



DESIGNERS' COMMENTARY

v1.03

PART OF THE





ARMOURED CLASH



DESIGNERS' COMMENTARY

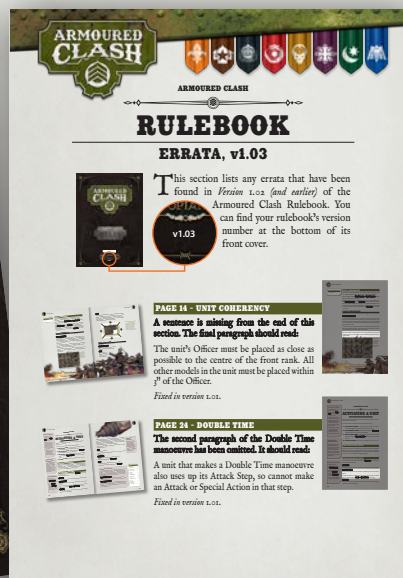
V1.03

Since the release of *Armoured Clash*, Generals have asked for clarification on certain aspects of the core rules. This commentary aims to answer some of the more common rules queries we have seen. We hope you find this useful in clearing up any questions you have!

READING THIS COMMENTARY

This document has been written to act as a companion to *Armoured Clash: The Rules (V1.02)*, its *Errata* and the *Faction ORBATs*. Individual commentaries have been grouped together into sections that mirror the structure of the core rulebook. This is to make it easier for Generals to find what they are looking for should any questions arise from reading these rules.

In the spirit of the rulebook, each specific discussion present in this document has a corresponding reference box to show where Generals can find more information. Unless otherwise stated, all page references refer to *Armoured Clash: The Rules*.





ARMOURED CLASH



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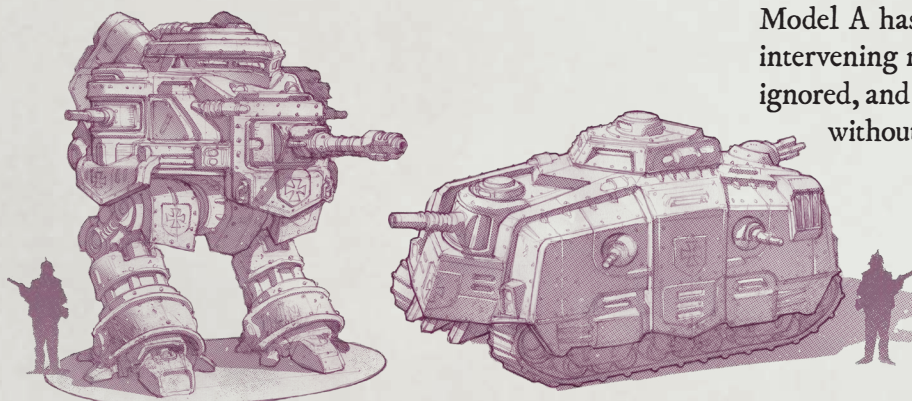
CORE CONCEPTS

REPRESENTING OFFICERS

In *Armoured Clash*, **Officers**¹ are used as a vital reference point in a number of circumstances, for example when a unit makes an Attack. As such, all units (regardless of Reinforcement Level) *must* contain a single Officer model, which must be easily distinguishable from non-Officer models in the same unit. Some units have access to specific miniatures for this role, while others use flags or banners. However, this should be seen as a starting point - Generals are encouraged to devise interesting paint schemes or conversions to mark their Officers from the rest of the chaff!



Why not see what your trusty conversion skills can achieve?



LINE OF SIGHT

Line of Sight² is one of the trickiest concepts in a tabletop wargame to explain clearly. Sure enough, we've noticed that it's causing confusion for some Generals. Here's some additional context that will hopefully clear things up.

"Line of Sight" is a straight line that is always measured from the **centre point** of one model (which we'll call **Model A**) to the **centre point** of another (which we'll call **Model B**).

It isn't always reciprocal - just because Model A has Line of Sight to Model B, the reverse is not necessarily true. Most importantly, Line of Sight is drawn between *models*, and not units.

Line of Sight is not directly linked to making an attack; it is simply a measure of how well Model A can see Model B:

In ideal circumstances, Model A's Line of Sight is **Clear**.

- If there's something partially hiding Model B from view, Model A's Line of Sight is **Obscured**.
- If Model B can't be seen at all (because it is entirely hidden from view, or it is not in Model A's Front Arc, Model A's Line of Sight is **Blocked**).

Note that unless a Special Rule states otherwise, models can only ever Obscure Line of Sight, and never Block it.

LINE OF SIGHT & SIZE

When checking **Line of Sight**, terrain and models that have a smaller **Size**³ than *either* Model A or Model B are entirely ignored. For example, if Model A has **Size 1** and Model B has **Size 2**, any intervening models or terrain pieces with **Size 1** are ignored, and Line of Sight can be drawn across them without being **Obscured**.

PAGE REFERENCES

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2	Line of Sight	17
3	Size	10, 12, 17, 40-41



TARGET ACQUISITION

“Target Acquisition” is the process of checking whether an enemy unit is a valid target for a unit making a **Ranged Attack**². One part of it - **Check Visibility** - uses **Line of Sight**.

If the attacking unit’s Officer has **Clear** or **Obscured** Line of Sight to *at least one model* in the enemy unit, it is **Visible**. If this is not the case, Target Acquisition cannot be confirmed, and the enemy unit cannot be chosen as a target for the attack.

So, while Line of Sight has three states (Clear, Obscured or **Blocked**), Visibility only has two (**Confirmed**, or **Not Confirmed**).

It is important to note that Line of Sight is measured from the **centre point** of the attacking unit’s Officer. This means that, for Visibility to be confirmed, at least one model in the enemy unit must be in the **Front Arc**³ of the attacking unit’s Officer model - *not* the Front Arc of the attacking unit as a whole. This is a vital distinction, especially when the attacking unit has a wide front rank!

OBSCURED VS CONCEALED

Be sure to note the difference between Obscured and Concealed:

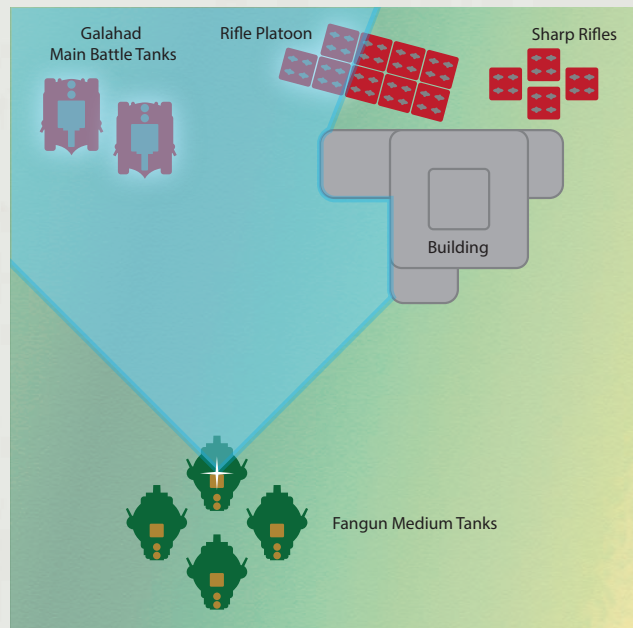
- **Obscured** is one of the three possible states for Line of Sight, as noted above.
- **Concealed** is a **Combat Rating Penalty**⁴ which applies to a Ranged Attack, when the attacking unit’s Officer cannot draw Clear Line of Sight to *at least half* of the models in the target unit.

CHARGE MANOEUVRES

A unit can only make a **Charge manoeuvre**⁵ against an enemy unit that its Officer can see - i.e. the Officer can draw **Clear** or **Obscured** Line of Sight to *at least one model* in the enemy unit.

