping your available chips in a pocket.

Whenever you want to activate one of your units that's currently yellow or red, you have to discard 1 of your command points. You cash in 1 of your chips. By spending a command point, your general focuses his attention on the tired or beaten unit in question, trying to motivate it to react to his orders.

If any part of the unit is located within 12 inches of your general figure, spending a command point makes a yellow or red unit activate without fail. (When measuring to an artillery unit, measure to the unit's cannon.)





If the unit is more than 12 inches from your general, it may not receive or understand orders, even though you have spent a command point. Roll a number of dice equal to your general's rating — 1, 2 or 3. One of these dice should match the current color of the unit being activated — green, yellow or red. If you get even 1 success, the unit can be activated normally. If you get no successes, the unit fails to follow orders and your command point is wasted.

Remember that a “success” is any roll of 4+ with green dice, 5+ with yellow dice, or 6 with red dice.

If the roll fails completely, the unit remains where it stands. It does nothing, and its color does not downgrade. The card that was drawn for you is wasted and the next one is turned.

When another card of your color is drawn later in the same turn, you can try to activate the same unit again. You spend a command point, and make a roll if the unit is still more than 12 inches from your general. If your roll succeeds, the unit is activated normally. If your roll fails again, you lose your command point and the unit remains unresponsive.

Just remember: A unit with a green counter next to it always follows orders reliably, even if it's more than 12 inches from your general. No command points have to be spent and no rolls have to be made to activate a green unit.

Special Circumstances

Beyond the rules you've just read on activating units, there are a few special cases for command points that may arise during a game.

Skirmisher Independence: Thanks to their training to operate independently of their generals, and their ability to move freely, skirmisher units can

always be activated reliably, regardless of their distance from your general. They always activate automatically, even if they're currently yellow or red. You must still spend a command point to activate a yellow or red skirmisher unit, however. A green one requires no command point.

Shared Command Points: If an army has more than one player, each rolls a die for each point of his general's rating. The highest single roll of all allied generals determines the command points available for the whole army. All players on the same team share the same 1 to 6 command points.

Say Mike and Eric are both generals on the same side. Mike's general is rated 2 while Eric's is rated 3, Mike rolls 2 dice and Eric rolls 3. Mike gets a 1 and 6. Eric rolls a 2, 3 and 5. Mike's 6 is the highest roll, so the guys share their 6 command points between them. How they split those chips is up to them. Perhaps 3 each. Or they might keep them all in one stack and each player spends a chip whenever he tries to activate a yellow or red unit.

Influence of Allied Generals: If an army has more than one player, and a yellow or red unit is beyond 12 inches of *all* those generals, the rating of the acting player is rolled to see if his orders are followed. So, if a unit is more than 12 inches from both Mike and Eric's generals, Mike rolls 2 dice to try to activate it. If Eric is the acting general, he rolls 3 dice.

If one player wants to activate a yellow or red unit that's within 12 inches of his teammate's general, he spends a command point and the activation is automatic. So, if Mike intends to activate a yellow unit that's within 12 inches of Eric's general, Mike spends a command point and the unit responds automatically. No roll is required. The same is true if Eric chooses to activate a red unit within 12 inches of Mike's general.

Leftover Command Points: If you have any command points left over at the end of a turn, they are wasted. Remember, a turn ends when all the cards in the deck have been turned, or when neither army has any units left that can be activated.

Optional Rules

A couple of optional rules for cards are possible in **All the King's Men**. These offer more strategies and nuances to play. Fight a few battles without these rules so that you get the hang of how things work, and then introduce these when you're ready.

Overriding the Deck: Sometimes cards of a single color wind up being drawn from the deck, one after another. You might not want to activate all of the units called for, or you might have a strategy in mind and want to see what your opponent plans to do with some of his troops.

In either case, you can “override the deck.” The current card drawn is ignored and the next is turned. It costs 1 of your command points to override the deck.

Just bear in mind that the next card turned could also be of your color. Do you activate a unit with it, or pay to override the deck again?

The only exception is if a 2-card of your own color is drawn. That card must be played on your own army and cannot be overridden. Nor can you override cards of the opposing army’s color.

Banking Cards: Your strategy in a battle sometimes calls for perfect timing. You want to get the right units in the right place at the right time to catch the enemy unprepared. Unfortunately, when cards are drawn randomly from the deck, you don’t have complete control over when your units might be activated.

“Banking” cards helps ensure that your plans come together. If a card is drawn that you would like to save for later in the same turn, you can spend a command point and set that card aside from the discard pile. You may then play it at any point in the turn when another card of your color is drawn. The latest draw is ignored and the banked card is played instead. An army can bank a total number of cards in a turn equal to its highest general’s rating, so 1, 2 or 3. After a card is banked, the next one is drawn.

If a 2-card of your army’s color is drawn, it cannot be banked or replaced with a banked card. The 2 must be played. Nor can you bank cards of your opponent’s color. A card that’s drawn and ignored as part of a deck override cannot be banked.

Any banked cards remaining in your possession at the end of a turn are wasted and are returned to the deck.

Moving Your Troops

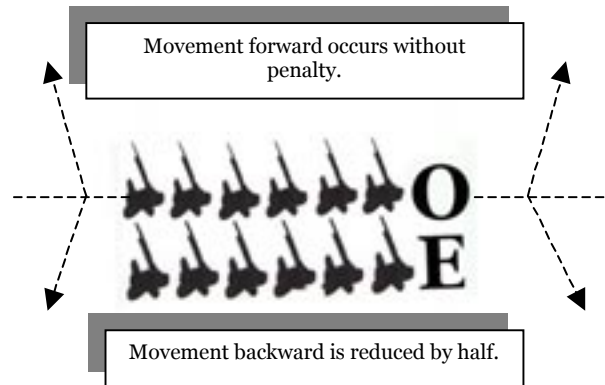
When one of your units is activated, you have the opportunity to move it. Moving your troops is the essence of battle. They march stoically or charge headlong toward one another, whether to form measured lines that fire volley after volley, or to clash in a contest of steel and fury.

On the play area, moving a unit means picking up and relocating each figure in the group according to some simple rules.

Units move a number of inches shown on the chart below, according to their type — infantry, cavalry, skirmisher or artillery. They can travel that distance anywhere in a forward direction. That is, within 180 degrees of the direction in which the unit faces (which is also know as the unit’s “facing”).

A unit doesn’t have to travel the full distance that it can. The chart simply shows maximum distances.

Given their mobility and scattered operation, skirmishers can move the number of inches shown on the chart in *any* direction.



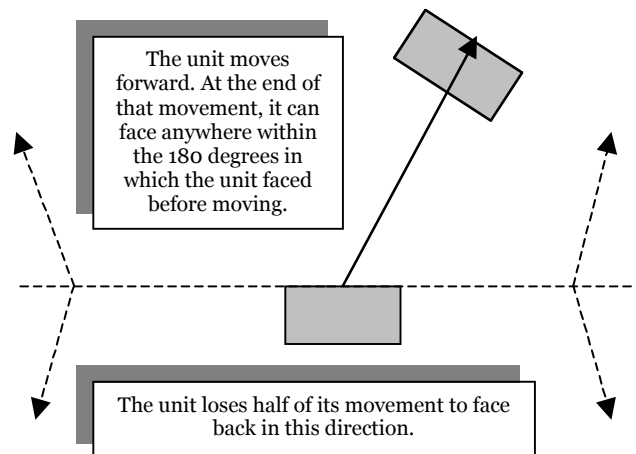
Movement distances are usually measured from the front and center of infantry, cavalry and artillery (in column). Establish the front and center of the unit at the group’s new destination.

Measuring for units in loose formation is a little different. When determining movement for skirmishers, measure from the center of their loose formation. That is, measure from the officer and ensign at the heart of the group. Those two figures form the center of the unit at its new destination.

For artillery in loose formation, measure from the muzzle of their cannon.

Unit Type	Formation		
	Line	Column	Loose
Infantry	6	10	n/a
Skirmishers	n/a	n/a	12
Cavalry	16	20	n/a
Artillery (foot)	n/a	8	4
Artillery (horse)	n/a	16	8

At the end of a movement, a unit can be positioned to face any direction within the 180 degrees in which the unit faced before moving. It can end its movement facing back in the direction from which it came, but doing so would reduce the unit’s movement by one-half.



Moving Across Terrain

When a unit's path crosses a piece of terrain on the battlefield, the unit's movement is usually slowed by the obstacle. Terrain features include water bodies, woods, fences, hedges, hill slopes (traveling up or down), crops, rough ground, and entering or exiting buildings. This interference occurs because troops often march in orderly ranks, and those ranks are disrupted when terrain features get in the way.

