

COMITATUS

Warfare in the Dark Ages

QUICK REFERENCE SHEET

Sequence of Play

Command Phase: Allocate CPs, move messengers and lone leaders, take control tests.

Approach Phase: Move units beyond bow range.

Long Range Missile Exchange: Shoot at targets beyond javelin range.

Tactical Move Phase: Move up to javelin range.

Short Range Missile Exchange: Shoot at javelin range. Light horse archers and other units except artillery who did not move, may also shoot at long range.

Charge Phase:

1. Declare and test for charges.
2. Resolve shooting prior to combat.
2. Make charge & response moves.
3. Resolve combat.
4. Make combat result moves.

Morale Phase: Remove DPs.

Command Point (CP) Allocation

- Control Units (1CP)
- Additional Leader Move (1CP)
- Direct Fire (1 CP)
- Rally Troops (3 CPs)
- Inspire Troops (3 CPs)
- Give or Receive Orders (2 CPs)
- Issue challenge (3CPs)

Control Test

1 AvD (A Grade) or 1 D6 (others):
+1 if charging, pursuing or looting;
+/-1 if Leader inspiring within 1 JT.

1-2 = Halt;

3-4 = Act as player wishes;

5+ = B&C Grade in cuneus and Armed Rabble must advance. Otherwise repeat last move.

Risk to Leaders

D6 roll of 1 = hit

2nd roll: **1** = Killed

2-3 = Serious Wound -2 CPs

4-6 = Light wound -1 CP

DP Removal

if stationary and not in combat:

- A Grade 1/turn +1 if not shot at & beyond 1 JT of enemy
- B Grade: 1/turn
- C Grade: 1/turn if not shot at & beyond 1 JT of enemy

Morale

- 2 DPs if Cav in 1 JT of elephants, 1 DP camels
- 1 DP if Surprised
- 2 DPs per CP leader killed/broken
- 1-2 DPs for fatigue and disorder
- 1-3 DPs for shooting and combat results
- 1 DP formed move in difficult terrain
- 1 DP if Evading
- 1 DP if lower grade or light unit broken.
- 2 DPs if non-light equal/higher unit broken
- 2 DPs if charging formed foot, charged by mounted
- 2 DPs if formed burst through or pushed back by Elephants
- 2 DPs if formed unit charged in flank/rear

Movement

March Move: Infantry up to 4, Cavalry up to 6 JTs. +1 column or unformed infantry, 6 for infantry on road.

Normal Moves: AvD + optional AvD for A Grade, D6 Others. Non- Cataphracts Cavalry + another additional optional D6. ½ JT for each number rolled. Light troops +½ for each die (optional). Artillery 1 JT no dice required.

Fast Move: Rout, Pursuit, Retire, Evade. Move unformed. Dice as above, but all optional die and additions are obligatory.

Maximum Moves: Square 3; A & B Grade in line may move 1 without dicing

Manoeuvre

Fatigue: 1 DP each 5 thrown in line and cuneus. Also on a 6 if in line. Maximum 3 DPs

Difficult terrain: 1 DP for formed units

Light cover: 1 DP for formed mounted

Wheel: 1 DP for formed in bow range

Change Unit Formation: ½ move. 1 DP if in bow range

Change Command Formation. 1 DP if in bow range

Form-up unformed troops: ½ move.

Cross Minor Obstacle: 1 DP for formed units

Cross Major Obstacle: ½ move 1 DP, 2DPs on fast move

Cavalry Crossing Casualty Inflicting Obstacle: 1 DP each 4 thrown

About Face: 1 DP if mounted or C Grade

Mount/Dismount: ½ move for all units + 1 DP

Interpenetration: 1 DP unless one unit is stationary and one is unformed, not routing, one stand deep.

Double/ ½ Ranks: ½ move. 1 DP for C Grade

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

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Rampaging Elephants

1 D6 for each DP from missile fire or combat:

1 = Rampage

2 = Killed

- Full fast move in random direction in every movement phase, until it passes a control test.
- Before each rampage move, D6 result 4-6= Elephant killed.

Shooting

1 D6 per stand: ½ number of dice for UnS stands; ½ number of dice if target is unformed LI or in cover; -1 die per DP on shooter. 6 or more = '**Hit**'

- +2 Artillery shooting at formed or elephant
- +1 for other at short range, except non-crossbows against armoured targets
- ½ number shooting if low on ammunition

Hit = DP, no casualties on shaken units. Max 3 DPs for non-armoured cavalry, 2 DPs for other in any one shooting phase.

Restrictions on Charging:

- Shaken and Column may not charge unless in spontaneous advance.
- Unless in pursuit or spontaneous advance, C Grade troops may only charge enemy facing in good order if leader inspiring.
- Artillery, foot archers and crossbowmen may not charge.
- Unless in pursuit; skirmishers and light cavalry may only initiate a charge against shaken or unformed enemy or an exposed flank or rear.
- Heavy horse archers and lance & bow cavalry who shot at short range from a front rank may not initiate a charge.

Charge Responses

Shaken light or poor morale break. Others respond as per unit type

LI (not armed rabble) may counter-charge or stand if:

- Formed in Line
- In difficult terrain or behind obstacle;
- charged by mounted or light

Otherwise LI must evade.

Armed Rabble D6: 5-6 = counter-charge, otherwise stand.

LC may counter-charge cavalry or light, otherwise must evade.

HC may counter-charge or stand. Heavy Horse Archers and Heavy Javelin may also evade.

Others must stand.

Combat Resolution

A roll 1 AvD, others D6

- + Combat Factor
- +/- Morale Value
- +1 Advantage of Ground
- +1 Defending fortification
- +1 Deeper formation
- +1 Pursuing or following-up
- +1 Mounted in mêlée with foot
- +1 Armoured or partially armoured in mêlée
- +2 Cavalry charge unformed foot
- +CPs Leader inspiring a charge; +1 if a leader in combat in other circumstances
- 1 Spearmen and Spear & Bow infantry in mêlée, who have previously fallen-back
- 1 Each DP (max -4) or Casualty*
- 5 Shaken*
- 2 In column or Unformed unless LI vs EI or Cataphracts*
- 1 Outnumbered
- 2 Outnumbered at least 2:1
- 3 Outnumbered 4:1+

*Apply in charge combats only, not in mêlée.

Combat Results

5+ Victory. (0 DPs, 1 DP Cav who do not pursue). Any A Grade, and B Grade that did not charge or c-charge, may *halt*. Otherwise must *pursue*.

+2/4 Success. (1 DP each except HI in line)

- Infantry who faced a mounted charge must *halt*.
- Cavalry who charged good order infantry frontally must *retire*.
- A Grade infantry may *halt*, *follow-up*, or *pursue*.
- Others must *follow-up* or *pursue* except A or B Grade who did not charge or opposed by only lights may *halt*.

+1/-1 Inconclusive. (1 DP each)

- HI *halt* or *fall-back*; LI *halt*, *fall back* or *retire*.
- Cavalry who charged good order infantry frontally or fought in mêlée must *retire*. Elephants *halt* or *follow-up*; Other cavalry may *halt*, *follow-up* or *retire*;

-2/-4 Set-Back. Break if shaken otherwise 2 DPs

- Elephants, and HI who were charged by cavalry only, must *halt*.
- Unformed troops *retire*; Others must *fall-back*.

-5/-6 Defeat. Break if unformed or Elephants. Others become shaken and *retire*.

-7 or less Rout. Take 1 casualty and *break*.