Just as when checking Visibility for a Ranged Attack, it’s important to note that Line of Sight is drawn from the **Officer**⁶ model, and not the whole Active unit.

EXAMPLE 1



In this example, the Fangun Medium Tanks (bottom) are making a Ranged Attack.

The shaded section shows what is Visible to the Fangun Officer. Note that the building (which is Blocking Terrain) entirely Blocks its Line of Sight.

The Officer can draw Clear Line of Sight to both of the Galahad Main Battle Tanks (top-left), and three models in the Rifle Platoon (top-middle). Its Line of Sight to the remaining six models in the Rifle Platoon, and to all four models in the Sharp Rifles, is Blocked.

The Empire General can target either the Galahads or the Rifles. If the Rifles are chosen, the Concealed Combat Rating Penalty will apply... unless they choose to Prioritise Exposed Models⁷.

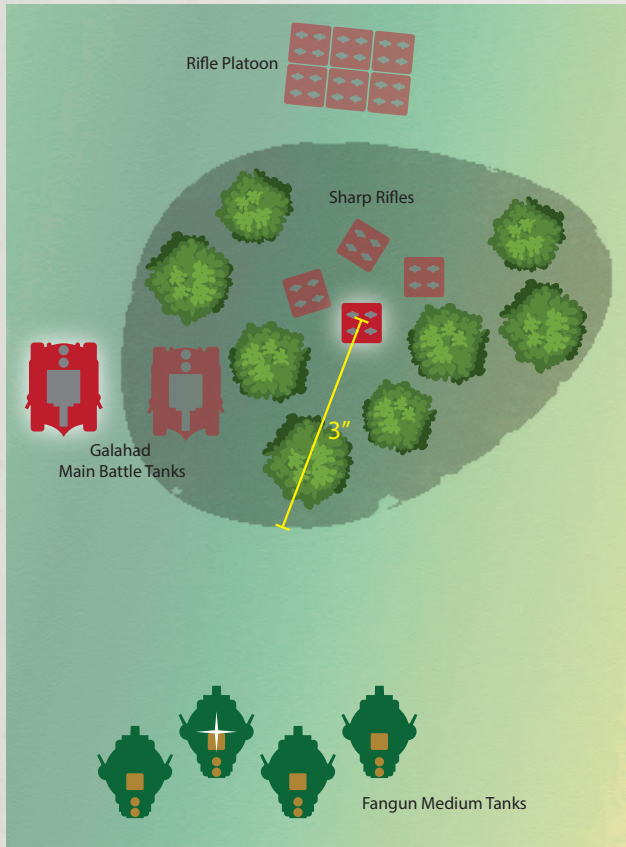
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3	Front Arc.....	11-15
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EXAMPLE 2

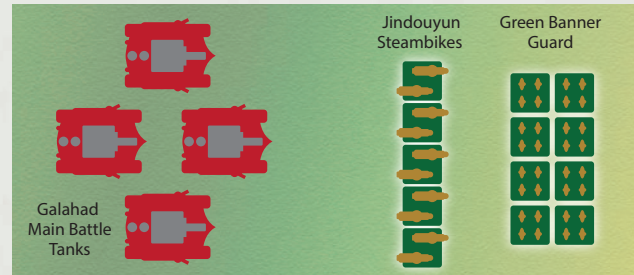


*In this example, the Fangun Officer can only draw a **Clear Line of Sight** to one of the Galahad Main Battle Tanks, due to the forest (which is **Dense Terrain**). It can draw an **Obscured Line of Sight** to the other Galahad, and to one of the Sharp Rifles.*

*The Officer's **Line of Sight** to the other three Sharp Rifles, and to all of the models in the Rifle Platoon, is **Blocked**, as it passes through more than 3" of Dense Terrain.*

*The Empire General can target either the Galahads or the Sharp Rifles. If the Sharp Rifles are chosen, the **Concealed Combat Rating Penalty** will apply - it will not apply to the Galahads, as the Fangun Officer can draw **Clear Line of Sight** to at least half of the models in the unit.*

EXAMPLE 3



*In this example, the unit of Galahad Main Battle Tanks (left) is making a Ranged Attack. Its Officer has a **Clear Line of Sight** to each of the Jindouyun Steambike models (middle)... and a **Clear Line of Sight** to each of the Green Banner Guard models (right).*

*Even though the Steambikes are intervening, they are only **Size 1**, while the Galahads are **Size 2**. This means they are disregarded when determining **Line of Sight**.*

*Note that if the Green Banner Guard (**Size 1**) were attacking, they would also have **Clear Line of Sight** to each of the Galahads. Intervening models are ignored if their **Size** is lower than **either** the attacking unit or the target unit.*

PAGE REFERENCES

1	Dense Terrain.....	17
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MAKING A RANGED ATTACK FROM TERRAIN

As a unit's Line of Sight counts as **Obscured**¹ if it passes through **up to 3"** of Dense Terrain, there is a high chance that a unit whose Officer is in Dense terrain will receive the **Concealed Combat Rating Penalty**² when it makes a Ranged Attack.

This represents the unit failing to form an organised firing line as soldiers are bunkering down, hiding behind cover and generally making the best use of a terrain feature's defensive capabilities. Even though it looks like soldiers should be getting a clear shot, it is likely that there are plenty of unseen obstacles, such as tall grass, dense thickets or piles of rubble, that make the delivery of disciplined salvos all but impossible.

MAKING A RANGED ATTACK AT SHORT RANGE

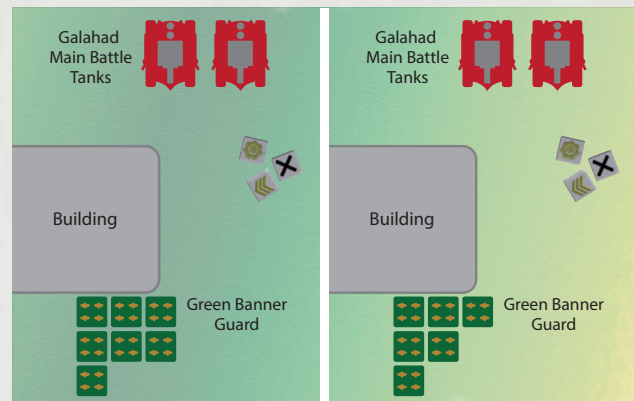
An attacking unit gains the **Short Range Combat Rating Bonus**³ if **at least one** of the target unit's models is within **Short Range** of the attacking unit's Officer.

This also means that, in the case of units in Loose Formation, having an Officer close to the front provides the whole unit with a slight combat edge in a firefight. However, as the closest model to the attacking unit is removed first, this can make a gallant Officer, leading from the front, particularly vulnerable to enemy fire!

EXPOSED MODELS AND CLOSE FORMATION

If, during a **Ranged Attack**⁴ against a unit that is in **Short Range Combat** and **Close Formation**⁵, the General commanding the attacking unit chooses to prioritise **Exposed** models, it is the Exposed models that are removed when Destroyed rather than models from the unit's rear. However, where possible, the Exposed models that are Destroyed must be removed from **the closest rank** to the unit's rear.

All models in the unit that no longer conform to the **Unit Coherency** rules for **Close Formation** follow the usual rules for **Abandoned**⁶ models, meaning that they are Destroyed if they are still not within Unit Coherency by the end of the unit's next Activation!