Movement that contacts most terrain pieces is slowed by one-half. So, if an infantry unit in column formation meets a fence during its movement, the unit can travel 5 inches rather than the usual 10.

This penalty also applies if a unit starts a movement while already in contact with terrain. Say the above infantry column ends its 5 inches of movement, but the unit is still intersected by the fence. The unit's movement on its next activation is halved again until the whole unit is clear of the obstacle.

If two types of terrain are encountered by a unit in the same activation, its movement is never reduced to less than half. So, if soldiers in a cavalry unit in line formation make contact with a forest on one side of the group and a hill on the other side, the whole unit still travels 8 inches. It isn't reduced to 8 inches for one terrain feature, and to 4 by the other.

Even skirmishers are subject to terrain penalties while moving. They may not maintain orderly ranks like other soldiers do, but they must remain near fellows in their own unit to remain a cohesive group.

Some terrain is simply impassable — units cannot cross or enter it. This includes any lake, deep river or heavy forest. Players should agree on what terrain is impassable before a battle begins. Not even a Jack of your color allows one of your units to move through impassable terrain.

As with encountering terrain, if a unit moves backward based on its current facing, movement distance is halved. As before, a unit gets to move at least half its normal distance, even if it moves backward *and* encounters terrain in doing so.

Moving on a road is the exception to terrain penalties. Moving on a road actually makes movement *faster*, increasing the distance traveled by one-half. In order to get this benefit, a unit must be in column formation and the unit must remain on the road for the entire movement. An infantry unit on a road therefore travels 15 inches, while a cavalry unit travels 30.

A unit in column does not lose the road bonus for assuming a different formation at the end of its movement. If a cavalry unit in column travels a road, it moves 30 inches, even if it assumes line formation at the end of the movement and some figures go off road as a result.

Special Circumstances

Beyond the simple rules for moving your troops, a few unique situations need to be addressed.

Charging: Movement to make contact with the enemy and engage in melee is considered a charge. No extra distance is traveled, but the attacker gains another kind of bonus for initiating the hand-to-hand fight (see below).

Formation Change: Changing a unit's formation does not affect its movement distance. Only one formation change can be made for a unit per activation. Say, from line to column or column to line. Formation changes occur *after* any movement is performed in an activation.

If an infantry unit ever assumes square formation in a turn, that formation change is free and can occur whenever cavalry makes contact to initiate melee. When an infantry unit in square is activated again, you can reform it into line or column formation, but it cannot move or fire in that activation. The new infantry formation assumed can face in any direction.

Immobile Squares: Infantry that's in square formation is usually immobile. You cannot choose to move a square. The formation is a defensive position and is pre-occupied with watching out for nearby cavalry, not traveling.

Moving Through Units: You cannot normally move a unit through another one of your units, or through an enemy unit. They block each other's paths, and movement must stop short of other troops' positions. The only exception here applies to your own skirmishers. You can move one of your units through a skirmisher unit of your own army. If your traveling unit's path ends in the middle of an allied skirmisher unit, just rearrange the skirmishers around the passing force.

Staging Fire Attacks

When enemy units — infantry, skirmishers or artillery — come into range of each other, they typically open fire. In the horse-and-musket period, fire is most effective amongst infantry when soldiers assume line formation to make use of every available musket, and shoot in large unified volleys. While many musket balls miss their mark, many hit home and tear enemy lines apart. The blast of a volley is also terrifying for targets, as hot lead flies past and smoke chokes the battlefield.

Artillery fire is just as frightening. Shooting from long range, cannons blast away at targets with metal balls weighing anywhere from 3 to 6 to 12 pounds or more. A cannon ball can devastate whole lines of troops, who are conveniently assembled by their generals. Even rolling to a stop and nearly spent, a cannon ball can still maim anyone who gets in the way.

At close range, artillery crews use gruesome forms of ammunition such as grapeshot and canister. The first consists of a bag of musket balls that sprays nearby troops. The latter is a thin-walled can filled with debris and jagged metal intended to rip opposing soldiers to pieces.

Finally, there's skirmisher fire, which, while not concentrated like infantry fire or sweeping like artillery fire, can quickly break enemies' spirit. Expert marksmen, skirmishers pick off stray soldiers and their officers, creating confusion and disorientation. Add to that skill the advent of the rifle with its long range, which often puts sharpshooters out of range of ordinary muskets, and skirmishers are dreaded as opponents.

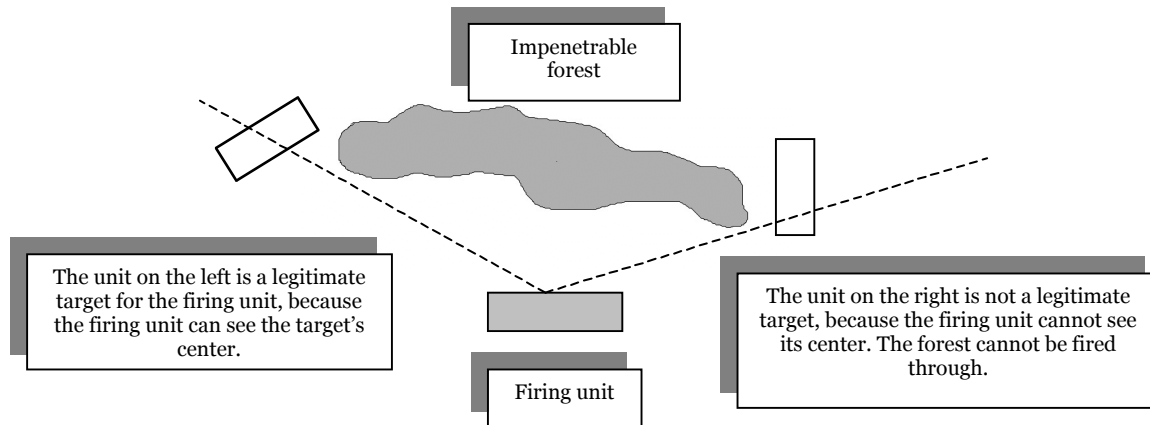
While we as players can't fire muskets, cannons or rifles on the tabletop, we can simulate their effects by measuring ranges and rolling dice to determine the casualties that fire inflicts.

It's also possible that hills and thick woods make it impossible to fire on potential targets who stand beyond. Players should all agree on whether hills and woods can be fired through or over before a game begins. Buildings may likewise block line of sight to a possible target standing beyond.

Ranges

Units can fire their weapons only so far and still have an effect on large groups of enemy soldiers. The following chart lists effective ranges in inches for different units.

Ranges are measured from the front and center of a firing unit, in a straight line. For an artillery unit in loose formation, measure from the muzzle of the cannon. In the case of a skirmisher unit, range is measured from the officer and ensign figures at the center of the marksmen.



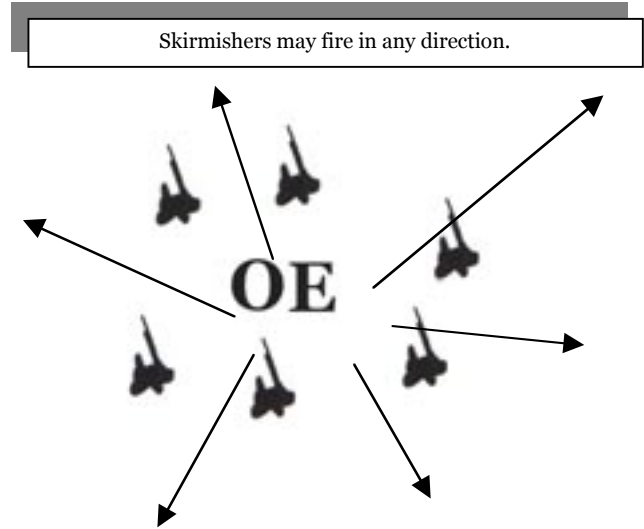
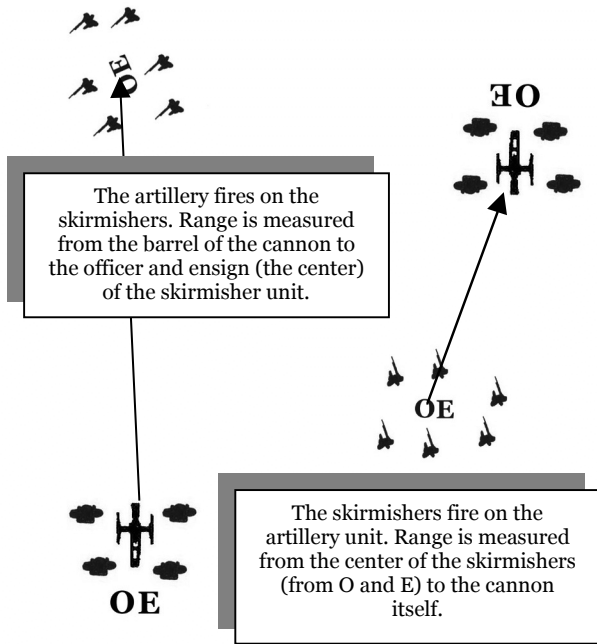
Line of Sight

In order for fire to be conducted by one large group of soldiers on another group, or with a powerful cannon, the firing unit must be able to see enough of the target for the attack to be effective. The center of the intended target (or the *whole* cannon for an artillery unit) must be visible to the attacker along table height. If the center of the target or its whole cannon is not visible, there is not enough space available on the field to make a productive attack. You might be able to see a few figures on either side of a targeted unit, but if the center is not visible, fire is not allowed.

Shooting without a decent target is a waste of valuable ammunition and makes soldiers vulnerable while they reload. Officers err on the side of caution under these circumstances and wait for a better opportunity. This visual requirement is called having sufficient "line of sight."

Unit Type	Fire Ranges Distance in Inches
Infantry	12
Skirmishers	24
Artillery (foot)	48*
Artillery (horse)	36*

* When a target is within 12 inches of an artillery unit, roll 3 dice per gunner rather than 2, as explained below.



An infantry or cavalry unit can be fired upon when any one figure in the unit is within range of the attacker. A skirmisher unit can be fired upon if the officer and ensign at the center of the target are within range of the firing unit. Finally, an artillery unit can be fired upon if its cannon itself is within range of the firing unit.

Fire may be aimed anywhere in a straight line within 180 degrees of the direction in which a unit faces. That is, according to its “facing.” Skirmishers, however, may fire in any direction, regardless of their facing.

A firing unit must aim at a single target. Fire cannot be split between different target units.

To determine if casualties are done to a target, dice are rolled for both attacker and defender. The color of the dice rolled for each is the same as the counters currently assigned to the units – green, yellow or red. So, green dice are rolled for green units, yellow dice are rolled for yellow units, and red dice are rolled for red units.

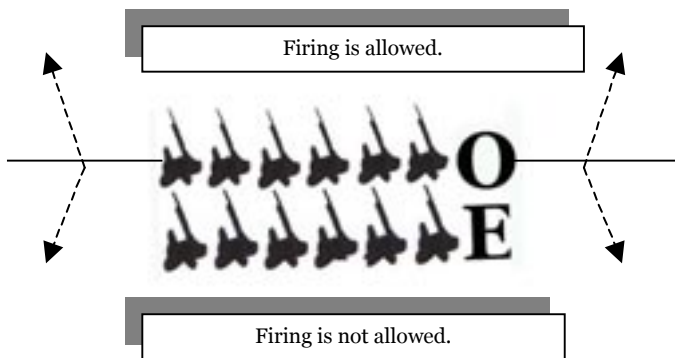
Remember that the different colored dice call for different target numbers in order to score successes: green 4+, yellow 5+ or red 6.

A variable number of dice is rolled for each infantryman, cavalry trooper, skirmisher or gunner, depending on what combinations of units clash, as shown on the following chart.

In this chart, numbers before slashes are dice rolled for each private, trooper or gunner in the attacking unit. Numbers listed after slashes are rolled for the same kinds of figures in the defending unit.

Dice are never rolled for officer and ensign figures in a fire roll, whether for the attacker or the defender. In the case of a full-strength infantry unit, for example, that means 12 dice are rolled rather than 14.

A defender’s roll under fire represents the target’s perseverance and determination in the face of the enemy. The defender is the target of fire, but he may be willing to stand firm, regardless of the bullets whizzing past.



Dice Rolled in Fire

	Defender			
Attacker	Infantry	Cavalry	Skirmishers	Artillery
Infantry	1/1	1/1	1/1*	1/1*
Skirmishers	1/1	1/1	1/1*	1/1*
Artillery	2/1†	2/1†	2/1*†	2/1*†

* Defense rolls made for skirmisher and artillery units are at +4. *Bonuses to rolls such as this are always applied to the number of dice rolled.* In this case, 4 extra dice are rolled.

† Artillery attacks made at targets within 12 inches are 3/1.

Cavalry cannot conduct fire attacks.

An infantry unit in square cannot fire. Any fire conducted on an infantry unit in square is rolled with green dice, regardless of the attacker's current color. The defending infantry's dice are one color worse than normal against anything but cavalry.

When rolls are made for attacker and defender, the successes achieved on each side are added up and compared. If the attacker gets the most successes, the difference between successes rolled is suffered as casualties by the defender. The target unit loses that number of toy soldiers.

So, if Mike's infantry unit fires on Eric's infantry unit, both players roll 1 die per soldier. Mike has 12 soldiers while Eric has only 8 left. Mike's unit is still green while Eric's is already yellow in the turn. That means Mike rolls 12 green dice while Eric rolls 8 yellow ones. Mike's roll gets 1, 1, 2, 2, 3, 3, 4, 4, 4, 5, 5 and 6 — a total of six successes (six rolls of 4 or higher). Eric rolls 1, 2, 3, 3, 4, 5, 5 and 5 — three successes (three rolls of 5 or higher). Since Mike is the attacker and he gets three more successes than Eric, Eric's infantry unit suffers three casualties.

Should the successes rolled for the defender equal or exceed those rolled for the firing unit, the target perseveres through the assault. No appreciable harm is done to his unit. The defenders refuse to allow the fire to affect them. No casualties are suffered.

Let's say Eric's artillery unit fires on Mike's cavalry unit. The cavalry is 27 inches away, well within range for a 2/1 attack by Eric. His yellow artillery crew has four gunners, while Mike's red cavalry unit has six troopers. That means Eric rolls 8 yellow dice to Mike's 6 red dice. Eric gets 1, 1, 1, 2, 3, 4, 4 and 5 — one success (one roll of 5 or more). Mike rolls 2, 3, 3, 4, 6 and 6 — two successes (two rolls of 6). That means Mike gets more successes than Eric. Mike's cavalry comes under long-range fire but with no effect, even though Eric rolled 2/1 dice.

When a defending unit suffers casualties under fire, its color downgrades automatically by one. That would be from green to yellow, from yellow to red, or in the case of a unit that's already red, a disorder marker is placed next to the group to indicate that it can't be activated again for the remainder of the current turn. If the defender ties or wins the fire roll and suffers no casualties, its color is not downgraded.

An attacking unit's color downgrades normally since it has been activated.

Special Circumstances

Those are the basic rules for conducting fire. As you might expect, some special situations arise during play.

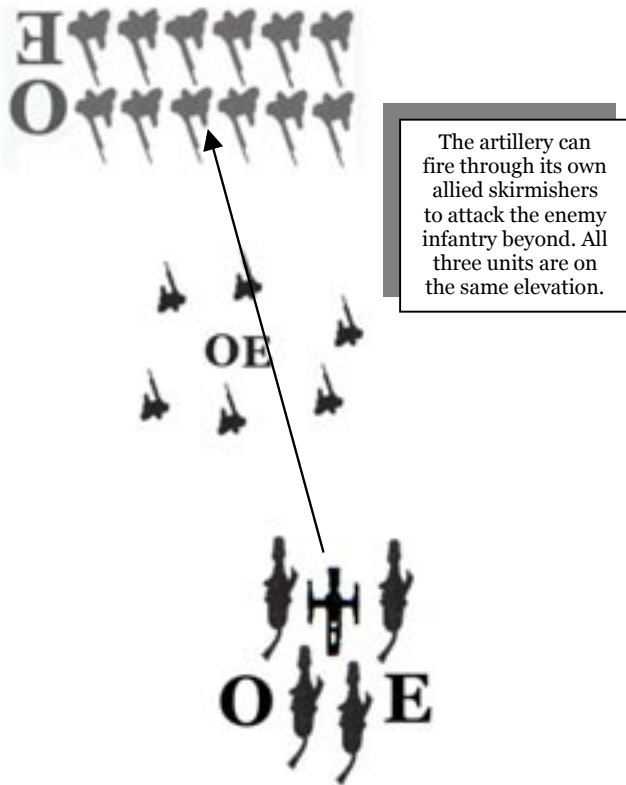
Cavalry Cannot Fire: Cavalry units cannot stage fire attacks. They get to roll dice to defend against fire, but they can't initiate fire attacks. Cavalry often carries firearms, but their ranges are so short and shots from horseback are so inaccurate that cavalry's small arms are considered part of a melee attack (see below).

Close-range Artillery Attacks: Artillery units that fire on targets within 12 inches use grapeshot or canister as ammunition, wreaking havoc on the enemy. Instead of getting 2/1 dice, the artillery attacker gets 3/1.