*For example, this unit of Galahad Main Battle Tanks has targeted a unit of Green Banner Guard, **Prioritising Exposed models**⁷, and has caused one model to be **Destroyed**. This model must be removed from the right end of the second rank, as it is the **Exposed** model that is closest to the unit's rear. If the Green Banner Guard do not reform during its next Activation, then the model in its rear rank will be **Abandoned**.*

PAGE REFERENCES

1	Obscured Line of Sight.....	17
2	Concealed Combat Rating Penalty....	26
3	Short Range Combat Rating Bonus..	26
4	Ranged Attack	26
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6	Abandoned Models.....	22
7	Prioritising Exposed Models.....	26



ARMOURED CLASH



ANNIHILATION AND CLOSE QUARTERS COMBAT

In **Close Quarters Combat**¹, a unit can take more losses than its opponent despite its opponent being **Annihilated**². In this case, the unit that Annihilated the other does not lose the combat, as the action never makes it to Step 4: Resolve The Close Quarters Combat, (see page 28 of *Armoured Clash the Rulebook*), Once a unit is **Annihilated**, the process simply ends with no need for **Withdrawing**³ or **Suppression Tests**⁴.

WITHDRAWING

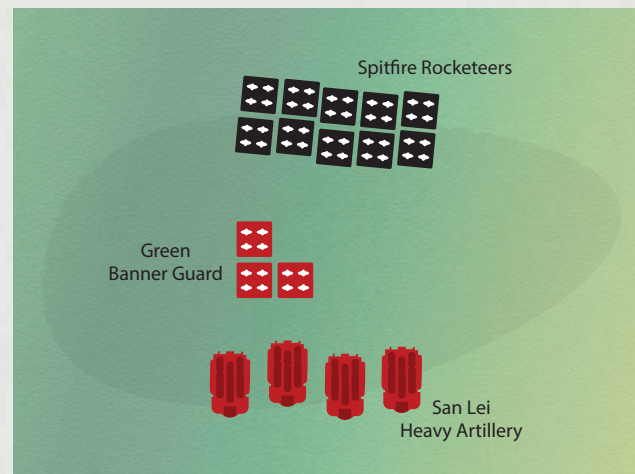
Withdrawing from combat is one of those things that look like simplicity itself on paper, but which quickly becomes complicated amidst the chaos of battle. To that end, we have put together a few examples to illustrate how they should work under actual battlefield situations.

EXAMPLE 1 : REAR CHARGE, WITHDRAWING INTO BOTH FRIENDLY AND ENEMY UNITS



In this example, the seventeen-base Empire Green Banner Guard Platoon has just made a **Ranged Attack**⁵ against the unit of Crown Horse Guard Cavalry that is threatening the San Lei artillery. This resulted in the Crown unit becoming **Suppressed**. An eight-base unit of Spitfire Rocketeers then charges the Green Banner Guard Platoon from the rear. In the ensuing, the Spitfire Rocketeers destroy seven of the Green Banner Guard Platoon. The Green Banner Guard Platoon destroys only six Spitfire Rocketeers with their **Retaliation**, meaning that they lose the combat.

The Green Banner Guard Platoon now has to **Withdraw**. Firstly the unit's Officer moves 3" directly away from the Spitfire Rocketeers, and then turns to face them. Next, the rest of the Green Banner Guard Platoon move as far as needed to reform the unit in **Unit Coherency**⁶. If a model cannot be placed further than 1" from any enemy unit, and not overlapping any friendly models or **Impassable Terrain**⁷, then that model is immediately **Destroyed**.



In this example, only the Officer and two other bases of the Green Banner Guard Platoon can be placed according to these rules. The rest of the unit, despite having survived the melee, are removed from the game. The Green Banner Guard Platoon must now take a **Suppression Test** at a -1 modifier for being below half strength.

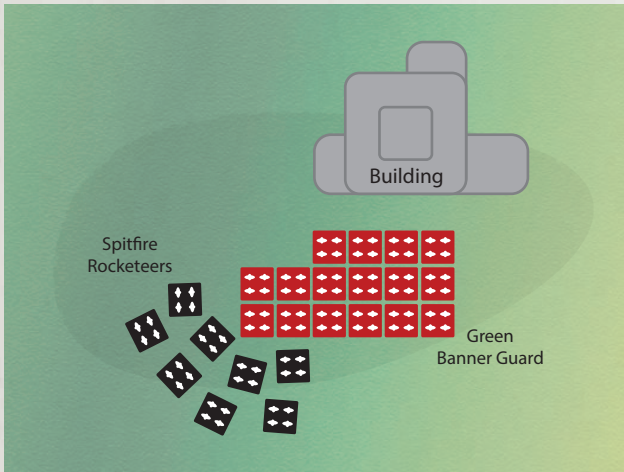


PAGE REFERENCES

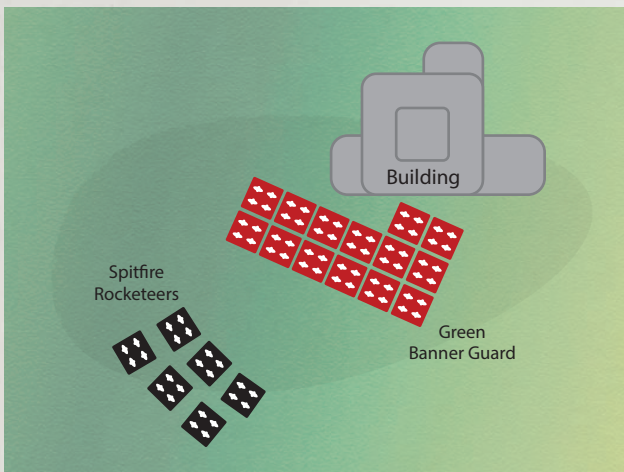
1	Close Quarters Combat.....	28
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3	Withdrawing	29
4	Suppression Tests	36
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6	Unit Coherency.....	14
7	Impassable Terrain.....	41



EXAMPLE 2: CHARGED AT A 45° ANGLE, WITHDRAWING INTO A DEFENSIBLE BUILDING

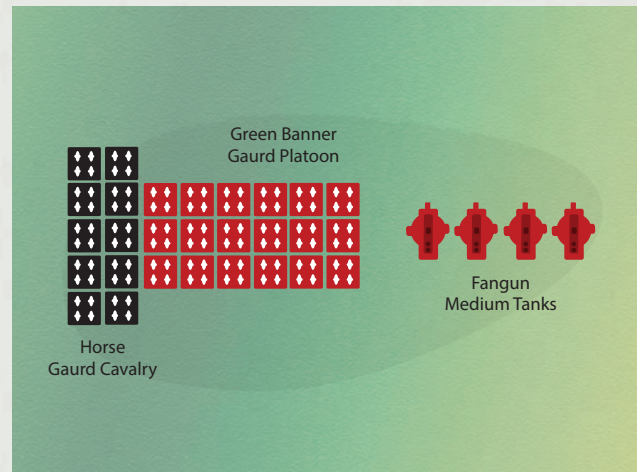


A unit of eight Spitfire Rocketeers charges the flank of a Green Banner Guard Platoon. In the ensuing Close Quarters Combat the Spitfire Rocketeers destroy three models, and the Green Banner Guard Platoon destroyed only two in return. As the losing unit, the Green Banner Guard Platoon has to Withdraw.

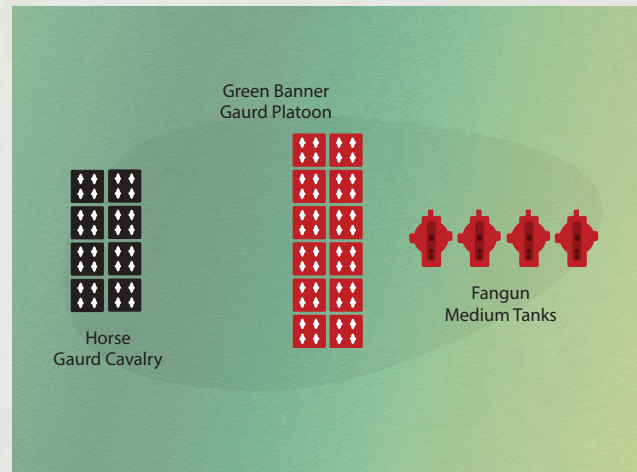


The Empire General moves their Officer 3" directly away from the Spitfire Rocketeers, and then changes its facing to have the Spitfire Rocketeers in its front arc. The rest of the unit must then reform around the Officer. Two models cannot be placed, according to the rules given in Example A, and are destroyed. The Empire player then makes a Suppression Test as normal.