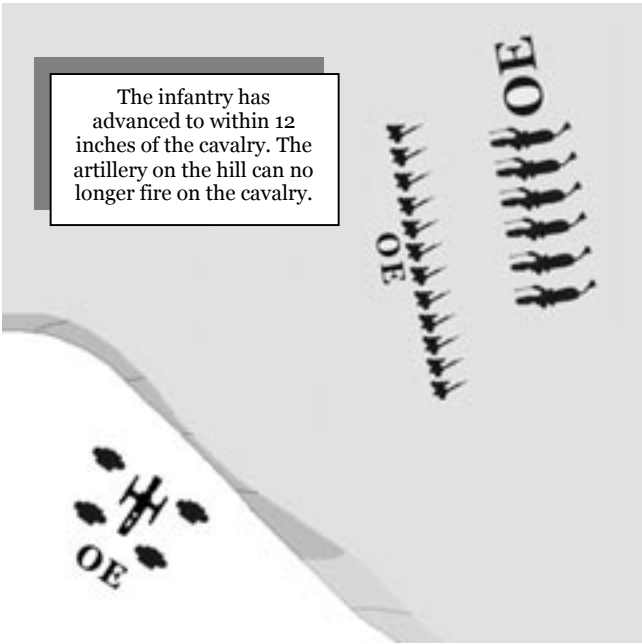
Firing Through Skirmishers: You cannot normally have one unit fire through another one of your units, or through an enemy unit, to hit an intended target beyond. Intervening units usually block line of sight. An exception here applies to your own skirmishers. One of your units can fire through a skirmisher unit of your own army to hit an enemy beyond. The skirmishers work with their allies, taking cover or getting out of the way of friendly fire.

Your units cannot fire through *enemy* skirmishers to hit potential targets beyond. The enemy skirmishers are your default target.





The artillery can fire through its own allied skirmishers to attack the enemy infantry beyond. All three units are on the same elevation.



The infantry has advanced to within 12 inches of the cavalry. The artillery on the hill can no longer fire on the cavalry.

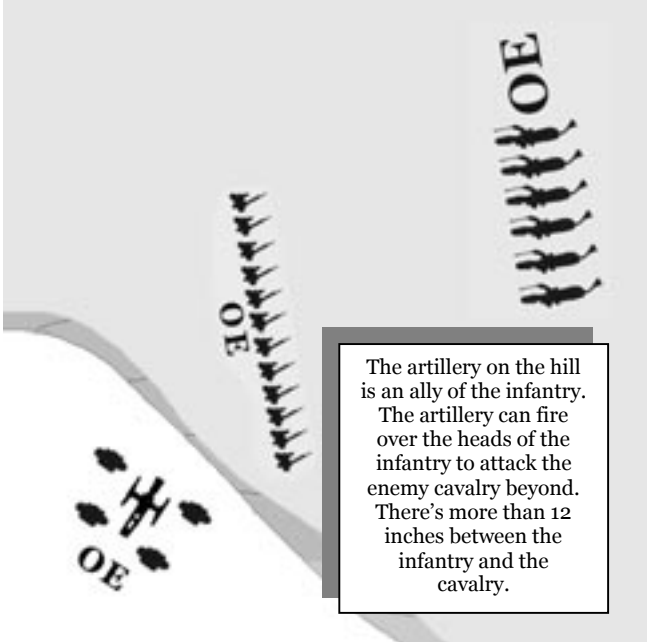
Artillery Firing from High Ground: Artillery units may fire over the heads of intervening units to hit a target beyond. The firing artillery must be on a hill — on a higher elevation than the target. If the artillery and the intended target are both on hills, normal line of sight is required and no extra benefit is gained. Should an intervening unit ever be within 12 inches of an intended target along the path of the artillery's fire, artillery on a hill cannot see the target. Line of sight is blocked.

Artillery firing from a higher elevation on a target gets a +2 bonus (see “High Ground,” a little later in this book). Two extra dice are added to your fire roll. This bonus is cumulative with any bonuses for firing on a target's flank or rear (also explained later).

Remember that artillery can always fire through its own allied skirmishers.

Bonus Dice

When a unit gets a bonus on a roll for being on high ground, behind cover or for another advantage, the bonus is always added to the total number of dice rolled for the unit. A bonus might be +2 or +4, for example. The extra dice are the same color as those normally rolled for the unit. So, a red infantry unit that gets +4 dice gets 4 more red dice to roll.



The artillery on the hill is an ally of the infantry. The artillery can fire over the heads of the infantry to attack the enemy cavalry beyond. There's more than 12 inches between the infantry and the cavalry.

Loose Formation versus Fire: When skirmisher and artillery units in loose formation come under fire, defense rolls for them get a +4 bonus. The soldiers in the units are scattered and able to take cover quickly, making them challenging targets. The defender gets an extra 4 dice to roll against incoming fire attacks.

If skirmisher and artillery units in loose formation are also under cover (addressed below), this modifier is cumulative with bonuses for cover. (So, a total defense bonus of +6 or +8 is possible.)

Fire and Square Formation: When an infantry unit adopts square formation, its men point their bayonets outward to ward off approaching cavalry. Some firing is possible by the defenders, but it's sporadic at best and not concentrated. For the purposes of this game, an infantry unit in square formation is considered unable to stage fire attacks.

And yet, a concentrated group of infantry such as a square makes a prime target for fire from the enemy! Any fire attack aimed at an infantry unit in square is rolled with green dice, regardless of the attacker's current color. Say a red artillery unit fires on enemy infantry in square. The artillery unit has 3 gunners left, so 6 *green* dice are rolled for the attacker, rather than the usual 6 red dice.

Staging Melee Attacks

A cavalry regiment thunders across the battlefield at full gallop, crashing into a wavering line of soldiers. The riders' sabers rise and fall over and over, cutting through their foes.

An infantry regiment marches steadfast under a relentless hail of muskets balls, the troops' guns tipped with lethal bayonets. The sheer weight of the onslaught rolls the attackers over the defenders' position as drums beat, flags wave and men scream.

Hand-to-hand combat, or "melee," is perhaps the most decisive attack a unit can make in horse-and-musket warfare. And so it is in **All the King's Men**. There's no subtlety involved in coming face to face with the enemy to lunge with swords and bayonets. The resulting struggle is always costly for both sides. And yet, generals rely on melee as a reliable attack

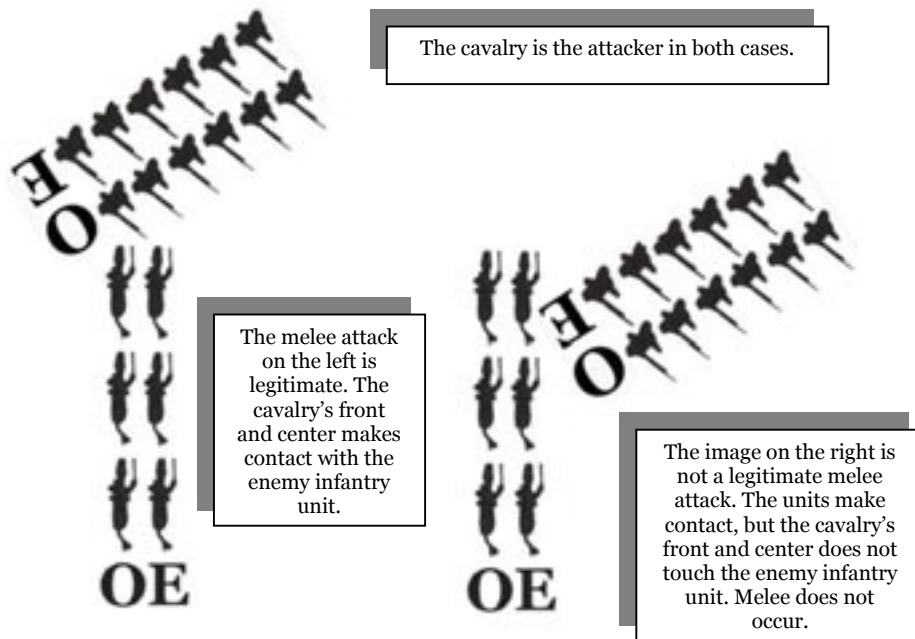
whenever they anticipate an enemy is weak or disorganized. The danger is, it's the attacker who could break and run upon clashing with the intended victim.

Making Contact

It's easy to tell when enemy units engage in melee: The front and center of an attacking unit must come into contact with the enemy. The momentum of the whole advancing unit is thrown at the enemy in a single, brutal assault.

So, the front and center of an infantry unit in line formation must make contact with any part of another enemy unit to trigger hand-to-hand combat. Or the front and center of a cavalry unit in column must make contact with any part of another enemy unit to initiate melee.

An attacker can also make contact with any gunner in an artillery unit that's in column formation to initiate melee.



The special cases here apply to making contact with skirmisher and artillery units in loose formation. Because skirmishers are in loose formation, enemies who seek to initiate melee with them must make contact with the officer and ensign at the center of skirmishers' formation. Just touching one skirmisher on the edge of that unit's formation is not sufficient to trigger melee.

Melee is initiated against an artillery unit in loose formation by making contact with its cannon.

Once enemy units make contact, all of their toy soldiers are drawn into hand-to-hand combat.

Pitched Battle

Resolving melee is handled much like a fire attack, with a few important differences. The attacker and defender count up the number of toy soldiers making or receiving the attack. *Once again, officers and ensigns are not included in this number.* The actual number of dice rolled for each side is determined on the chart below, based on what kinds of units collide. Numbers before slashes apply to attackers. Numbers after slashes apply to defenders. So, if an infantry unit engages an enemy infantry unit in melee, 1 die is rolled for each soldier involved in the fight. If a cavalry unit attacks a foot artillery unit, 2 dice are rolled for each cavalry figure, and 1 die is rolled for each artillery gunner.

The color of dice rolled for an attacker in melee is usually green, regardless of what the unit's normal color is. The attacker gets this bonus because it charges into the enemy and has the benefit of momentum and intimidation. The dice rolled for the defender are usually the unit's current color, whether green, yellow or red.

Let's say a cavalry unit attacks an infantry unit. Green dice are rolled for the cavalry because it's the attacker.

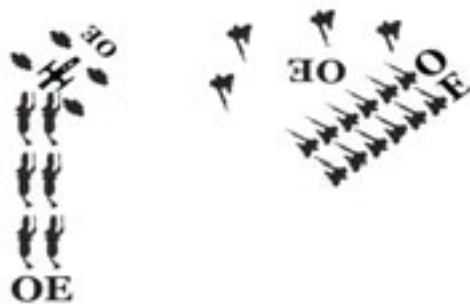
The cavalry may ordinarily be yellow or red, but it gets green dice for this roll. If the infantry unit's color is yellow, yellow dice are rolled for it. Two dice are rolled for every cavalry trooper, while one is rolled for every infantryman. Let's assume the cavalry unit has five troopers, while the infantry unit has seven privates. That means 10 green dice are rolled for the cavalry, and 7 yellow dice are rolled for the infantry. The cavalry gets successes on rolls of 4+, while the infantry gets successes on rolls of 5+.

Notice on the chart that only infantry and cavalry units may be attackers in melee. That's because skirmishers and artillery units are not trained to initiate hand-to-hand attacks. They're trained to fire on the enemy. These units can still defend themselves in melee, but do poorly. When skirmishers and artillery are subject to melee by the enemy, red dice are usually rolled for their defense, regardless of the units' normal colors. (Yellow dice are rolled for guard skirmishers or artillery under these circumstances. See "Elite and Militia Units," below.)

Similarly, infantry units cannot initiate melee attacks against cavalry units. Infantry's training against cavalry is to assume a defensive posture — to adopt square formation — not to take the offensive against the bigger, heavier foes.

As in fire attacks, dice are rolled for both attacker and defender in melee. In this case, successes rolled by either side are not compared. A unit automatically suffers casualties equal to the successes rolled by the enemy. So, if two infantry units enter melee and 4 successes are rolled for the attacker while 2 are rolled for the defender, the attacker suffers 2 casualties and the defender suffers 4 casualties.

Melee is truly devastating to both sides. A general simply hopes that his soldiers prevail.



Cavalry initiates melee with the artillery unit on the left by contacting the target's cannon.

Infantry initiates melee with the skirmishers on the right by contacting the target's officer and ensign.

Dice Rolled in Melee

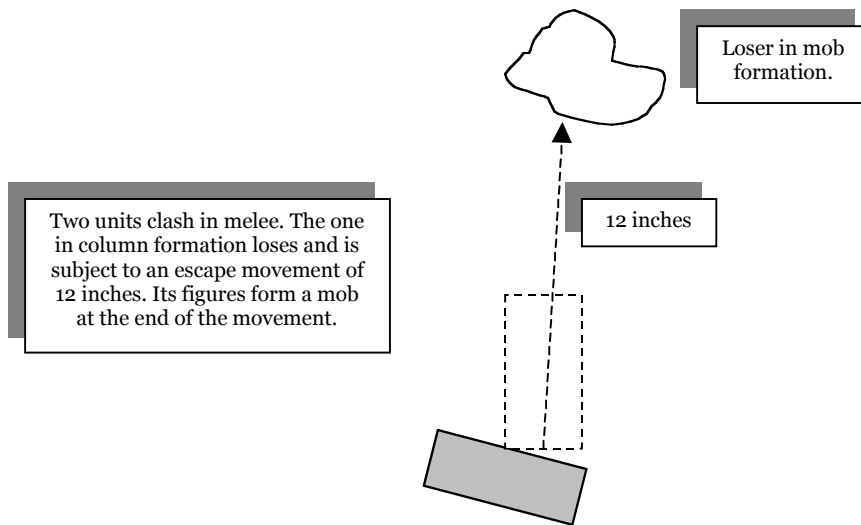
	Defender				
Attacker	Infantry	Cavalry	Skirmishers	Artillery (Foot)	Artillery (Horse)
Infantry	1/1	†	1/1	1/1	1/1
Cavalry	2/1*	1/1	2/1	2/1	1/1

* If infantry succeeds at forming square when attacked by cavalry in melee, 1/1 rolls are made instead of 2/1. Dice rolled for cavalry are determined by its current color. Green dice are usually rolled for infantry, regardless of the infantry's normal color.

† Infantry cannot initiate melee with cavalry

Dice rolled for the initiator of a melee attack are green, regardless of the attacker's current color.

Neither skirmishers nor artillery can initiate melee attacks. Red dice are rolled for skirmisher and artillery defenders in melee, regardless of the units' current colors.



Winning the Contest

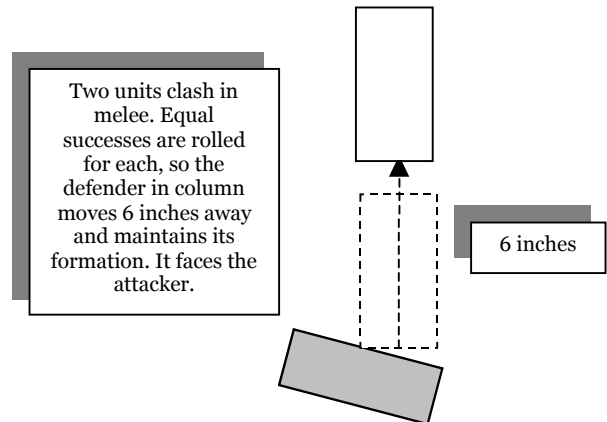
A unit wins melee by inflicting more casualties on its opponent than it suffers. The side to suffer the most casualties is driven away from the attacker. Locate the loser 12 inches directly away in a direction of the losing player's choice. This movement is automatic. Terrain modifiers do not apply to such "escape movement" (although impenetrable terrain and other intervening units must be moved around).

Arrange the losing unit as a mob, with all figures touching but facing in different directions.

Escape movement cannot be made toward other nearby enemy units or result in contact with the enemy. The losing unit's next activation must be dedicated to assuming a formation of the controlling general's choice, on the spot, and nothing else. The unit cannot move, fire or initiate melee in the activation. The reformed unit can face in any direction you choose.

If no successes are rolled for either side in a melee, or the number of successes tie, the defender is driven

back from the attacker as per an "escape move," above. The difference here is, the defender travels only 6 inches distance and faces the attacker at the end of that automatic movement. Terrain modifiers do not apply to such escape movement (although impenetrable terrain and other intervening units must be moved around). In this case, the defender maintains the formation it had when the melee occurred.



When melee is over and one unit has been driven from the other, both are downgraded to red automatically. A unit might not have even suffered any casualties in the fight. It still downgrades to red. The fight is disruptive and exhausting for both sides. That's why melee is often an attack of last resort. (If one of the units was already red going into melee, a disorder marker is now placed next to it. The unit cannot be activated again for the remainder of the turn.)

Special Circumstances

Melee in **All the King's Men** is straightforward, but special situations introduce different twists of fate.

Rallying Defeated Troops: A general near a unit that's defeated in melee might inspire it to recover from the beating, rallying the troops. If your general is within 12 inches of a unit that suffers the most casualties in melee, roll a number of red dice equal to your general's rating. If he's rated 3, you roll 3 red dice. If a success (a 6) is rolled on any die, the defeated unit undergoes a 6-inch escape movement rather than the 12-inch kind. That is, the unit maintains its normal formation and faces the enemy at the end of the reduced escape movement.