EXAMPLE 3: CHARGED IN THE FLANK INTO A FRIENDLY UNIT



In this example, a Green Banner Guard Platoon is charged in its flank by a unit of Horse Guard Cavalry. In the ensuing Close Quarters Combat, the Horse Guard Cavalry destroy two models, with the Green Banner Guard Platoon destroying one in reply. As it has lost the melee it has to Withdraw.

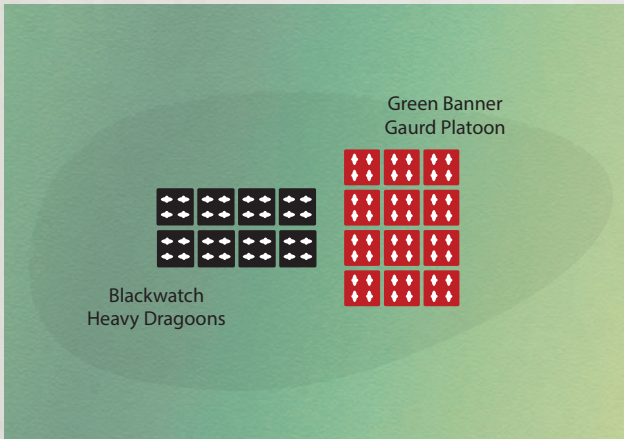


Firstly, the Officer is moved 3" away and then turns ninety degrees to face the Horse Guard Cavalry unit. Then the rest of the unit reforms around the Officer. Due to the position of the Fangun Medium Tanks not all of the models can be placed without overlapping the footprint of the Fangun tanks, so they are removed as additional casualties.

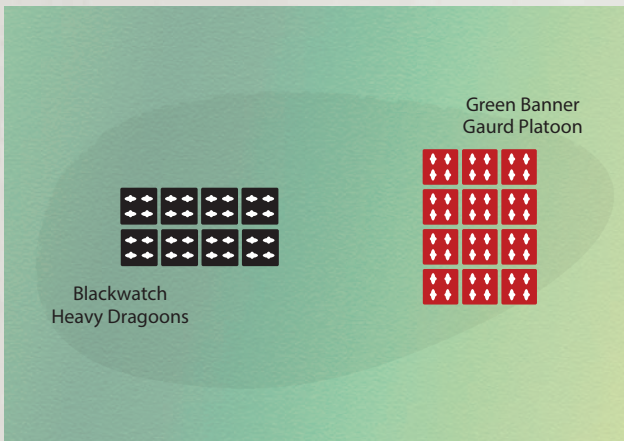




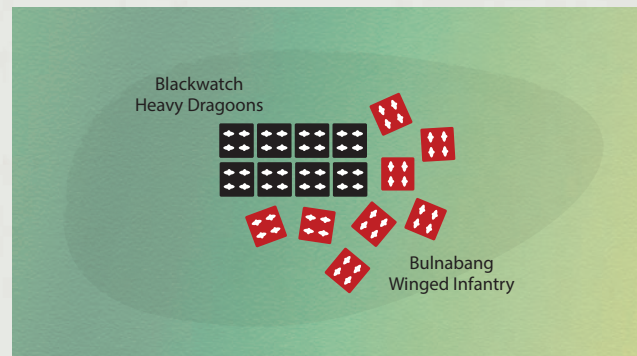
EXAMPLE 4: LOSING A COMBAT THAT YOU INITIATED



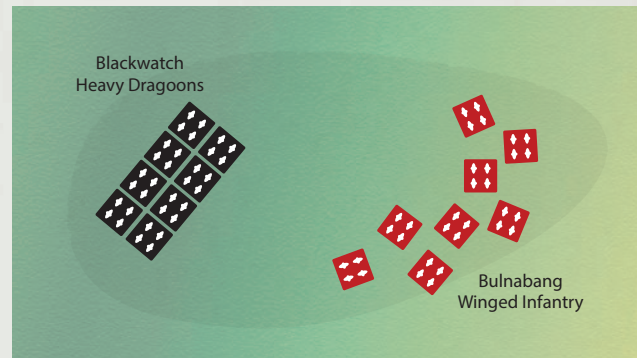
In this example, a Green Banner Guard Platoon has charged a unit of Blackwatch Heavy Dragons. Due to staggeringly bad luck, they have lost the combat and must Withdraw. After they move 3" backwards there is no need to rotate or turn to face anything, as the winning unit is still in their Officer's front arc!



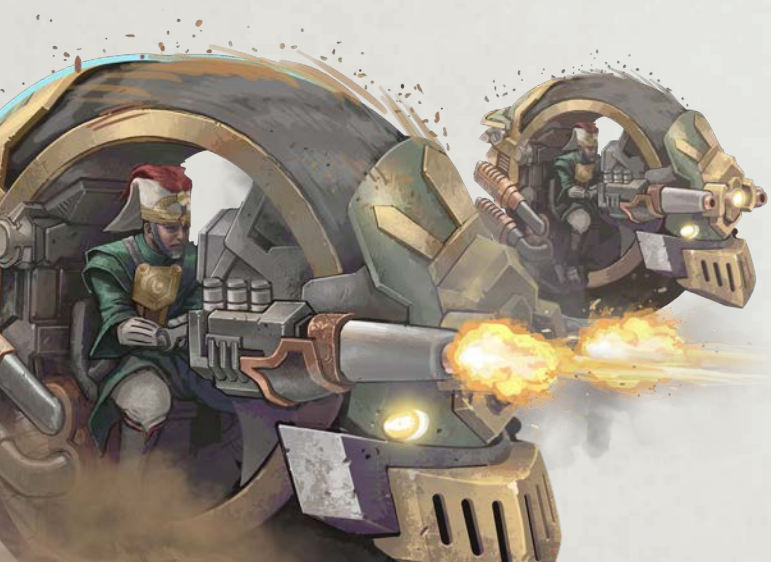
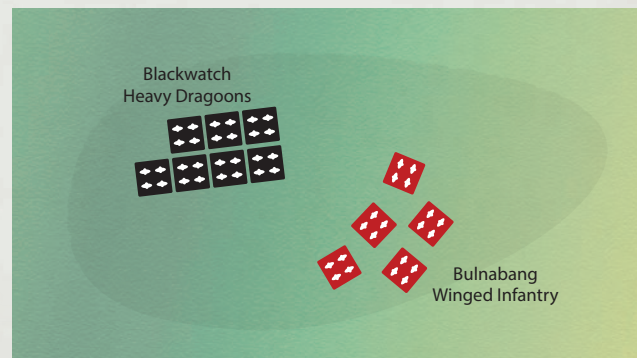
EXAMPLE 5: OPEN FORMATION UNIT ON TWO SIDES



In this example, a unit of Bulnabang Winged Infantry has charged a unit of Blackwatch Heavy Dragons. The Dragons lose the combat, and must Withdraw. Although the Bulnabang's Officer is in their front arc, there are also a number of Bulnabang on the unit's left flank. Thus their Officer must Withdraw 3" diagonally away, putting as much distance as possible between their Officer and the winning Bulnabang.

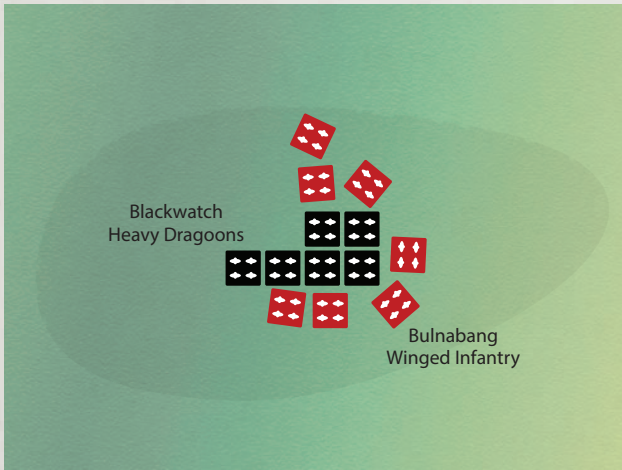


If, alternatively, the Bulnabang had lost the combat then instead the Bulnabang Officer would move 3" away from the Dragons, finishing as far as it could from the enemy unit. The remaining Bulnabang models would then be placed in Unit Coherency, however the Empire General chooses.

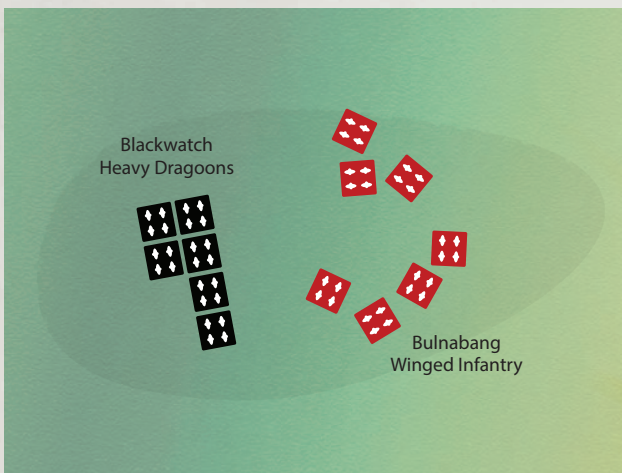




EXAMPLE 6: OPEN FORMATION UNIT ON THREE SIDES



In this example, the unit of Blackwatch Heavy Dragoons has been almost completely encircled! When they are forced to *Withdraw*¹, their Officer must move 3" away in the only direction open to them. They cannot, after all, move through the enemy models.



In the extremely unfortunate and unlikely situation that your unit is completely encircled during a Charge, and is forced to *Withdraw*, it will almost certainly be *Annihilated*². Unless stated otherwise (via special rules like *Stilted*, *Soar*³, etc) a model cannot move through an enemy unit. Thus they will be unable to move the 3" required to complete a *Withdraw*, and will be *Destroyed*.

If a model does have a special rule that allows it to move through enemy models, then there is still hope! In this case your *Officer*⁴ after *Stilted Soar* may *Withdraw* 3" in any direction they like (as there are enemies all around, any direction of your choice can be considered "directly away"). If, after this move, they are able to be placed more than 1" away from any enemy models, and not overlapping any *Impassable Terrain* or friendly models, then they have done it! A daring escape to be sure.

Hopefully, this has cleared up any confusion you may have had regarding *Withdrawing* from combat. If you're struggling to come to an agreement during play with regards to where a particular unit should *Withdraw*, roll a dice to decide, with *Strikes* and *Heroic Strikes* indicating one option, and any other result indicating the other. Then, after the game, use our feedback form to highlight the issue.



PAGE REFERENCES

1	Withdraws.....	29
2	Annihilated	35
3	Stilted, Soar <i>See the Glossary of Rules and Qualities</i>	
4	Officer.....	9



ADDITIONAL RULES

THE DEFENSIBILITY OF BUILDINGS

Whilst *Armoured Clash* has rules for **Garrisoning Defensible Buildings**¹, it is important to note that not every man-made structure nor natural cavern on your battlefield needs to be something that Infantry units can enter, occupy and fight over. Indeed, sometimes ruins, imposing edifices or simple tent encampments can be better represented using the rules for **Blocking, Dense** or **Difficult Terrain**² respectively.

Although every battlefield is different, and every General will have their own opinions on what terrain makes for a good game of *Armoured Clash*, we have found that having the following number of **Defensible Buildings** on your Battlefield can provide a particularly satisfying experience:

CLASH SCALE	SKIRMISH	BATTLE	CATAclySM
Recommended number of Defensible Buildings	1-3	2-6	4-10

It is important that both Generals agree on the classification of each piece of terrain on the Battlefield before the Clash begins, lest disagreement lead to bitter argument!

Defensible Buildings provide interesting focal points on the battlefield, their potent benefits making them an ideal position for Infantry to occupy in order to stave off the worst of enemy bombardments. However, not all buildings are created equally, as a mighty fortress will inevitably have a different set of characteristics compared to a small collection of quaint peasant dwellings.

PAGE REFERENCES

- 1 Garrisoning Defensible Buildings.....43-45
- 2 Blocking, Dense and Difficult Terrain.....41-42

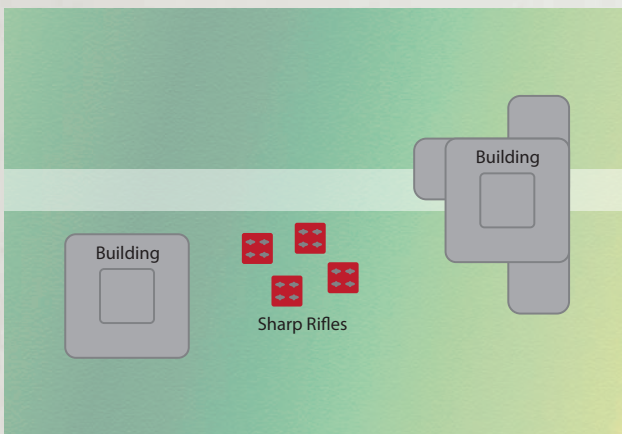




DEFENSIBLE BUILDINGS AND DEPLOYMENT

During **Deployment**¹, a General can deploy a unit completely inside a **Defensible Building**², so long as its footprint is *wholly* within the General's **Deployment Zone**. The unit counts as **Garrisoning**³ this Defensible Building at the start of the Clash.

However, if a Defensible Building is *partially* within a Deployment Zone, a General *cannot* Garrison this structure using one of their units, as the unit would assume the Defensible Building's footprint and would, therefore, be deployed partially outside of the General's Deployment Zone.



*For example, if the limit of the General's deployment zone is indicated by the demarcation line, then the unit of Sharp Rifles would be able to be deployed in the Defensible Building on the left but not the one on the right. This situation would be the perfect opportunity for the General to deploy a unit with the **Storming Party**⁶ special rule right next to the building on the right, ready to **Garrison** it and then make a **Ranged Attack** in the first Round of the Clash.*