Artillery's Escape Movement: An artillery unit forced to make a 12-inch escape move abandons its cannon altogether. The gunners flee the battlefield, no matter how many of them remain in the unit. Remove the figures and cannon from the play area. The abandoned gun is considered lost, destroyed or captured, and can be used by no one else for the rest of the game. An artillery unit forced to make a 6-inch escape movement takes its gun with it, repositions the gun, and may fire when activated next.

Infantry Forming Square

An infantry unit may assume square formation as a defensive maneuver against approaching cavalry. The soldiers arrange themselves into a four-sided position with all bayonets facing outward, and officer and ensign located at the center of the arrangement.

Infantry is the *only* unit type that can assume square formation, and it does so as an emergency defense, not at your command. A roll is made to see if an infantry unit can defend itself in time when attacking cavalry makes contact. An infantry unit must have at least 8 figures (not including officer or ensign) to form square. If 7 or less are had, line or column formation is maintained.

If an infantry unit is within 12 inches of a general in its army, it forms square automatically on contact with cavalry. If an infantry unit is more than 12 inches from a general, a number of dice is rolled equal to your general's rating — 1, 2 or 3. The color of dice depends on the counter assigned to the infantry unit at that time — green, yellow or red.

If any successes are rolled on those dice, the infantry forms square in time. If the roll fails, a square is not achieved. The infantry remains in whatever formation it was in and conducts melee normally.

Say Eric's cavalry makes contact with Mike's infantry, initiating melee. The infantry unit consists of 10 soldiers, not including its officer or ensign. That's enough to form square. Mike's infantry is more than 12 inches from his general, so the formation change is not automatic. Mike's general is rated 2, and his infantry is currently green. That means Mike rolls 2 green dice. He needs at least one roll of 4+, and gets 2 and 5. The infantry forms square in time! Mike rearranges his unit into a four-sided formation with all men facing outward and his officer and ensign at the center of the group.

When an army has two or more players, rolls to form square are based on the nearest general's rating.

If a square is achieved, only 1 die is rolled for each cavalry figure in melee, rather than the usual 2, and dice of the attacker's normal color are rolled rather than green for initiating melee. So, if Eric's cavalry unit has 5 troopers and is currently yellow, he rolls 5 yellow dice against Mike's infantry in square, instead of 10 green dice.

While in square, infantry's defense rolls in melee against cavalry are made with green dice, regardless of the infantry unit's normal color. So, Mike rolls 10 green dice against Eric, even if his infantry were normally yellow or red. (Yellow dice are rolled for militia infantry in square formation. See "Elite and Militia Units," below.)

As in ordinary melee, combatants inflict their successes rolled against each other as casualties. So, if Eric gets 3 successes and Mike gets 4, Eric's cavalry suffers 4 casualties and Mike's infantry suffers 3 casualties.

If the attacking cavalry loses the struggle (it suffers the most casualties), it undergoes a 12-inch escape movement away from the square. If the defending infantry loses the fight, the square is broken! The infantry suffers a 12-inch escape movement and forms a mob at the end of it.

If an equal number of successes are rolled for both the cavalry and the infantry in square, the square takes a 6-inch escape movement away from the cavalry. *This is the only instance in which infantry in square may move.* The infantry unit remains in square at the end of the movement.

Assuming square formation as a defense against cavalry is a free movement and may occur whenever cavalry initiates melee. An infantry unit that forms square remains in that formation and is normally immobile until activated again. When activated next, all the unit can do is change formation to line or

column on the spot. That new formation can face in any direction you choose. No movement is allowed in the activation, only a formation change. The infantry cannot fire or initiate melee.

Alternatively, you may leave your infantry unit in square for an extended period, not changing its formation or position. If the unit is contacted by cavalry again, no roll is required to maintain the square. Its defense against the new attack is gained automatically.

An infantry unit that remains in square for an extended period cannot conduct fire attacks. It can only defend against melee attacks.

There's a price for leaving infantry in square, though. The unit makes a good target for enemy fire. Green dice are rolled for a unit that fires on a square, regardless of the attacker's ordinary color. So, if Mike leaves his infantry in square as new cards are drawn in the turn, and Eric has his yellow artillery unit fire on the square, Eric rolls green dice instead of yellow ones.

Furthermore, should an infantry unit in square ever be attacked by any enemy unit other than cavalry — whether through fire or melee — dice rolled for the defender are one color worse than normal for the unit's current color. Square formation is a poor defense against any attacker other than cavalry!

So, when Eric's artillery fires on Mike's normally yellow square, Mike now rolls red dice. Or if one of Eric's infantry units closed for melee with Mike's yellow square, Mike would roll red dice to defend against the attack. If Mike's square is downgraded to red at any point, he still rolls red dice when defending. There's no "worse" color that he can roll at that point.

(If guard infantry forms a square and is attacked by someone other than cavalry, dice of the defender's current color are still rolled. If militia infantry forms a square, red dice are always rolled for the defender, no matter what the unit's normal color is. See "Elite and Militia Units," below.)

It's possible that an infantry unit in square formation could suffer enough casualties that its number of soldiers drops to 7 or fewer (not including officer and ensign). If that ever happens, the unit is subject to a 6-inch escape movement away from the opposing unit, even if the infantry inflicted the most casualties in the latest melee. The infantry unit must assume line or column formation at the end of the movement, and may face in the direction of its player's choice.

If casualties inflicted in a melee are tied, an infantry square is subject to a 6-inch escape movement. If that fight also reduces the unit to 7 or fewer soldiers at the same time, only one 6-inch escape movement is made. They're not added together for a 12-inch movement.

An infantry unit in a mob cannot form square when cavalry makes contact. The infantry is too disordered to react properly.

General Combat Situations

The following conditions may apply to both fire and melee attacks, so are addressed together in one place.

Cover: Soldiers naturally seek to take cover in battle, the better to defend themselves and to hold a position against the enemy. Cover interferes with fire and melee attacks.

Two kinds of cover, "light" and "heavy," affect attacks. They include the following:

Light: Hedges, light woods, low walls, fences

Heavy: Structures, fortifications, barricades, ramparts

Cover applies a bonus to a defender's roll in an attack: +2 for light cover and +4 for heavy cover. These dice are added to a defender's roll.

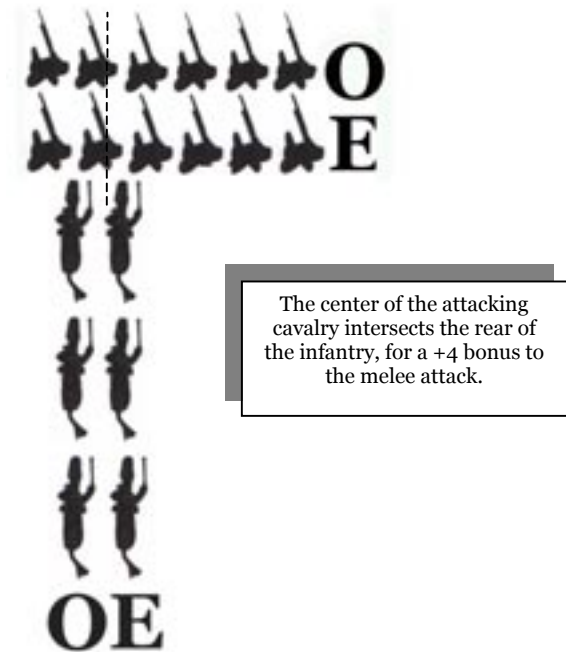
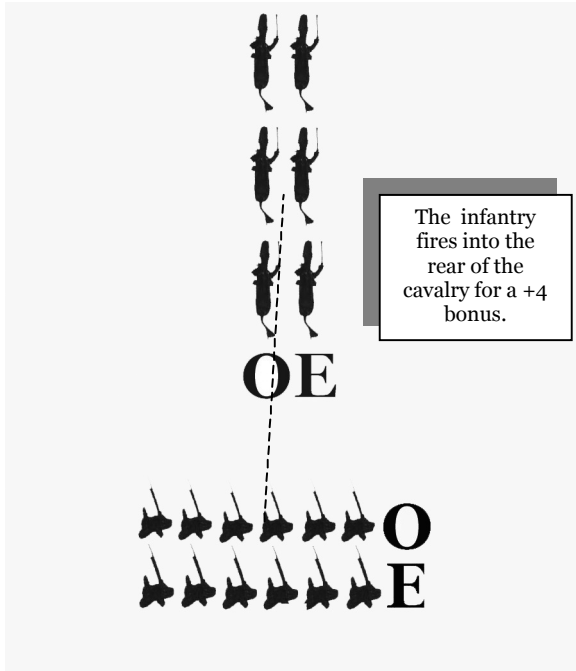
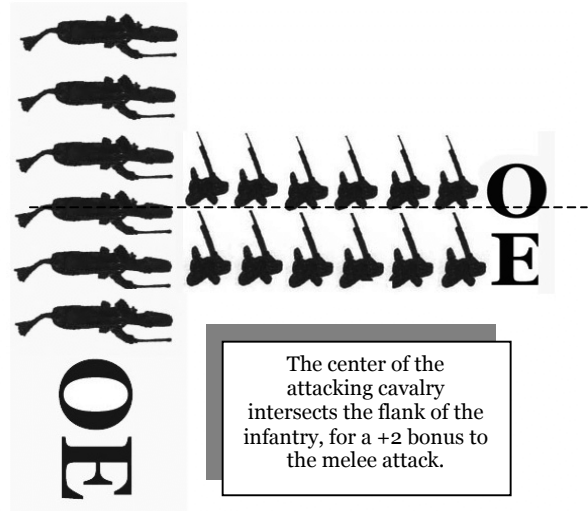
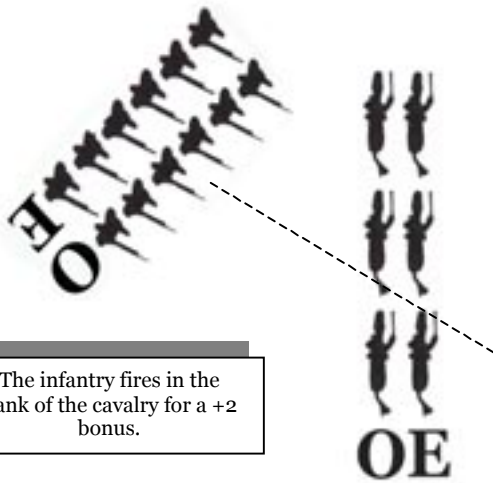
If more than one type of cover applies to a target, use only the most protective one. So, any cover modifier will always be +2 or +4, total. Say a hedge grows outside a fortification. The defenders get 4 extra dice on defense rolls for the heavy cover. They don't get 6 extra dice for the fortification and the hedge.