MAKING A RANGED ATTACK WITH A GARRISONED UNIT

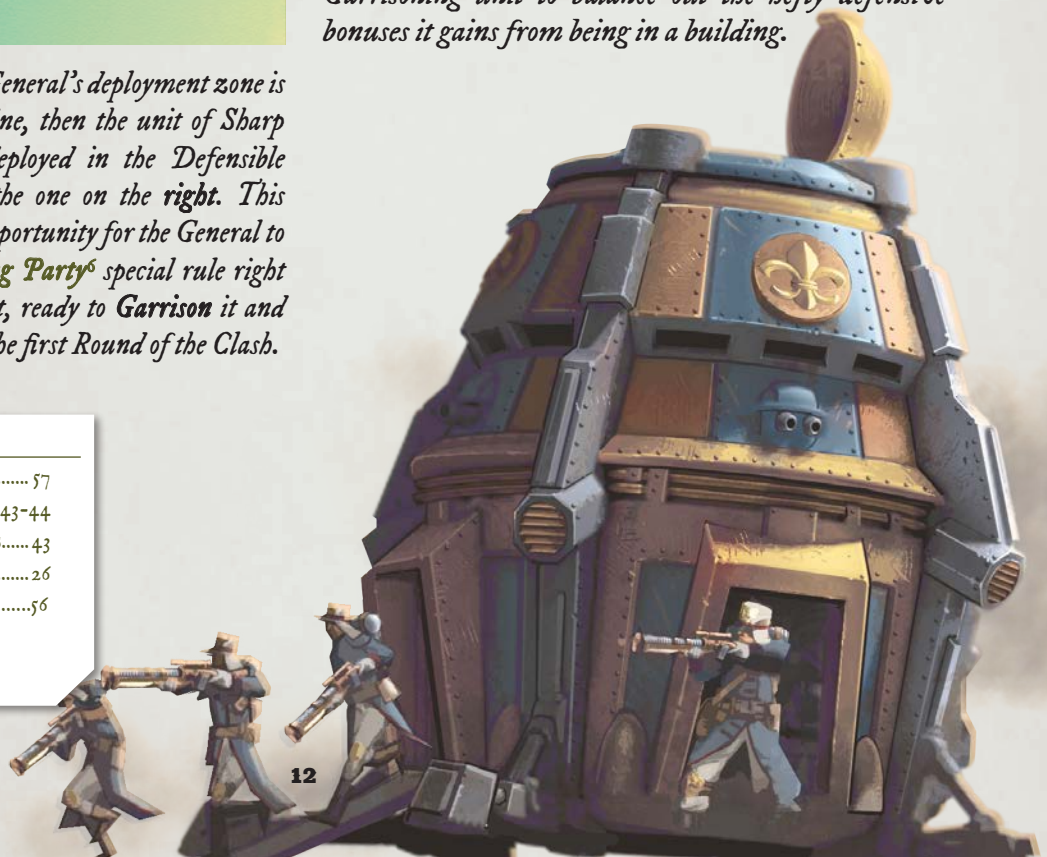
When a **Garrisoned** unit makes a **Ranged Attack**⁴, the range of this attack is always measured *from the centre* of the **Defensible Building** it is Garrisoning. It's worth deciding on the centre point of any Defensible Buildings when **Preparing the Battlefield**⁵.

Adding a detail to mark the centre point, such as a chimney stack or decorative steeple, is a nice opportunity for a modelling project! If a building is particularly large, Generals can always agree to subdivide it into smaller sections that are each treated as a separate Defensible Building.

These rules are designed to mirror the fact that soldiers in the unit are scrambling to shoot from any possible firing positions they can make use of and, as such, are not able to maintain the steady volleys of deadly fire they can usually achieve on an open battlefield. Measuring from the centre of the building also caters to the broadest range of possible building shapes that you might have on your battlefield. Additionally, the restriction of weapon ranges serves as a nice little drawback for the Garrisoning unit to balance out the hefty defensive bonuses it gains from being in a building.

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1	Deployment	57
2	Defensible Buildings.....	43-44
3	Garrisoning Defensible Buildings.....	43
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5	Preparing the Battlefield.....	56
6	Storming Party	
	<i>See the Glossary of Rules and Qualities</i>	





GARRISONING A BUILDING IN CONTACT WITH THE ENEMY

If a unit is in contact with the Footprint of a **Defensible Building**¹, can an enemy unit still **Garrison**² that building? If so, does this mean the two units are in contact with each other? The short answer to both questions is yes.

This is an unusual edge case, as there are only a small number of situations in which two opposing units can be in contact at the end of an **Activation**³. (*Units can't generally move within 1" of an enemy, so they usually only come into contact as the result of a **Charge** action... and are then separated when one unit **Withdraws** after the ensuing **Close Quarters Combat**.)*

Neither unit's **Movement Step**⁴ is affected; in some games, two units that are in contact would be locked together, but this is not the case in *Armoured Clash*. However, as soon as either unit has an **Attack Step**⁵, they will need to make a **Close Quarters Attack**⁶. (*This is mandatory, as described under "The Attack Step" in the rulebook.*) If the **Garrisoned** unit loses a combat (or if there is a **Stalemate**, and it is the attacker), it makes an **Exit** manoeuvre instead of **Withdrawing**, ending as far as possible from the enemy unit.

Note that when this happens, the unit outside the building doesn't get a free immediate **Garrison** action unless it is actively **Storming**⁷ the building.

EMBARKED UNITS AND STRATEGIC OBJECTIVES

Unless otherwise specified, an **Embarked**⁸ unit cannot control a **Strategic Objective**⁹, as it has been removed from play and is therefore not in contact with the Objective.

*A unit cannot seize a vital point if it is busy cowering in armoured vehicles! This also means, of course, that the unit must potentially have to brave enemy fire should its General wish to gain those valuable **Victory Points**¹⁰. Also, note that this is a key difference between **Embarked** units and **Garrisoned** units (which count as still being on the Battlefield). Technically, a **Garrisoned** unit can control or contest a **Strategic Objective** that is in contact with the building they are occupying. To avoid any confusion, we recommend that **Strategic Objectives** are either placed in **Defensible Buildings**, or placed at least 1" away from them.*

PAGE REFERENCES

1	Defensible Buildings.....	43-44
2	Garrison	43
3	Activation.....	24
4	The Movement Step.....	24
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HILLS (AND BEING ON TOP OF THEM)

Not all hills have sheer cliff faces that prevent you from just walking up them, and the same is true on *Armoured Clash*. A **Hill** is a **Special Terrain Feature**¹ that does not impede movement in any way but that adds its **Size**² to whatever is positioned upon it.

For example: a **Size 2** unit that ends its move on top of a **Size 3** hill is considered to be **Size 5** for most gameplay purposes. In a similar manner, it is perfectly acceptable to place **Terrain** on top of a **Hill**. A **Size 3** **Defensible Building**³ placed on top of a **Size 3** **Hill** would be **Size 6**; any **Infantry** unit **Garrisoning** that building would also be counted as being **Size 6**.

However, be aware that if a **Garrisoned** unit is targeted by a **Ranged Attack** with the *Siegebreaker*⁴ weapon quality, you should not use this combined **Size** to determine whether or not the building becomes **Wrecked**; use the building's unmodified **Size** of 3. Similarly, a *Stilted*⁴ unit attempting to walk over a unit on a **Hill** would only consider the unit's basic size, unmodified by that of the **Hill**.

*Situations such as these underline the importance of both players agreeing on the characteristics of each piece of **Terrain** before game play starts, and applying their common sense as to what the **Size** bonus should realistically be in a given situation.*

Additionally, if your hill looks particularly difficult to climb for whatever reason (perhaps it is strewn with boulders and craters), feel free to combine the rules of a "Hill" special terrain feature with that of standard **Dense**⁵ or even **Difficult Terrain**⁵. These "custom" terrain features can lead to odd rules interactions, but so long as you and your opponent can agree on what each piece of **Terrain** should do before the game begins, all should be well!



PAGE REFERENCES

1	Special Terrain Feature.....	42
2	Size.....	10
3	Defensible Building.....	43
4	Siegebreaker, Stilted <i>See the Glossary of Rules and Qualities</i>	
5	Difficult/Dense Terrain.....	41



UNIT TRAITS

COMMANDERS AND DISORDER

As units lose the **Disordered** status as soon as they move within 6" of a **Commander**¹ unit, it might seem like Commander units can't be Disordered. After all, aren't they always within 6" of themselves?

However, as any unit is going to experience a certain level of confusion when exposed to effects, such as deadly sniper fire or toxic smog, a Commander unit *can* gain the Disordered status.

A Commander unit loses the Disordered status at the end of its next Activation, or as soon as it comes within 6" of a *different* Commander unit. A Disordered Commander unit is still a Commander unit, so if another unit moves within 6" of it (or vice versa), the other unit loses its Disordered status.

As a general principle, whenever a rule affects other units within a certain distance of a unit, the unit itself is not affected, unless specifically stated otherwise.