For a unit to gain the protection of cover in fire or melee, its figures must be in contact with the cover in the direction from which the attack comes. If defenders hold a low wall and attackers approach from the opposite side of the wall, the defenders are under light cover. If the attackers approach from an exposed flank or the rear of the defenders, the wall offers no protection.

Attacks on a Mob: A unit that loses a melee, performs a 12-inch escape movement, and that's reduced to a mob has no flanks or rear in that formation. If a mob is ever fired upon or closed with for melee, the attacker gets a +4 bonus to the attack roll. Four extra dice are added to the attacker's roll. If an infantry unit is forced into a mob and enemy cavalry closes with it for melee, the infantry unit cannot assume square formation.

Flank Attacks: A unit that suffers a fire or melee attack from the side is subject to a "flank attack." The attacker gains a +2 bonus to his roll. A line drawn straight from the front and center of the attacking unit must intersect the side of the target unit. If the attack is staged against artillery, gauge it by the side of the cannon.

Skirmisher units are not subject to flank attacks. Nor is an infantry unit in square formation, or a mob of any kind.



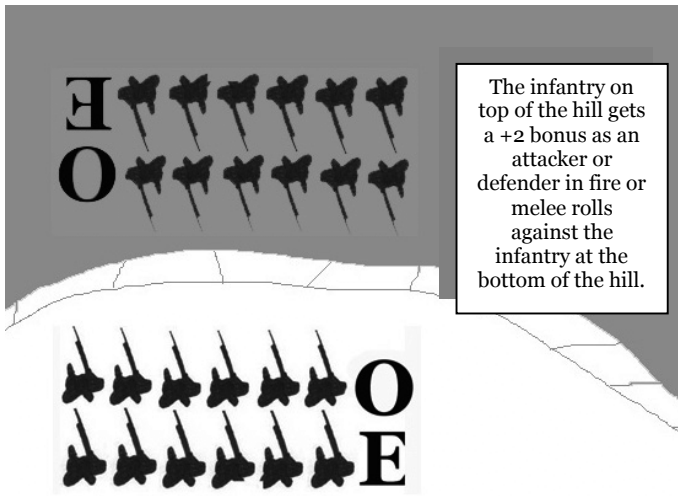
Rear Attacks: A unit that suffers a fire or melee attack from the back is subject to a “rear attack.” The attacker gains a +4 bonus to his roll. A line drawn straight from the front and center of the attacking unit must intersect the rear of the target unit. If the attack is staged against artillery, gauge it by the back of the cannon. If the rear of the target is not intersected, the attack is probably on its flank, instead.

Skirmisher units are not subject to rear attacks. Nor is an infantry unit in square formation, or a mob of any kind.

High Ground: A unit on a hill has an advantage in fire and melee over enemies on a lower elevation. Fire and melee rolls made for units on high ground get a +2 bonus — 2 extra dice are rolled. This bonus is

cumulative with any bonuses for attacking a target’s flank or rear. The bonus applies to attack rolls or defense rolls in either fire or melee situations. So, holding the high ground is advantageous to a unit whether it attacks or defends against enemies on low ground.

Also see “Artillery Firing from High Ground,” above, for artillery’s advantages when firing from a higher elevation.



Casualties

In real-world warfare, people are injured and killed in battle. When playing with toy soldiers, we have the luxury of everyone remaining safe. Casualties are merely simulated.

When a defending unit is fired on and gets the lower number of successes, it suffers losses equal to the difference between successes rolled.

Units in melee inflict casualties on each other based on opposing successes rolled.

Casualties from a unit are knocked over on the battlefield, or removed from play and replaced with prone figures. Some prone casualties are included in *Army in a Box* sets for this very purpose.

When a unit is reduced to a certain number of privates, troopers or gunners (see the chart below), the unit collapses. Its surviving members lose the stomach for battle. The unit breaks and runs and all remaining figures in it are removed from the table. A collapsed unit leaves the field, never to return.

Buildings

One or more units may enter a building on the battlefield if players agree before a game begins. A building might be a farmhouse, stockade or fort. Decide in advance what types of units can enter. Typically, only infantry, foot artillery and/or skirmishers can enter a structure. A good rule of thumb is to say that up to 12 figures can fit and operate inside (not including officers or ensigns). That might be a full infantry unit; up to three full foot-artillery units; a foot artillery and a skirmisher unit; or two skirmisher units.

Entering and leaving a building reduces a unit's movement to half. Troops inside can be fired at and closed with for melee by troops outside. Enemy cavalry cannot initiate melee with defenders inside a building, however. Defense rolls against fire and melee attacks get a +4 bonus for the heavy cover provided by the structure.

A building's defenders have no flank or rear.

They can also fire in any direction.

If defenders tie or lose a melee, the unit affected may flee the building as per a normal escape movement, depending on the size of the structure.

If two or more units occupy a building, the defending player decides which unit is subject to an attack and may suffer casualties.

Unit Type	Breaking Point
Infantry	4
Cavalry	2
Skirmishers	2
Artillery	1

So, an infantry unit is driven off when it's reduced to 4 soldiers, a cavalry or skirmisher unit flees when it's reduced to 2 soldiers, and an artillery unit routs when it's reduced to 1 soldier.

Officers and ensigns are not counted in these totals.

Any colored counters or disorder markers left behind by a routed unit are removed from the play area.

An artillery unit that routs leaves its cannon behind, but the gun is destroyed and useless. It cannot be used by any other remaining troops.

Optional Rule

After you have a few games of **All the King's Men** under your belt, try out this optional rule for casualties. It jeopardizes units' officers and ensigns in battle.

Special Casualties: In fire and melee, successes rolled determine how many casualties a unit suffers. A success on a die is simply counted. The actual number rolled — say a 4, 5 or 6 on a green die — is not important.

According to this optional rule, actual numbers that an attacker rolls for successes are important. They determine whether an ordinary soldier, an ensign or an officer is made a casualty.

In a fire attack, an attacker who gets multiple 5's and/or 6's in excess of the defender's successes may achieve special results. Whenever successes in a fire attack are compared, the highest of the attacker's successful rolls are canceled out first by the defender's successes. So, if Eric gets six successes on a roll for a green unit (4, 5, 6, 6, 6 and 6), and Mike gets 1 success on a roll for a yellow unit (5), Eric is left with five successes. One of his 6's is the first to be canceled, leaving him with five successes: 4, 5, 6, 6 and 6. Three of those successes are 6's.

In a melee attack, special results may also occur. Opponents' successes do not cancel each other out. They're simply inflicted directly to the opponent. Say Eric gets four successes in a melee attack (5, 5, 5 and 6) and Mike gets three successes (6, 6 and 6).

If final successes inflicted on an enemy unit include three or more 6's, the target's officer figure is one of the casualties suffered. So, if 6, 6 and 6 remain in an attack roll, two soldiers and the officer figure are made casualties. A leaderless unit turns red automatically (its current counter is switched out for a red one) and it remains red in subsequent turns. Its color does not return to green at the beginning of turns to follow. Thereafter, the unit can only be activated with command points issued by its general.