COMMANDERS AND OFFICERS

There has been some confusion about the differences between **Officers**² and **Commanders**. What are the differences? Is the Commander a single model in a unit? If so, can the Commander be **Destroyed**³?

The simple answer is that Officers and Commanders are two unrelated concepts that can nevertheless interact with one another.

All units have an **Officer**. This is a single model from which the General measures distances when making a **Charge manoeuvre**⁴ or a **Ranged Attack**⁵. It is also the model that the rest of the unit is configured around. If a unit's Officer model is Destroyed, the unit gains the **Disordered**⁶ status and a model in the unit is selected and immediately becomes the unit's new Officer, as part of the **Field Promotion**⁷ process.

In the case of a Field Promotion, an aide to the Officer or a senior NCO has taken up the mantle of command after the loss of the unit's original Officer. Armies plan for these events, but it takes time for the unit to regain its composure. This is represented by the loss of a model and the addition of a Disordered status token to the unit. In effect, the Officer model is removed, another model takes its place, and then the Officer model is swapped out for it, showing the unit has a new officer in charge.

Some units have the **Commander** trait. Traits affect every model in a unit, not just the unit's Officer. A friendly unit within 6" of at least one model in this unit immediately loses the Disordered status, including if the friendly unit moves to within 6" of this unit, or vice versa.

A unit retains the Commander trait even after its Officer is killed. After all, a Commander unit probably has multiple important people, such as senior functionaries, communications specialists and standard bearers, whose presence can still inspire nearby units and restore order. Conversely, the senior officer may have been seriously injured, but is still lucid enough to issue commands whilst receiving medical care.



PAGE REFERENCES

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2 Officers.....	9
3 Destroyed	24
4 Charge Manoeuvres	26
5 Ranged Attacks	3
6 Disordered Units.....	34
7 Field Promotions.....	35



“-” DISCIPLINE

A unit with “-” Discipline automatically passes any **Discipline** or **Rally Tests** they are required to make. If they should somehow gain the **Suppressed** status, they automatically pass their Rally Test when they next Activate.

REPRESENTING UNITS WITH THE COMMANDER TRAIT

When selecting a unit to serve as a **Battlegroup Commander**, most Factions have access to both impressive **Behemoths** and **Commander variants** of more basic units. Whilst Behemoth models can be easily identified by opposing **Generals**, smaller-sized **Commander** units can be more difficult to distinguish from their more basic equivalents.

The resin **Command Upgrade** models that come with each **Faction Introductory Set** work really well as a visual identifier for your **Commander-variant** units. However, you are, of course, welcome to make any conversions or apply any other distinguishers to represent the leader-units of your **Battlegroups**. Just make sure that your opponent clearly understands which units are the **Commanders** of your **Battlegroups**.

PAGE REFERENCES

- 1 The Battlegroup Commander.....see the *Faction ORBATs*





PREPARING TO PLAY

BOLSTERING AND BEHEMOTHS

There has been some confusion surrounding how some big, **Behemoth** units interact with **Bolstering**¹ units in a **Battlegroup**². Usually, certain Behemoths, such as the Sovereign and the Laoshan Landships, can only be taken as **Full Strength** units, meaning that they can only be fielded in **Cataclysm-Scale Clashes**³.

However, if a Battlegroup allows its Commander Element to be **Bolstered**, then this Element can be taken at **one Reinforcement Level higher** than normal for the chosen Force Scale. This means that a General can include a Behemoth in their Force at Battle Scale, so long as their Force contains at least one Battlegroup that allows its Commander Element to be Bolstered.

It is important to remember that Bolstering effectively lets you “level up” the Element itself, not the unit in the Element.

BATTEGROUPS, TRANSPORTS AND DEPLOYMENT

There has been some confusion about whether an **Infantry** unit that forms an Element in one Battlegroup can be deployed **Embarked**⁴ in a unit from another Battlegroup in the same Force, so long as it has the **Transport** trait. As units with the Transport trait are not specifically tied to other units, a General can absolutely deploy a unit from one Battlegroup Embarked in a Transport that belongs to another!

If you are looking to transport a particularly large unit, this might be the only way you can get a big enough Transport unit in your Force. For example, a Crown General that wants to include a Reinforced unit of Rifle Platoon and a Reinforced unit of Stirling Armoured Transports in their Skirmish-Scale Force can Bolster both a unit of Rifle Platoon in their Crown Faction Battlegroup and a unit of Stirling Armoured Transports in their Crown Line-Breaker Auxiliary Battlegroup. The General may deploy the first unit embarked within the second without a problem.

FORTIFICATIONS AND RESERVES

Whilst you can place a **Fortification** unit in **Reserve**⁵, as they are immobile, they can't actually be deployed from Reserve. This means that they will automatically be subject to the **Lost Opportunity**⁶ rule and will play no part in the game.

Of course, there are some notable exceptions to this rule, such as the Alliance's French Drop Capsules.



PAGE REFERENCES

- 1 Bolstered Units...see the Faction ORBATs
- 2 Battlegroups.....see the Faction ORBATs
- 3 Cataclysm-Scale Clashes..... 52
- 4 Embarked Units.....30, 46-47
- 5 Reserves.....21 and 57
- 6 Lost Opportunity.....21



PREPARING THE BATTLEFIELD

In the **Placing Terrain**¹ step of **Preparing to Play** (page 56 of the *Armoured Clash* Rulebook) there is a table setting out the minimum and maximum amount of Terrain that should be placed on a Battlefield.

During this step, and with the agreement of both Generals, some pieces of Terrain may count as multiple pieces if they take up a particularly large area - more than about 4" x 4". A small copse of trees should count as one "piece", but a larger wood capable of having two units within its footprint might count as two "pieces". If a **Defensible Building**² has been designated as being large enough to hold more than one unit, it should probably count as two pieces of Terrain for the purposes of preparing the Battlefield.

Remember that a varied Battlefield with a good mix of Terrain types and sizes will provide a better gaming experience than a table with only a few larger pieces.



PAGE REFERENCES

- 1 Placing Terrain..... 56-57
- 2 Defensible Building 43



SPECIAL RULES & QUALITIES

THE SOAR SPECIAL RULE

The declaration that a unit will **Soar**¹ (see the *Faction ORBATs*) is *neither* a Manoeuvre *nor* a Special Action. Instead, a General declares that a unit will Soar at the *start* of its Activation, *before* any Manoeuvres or Special Actions have been made. The unit then continues with its Activation as normal, with the relevant changes made to its unit profile. At the end of the Activation, the unit *loses* any effects gained by Soaring.

Whilst Soaring brings many benefits, it also makes a unit vulnerable to Opportunity Fire from Aerial attacks during both Reaction Steps of its activation, so use it carefully!

PIONEERS AND GARRISONED BUILDINGS

The *Pioneers*¹ special rule gives a unit the ability to treat **Difficult and Dense Terrain**² as **Open Terrain** when it moves. This has raised an interesting question, as a **Garrisoned**³ unit gains the **Defensive Advantage**⁴ when it's the target of a **Close Quarters Attack**, "*as though the attacker Charged through Difficult Terrain*". Does this mean that units with the *Pioneers* Special Rule can sidestep this penalty?

The key to this answer lies in the exact wording of *Pioneers*, specifically the first four words: "*When this unit moves, it treats Difficult Terrain and Dense Terrain as Open Terrain.*" A **Close Quarters Attack** isn't a move, so *Pioneers* *doesn't* apply in this case, and the **Garrisoned** unit still gains the **Defensive Advantage**².

Just because a unit is skilled at moving through swamps, forests and uneven ground at pace, that doesn't mean it's good at assaulting an occupied building. That's what the Storming Party¹ special rule is for!