The only way for such a unit to regain its officer is for your general to make contact with the unit. The officer figure is restored to the unit when your general makes contact. Your general can make contact with the unit at the end of a turn, or during a turn if the King of your color is drawn. Or, a unit could be activated to move into contact with your general, restoring its officer that way.

If final successes inflicted on an enemy unit include three or more 5's, the target's ensign is one of the casualties suffered. (If this happens in melee, your unit loses its regimental flag to the enemy!) So, if 5, 5 and 5 remain in an attack roll, two soldiers and the ensign figure are made casualties. A unit with no ensign never recovers any better than yellow throughout the remainder of the game. Its color does not return to green at the beginning of turns to follow. Thereafter, the unit can only be activated with command points issued by its general.

The only way for such a unit to regain its ensign is for your general to make contact with the unit. An ensign is restored to the unit when your general makes contact. Your general can make contact with the unit at the end of a turn, or during a turn if the King of your color is drawn. Or, a unit could be activated to move into contact with your general, restoring its ensign that way.

It's possible that, if three or more 5's *and* 6's are inflicted on a unit in a single attack, the unit could lose both its officer and ensign at the same time.

If a unit ever loses both its officer and ensign, only one of them is restored per turn of contact with your general. In other words, your general must spend two turns in contact with a unit to restore both its officer and ensign. The officer is always restored first.

It's also possible for a unit to lose its ensign or officer and then be the target of multiple 5's or 6's in subsequent attacks. The figure in question has already been lost, in which case an ordinary soldier is made a casualty instead.

Elite and Militia Units

Armies in the horse-and-musket era are never of consistent quality. Some units are trained intensely to be a cohesive fighting force. Some are composed of the biggest or best soldiers available. Others have simply been in so many battles that they're hardened veterans.

Meanwhile, some units are conscripted from mere civilians, from the dregs of society, or from foreign

countries and have no loyalty to their taskmasters. Or units are poorly trained and poorly outfitted, making them dubious fighting troops.

Remaining soldiers in an army — by far the majority of a force — are professional fighting men on whom generals rely. They're typically called regulars.

High-quality troops are called elite or guard, and are the prize of an army. In **All the King's Men**, defense rolls for these units are made one color better than a unit's normal color. This bonus applies to fire and

melee rolls made for an elite unit when it's attacked by an enemy. So, an elite unit that's currently red gets yellow dice for these rolls. A guard unit that's currently yellow gets green dice for defense rolls. A green unit still gets green dice; it can't do any better than that.

Low-quality troops are militia, conscripts or sometimes mercenaries. Defense rolls for these units are always made with dice one color worse than a unit's normal color. This penalty applies to even melee rolls made for a militia unit when it is attacked by an enemy. So, a conscript unit that's currently green gets yellow dice for defense rolls. A mercenary unit that's currently yellow gets red dice for defense rolls. A red unit still gets red dice.

Furthermore, when a guard unit is currently yellow or red, and is more than 12 inches from your general, a command point is spent normally to try to activate the unit. In this case, however, an *extra* die is rolled to see if the unit obeys orders. So, if your general is rated 2, you get 3 dice to try to activate the distant guard unit. This extra die also applies to rolls for a guard unit to assume square formation (for infantry), or to control an escape movement.

When a militia unit is currently yellow or red, and is more than 12 inches from your general, a command point is spent normally to try to activate the unit. In this case, one *less* die than normal (to a minimum of 1) is rolled to see if the unit obeys orders. So, if your general is rated 2, you get 1 die to try to activate the distant militia unit. (If your general's rating is 1, you still get 1 die.) This lost die also applies to rolls for a militia unit to assume square formation (for infantry), or to control an escape movement.

Regular units operate by all normal game rules.

If you don't know how to decide which is a guard, regular or militia unit in your army, roll 1 die for each at the beginning of the game and compare the result to the following chart. This is an ordinary die; its color doesn't matter. If you're re-fighting a historical battle, let the quality of troops on that day decide which units are elite, regular or militia.

Die Roll	Unit Quality
1	Militia
2-5	Regular
6	Elite

Army Collapse

When a battle erupts, one side will win and one side will lose. They might both claim victory afterward, but the truth prevails. One side still holds the field when the smoke clears, while the other has been driven off. Such defeat is called "army collapse" and occurs when one side has lost so many units that it cannot or will not keep fighting.

Count the number of units that compose each army at the beginning of a battle. If an army is ever reduced to half its starting units, rolls are called for to determine if the rest of the army remains on the field. If a force starts a battle with an odd number of units, round fractions down to determine when army collapse rolls begin. So, an army that starts with eight units is subject to collapse rolls when reduced to four units. An army that starts with seven units is subject to collapse rolls when reduced to three units.

Yellow dice are always rolled for army collapse, their number equal to the rating of the best general in your army — 1, 2 or 3. A collapse roll is made when you're reduced to half units, and each time another unit is lost thereafter. If a roll succeeds (at least one die turns up 5+), the battle continues. If you keep getting successes each time a unit is lost, your army could actually be destroyed — all units annihilated — instead of the remainders being chased from the field.

If no successes are achieved on a collapse roll, your remaining army flees and forfeits the battlefield.

Say that Mike starts a battle with 10 units in his army. His units are destroyed and flee the field one at a time. When he's reduced to 5 units, he is subject to army collapse. When that fifth unit falls, he rolls two yellow dice for a 2 and 6. His army keeps fighting for now, but teeters precariously. When his next unit is destroyed, he rolls again. This time he gets 3 and 4 on two yellow dice — no successes. The game is over. Mike's remaining forces flee the field.

It's possible for opposing armies to be subject to army collapse at the same time. Both are reduced to half strength, so that either side may flee whenever an army collapse roll fails.

Of course, other criteria could determine who wins a battle. Perhaps the fight can be waged for only so long before a victor emerges. Maybe attackers need to dislodge defenders before nightfall (within 8 turns). Or one army seeks to hold an important piece of terrain for a set amount of time (3 full turns) to accomplish a goal, such as delaying the enemy at a crossroads and keeping it from joining a campaign elsewhere.

You may devise any other such victory conditions as you please, based on the scenario or the historical battle that you re-fight. Army collapse is merely the simplest and most common way of deciding a winner and loser.

Frequently Asked Questions

Here are some elaborations on the rules you have just read to help clarify situations and possibilities.

Q: Can an artillery unit in column formation move, deploy into loose formation and fire all in the same activation?

A: Yes, that's just one possible combination of the different actions (move, fire and/or change formation) that an artillery unit can perform in an activation.

Q: Can an infantry unit in line formation assume column formation and then move 10 inches in an activation?

A: No. A formation change has to occur *after* a unit's movement. The infantry unit in line could move 6 inches and then assume column formation at the end of that movement.

Q: Can a whole infantry unit in column fire?

A: No. Only the front two ranks can fire.

Q: If a unit loses its ensign as a casualty in melee, does the unit downgrade to red or yellow?

A: The unit downgrades to red, the worst color it can be, because the unit has participated in melee. At the beginning of the next turn, the unit's color does not return to green as usual. It can go to yellow at best, so command points need to be spent to activate it at all thereafter. The unit can never be assigned a green counter again unless a new ensign is appointed by your general.

Q: If my unit is attacked in melee, does that count as one of its activations?

A: No, but your unit will be downgraded to red at the end of the melee, whether it initiated the attack or not, and whether it inflicted the most casualties or not.

Q: My unit is targeted for a fire attack, but I get more successes than the attacker in our roll. Does my unit's color downgrade?

A: No. The defender's color remains the same when his roll gets as many or more successes than the firing attacker.

Q: My unit is downgraded to red and is activated one more time. A disorder marker is placed by the unit, and it can't be activated any more in the turn. Can my unit still defend itself against fire and melee attacks.

A: Yes. Even though your unit can't be activated again, you still get to roll red dice for its defense against incoming fire and melee attacks.

Q: The Queen of my color is drawn to activate one of my units, which means its color doesn't downgrade as a result of the action. If my unit initiates melee, does its color still downgrade to red at the end of the attack?

A: Yes, your unit's color still downgrades to red, despite drawing the Queen. Your unit's color doesn't downgrade for being activated, but does downgrade due to the hand-to-hand fight. So, if your green unit simply moved and fired, it would remain green at the end of the activation. But since you initiate melee, your unit downgrades to red.

Q: Can I arrange my skirmisher unit in a loose "piquet" line rather than in a "cloud" organization?

A: Yes. As long as the officer and ensign are at the center of your skirmisher unit, the soldiers in that unit can string out in a loose line. None of them can extend more than 6 inches from the officer and ensign, however.



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