PAGE REFERENCES

1	Soar/Pioneers/Storming Party/Entrenched	
	<i>See the Glossary of Rules and Qualities</i>	
2	Difficult/Dense Terrain	41
3	Garrisoned unit.....	43
4	Defensive Advantage	28
5	Ranged Attacks	26
6	Obstacles.....	42
7	Combat Rating Penalty.....	26
8	Officer	9
9	Front Arc.....	11,15

INDIRECT AND DIRECTIONAL BENEFITS

When a unit makes a **Ranged Attack**⁵ with the *Indirect* quality against a unit that is within **Dense Terrain**, has the *Resilient (Front)* special rule, is **Entrenched**¹, or is behind an **Obstacle**⁶ the target still gets the defensive benefits that those conditions (and any similar effects) provide. The target unit within **Dense Terrain**, and the target unit behind an **Obstacle** both count as being **Concealed** and therefore provide a **Combat Rating Penalty**⁷ to any **Ranged Attack** against them. The target unit with *Resilient (Front)* would still add 1 to its **Defence** rating, providing the attacking unit's **Officer**⁸ is within its **Front Arc**⁹. An **Entrenched** unit would still be considered a *Heavy* target, rather than *Light*.

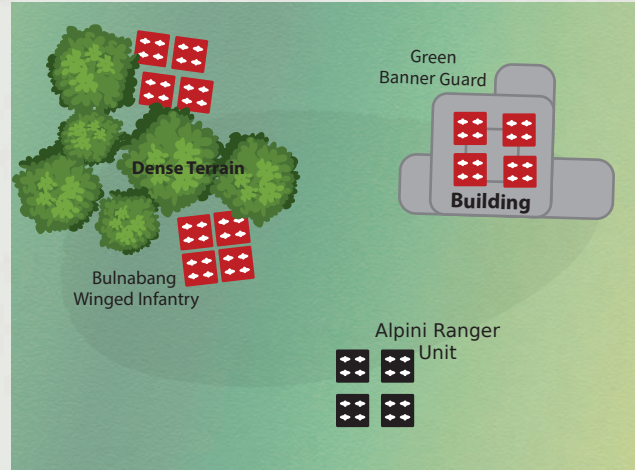


TRAPS AND REACTIVE

The *Ranged (Light/Heavy)* attack used by the **Alpini Rangers** has the *Reactive and Trap* qualities. The *Reactive* quality means any unit wishing to make an attack with these *Weapon Qualities* must be **On Lookout**², or otherwise capable of declaring **Opportunity Fire**³ such as the *Seize The Moment* command.

The *Trap* quality allows the Alpini to target an opposing unit whenever it starts or ends its movement step within **Dense or Difficult Terrain**⁴, or **Garrisoning a Defensible Building**. This is irrespective of **Line of Sight** or **Range** from the Alpini Rangers' **Officer** - the unit does *not* need to be able to confirm **Target Acquisition** to their intended target. This represents your trappers heading out to lay their explosives and dig their pits, hours before the fighting begins. In the appropriate **Reaction Step**, you may then declare **Opportunity Fire**! This is resolved as a **Ranged Attacks** against the unit in the Terrain, and is always an **Improved** attack, disregarding the **Combat Rating Penalty** that usually applies to **Opportunity Fire**.

Once the attack is over, the target unit must make a **Suppression Test**⁶, even if they suffered no casualties. Having the ground explode beneath you, or boulders drop on your head is quite disconcerting, even in the best of circumstances!



EXAMPLE :

The Alpini Ranger unit has the On Lookout status. If the Green Banner Guard Platoon within the Defensible Building Activates, the Alpini Rangers could resolve their Ranged (Light/Heavy) Attack against them. If the Green Banner Rocket Teams unit at the far edge of woods activates, again the Alpini Unit could resolve their Ranged (Light/Heavy) Attack against them. If the Bulnabang Winged Infantry activate the Alpini Rangers could not use their Ranged (Light/Heavy) Attack against them (as they are not in Dense or Difficult Terrain or Garrisoning a Defensible Building) unless they choose to move back into the woods. However, The Alpini Rangers could resolve their Ranged (Light) attack upon them as they are within Range and Line Of Sight for the purposes of Target Acquisition.

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	7"/1.4"	3	5	7	Suppressive
RANGED (LIGHT/HEAVY)	-	6	9	12	Penetrating, Reactive, Trap
MELEE	-	3	6	9	

PAGE REFERENCES

- 1 Trap and Reactive
See the Glossary of Rules and Qualities
- 2 On Lookout 30
- 3 Opportunity Fire 25
- 4 Dense/Difficult Terrain 41
- 5 Ranged Attacks 24
- 6 Suppression Tests 36
- 7 Target Acquisition 17





FIRETEAMS AND SIEGEBREAKER / DEMOLITION

When a **Defensible Building** is **Wrecked**¹ by either the *Siegebreaker*² or *Demolition*² special rules, there are some additional effects which apply if there is a unit **Garrisoning**³ the building. This applies to *each* unit inside the building, including Fireteam¹, temporarily overriding the **Low Profile** rule.

For example, if a weapon with the *Siegebreaker* quality were to Wreck a **Size 3** building Garrisoned by both a Federal Trooper Platoon and a UR-31E Arc Trooper Fireteam, each unit would suffer **3** points of **Damage**. In the case of *Demolition*, the pool of **Hits** from the Attack Roll is applied to each Garrisoning unit, both Parent and Fireteam.

CORUSCATING AND OVERCHARGING

These two powerful Special Rules can be combined to devastating effect, although not without an element of risk. But how does the random **Attack Pool**⁴ boost of *Overcharge*² work alongside the multiple **Attack Rolls** of *Coruscating*²? Basically, you do not need to draw a new **Command & Conquest Card**⁵ for every additional target; draw a single card from your deck before rolling any dice, note the numerical value, and add that number of dice to *every* Attack Pool in the current sequence of attacks. Of course, every Blank rolled in every attack will also be applied to the attacking unit as **Damage**⁶.

PAGE REFERENCES

1 Wrecked.....	35
2 Siegebreaker, Demolition, Coruscating, Overcharged <i>See the Glossary of Rules and Qualities</i>	
3 Garrison Defensible Buildings.....	43
4 Attack Pools.....	27-28
5 Command & Conquest Cards.....	18
6 Damage.....	34





AIRCRAFT

AIRCRAFT ENTERING PLAY

Most units can start a Clash in their General's Reserve¹, but *Aircraft*² are unusual in that they return to the Reserve after each **Air Attack Sortie**.

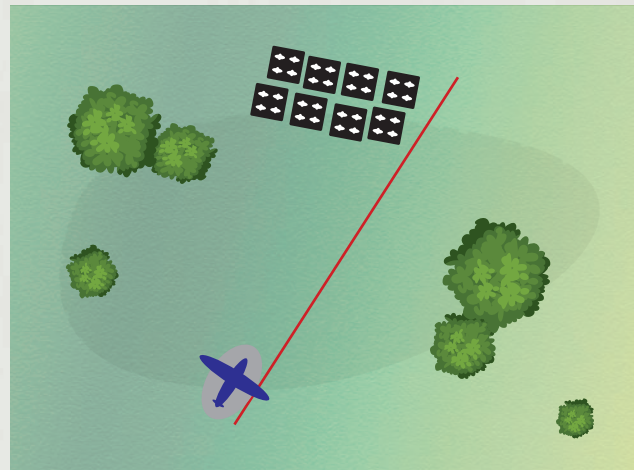
With the introduction of the new *Rapid Response* special rule, Aircraft now have a much more impactful, and immediate, presence in the game. Unless an Aircraft unit has *Rapid Response*³, it *cannot* participate in the first and last Rounds of each Clash.

As most Clashes last for five Rounds, a squadron can make up to five sorties over the course of a game (assuming it survives that long), as opposed to three for a unit without *Rapid Response*. Of course, a General might choose not to deploy them for one or more Rounds, especially if their opponent has powerful Aerial attacks covering their key targets.

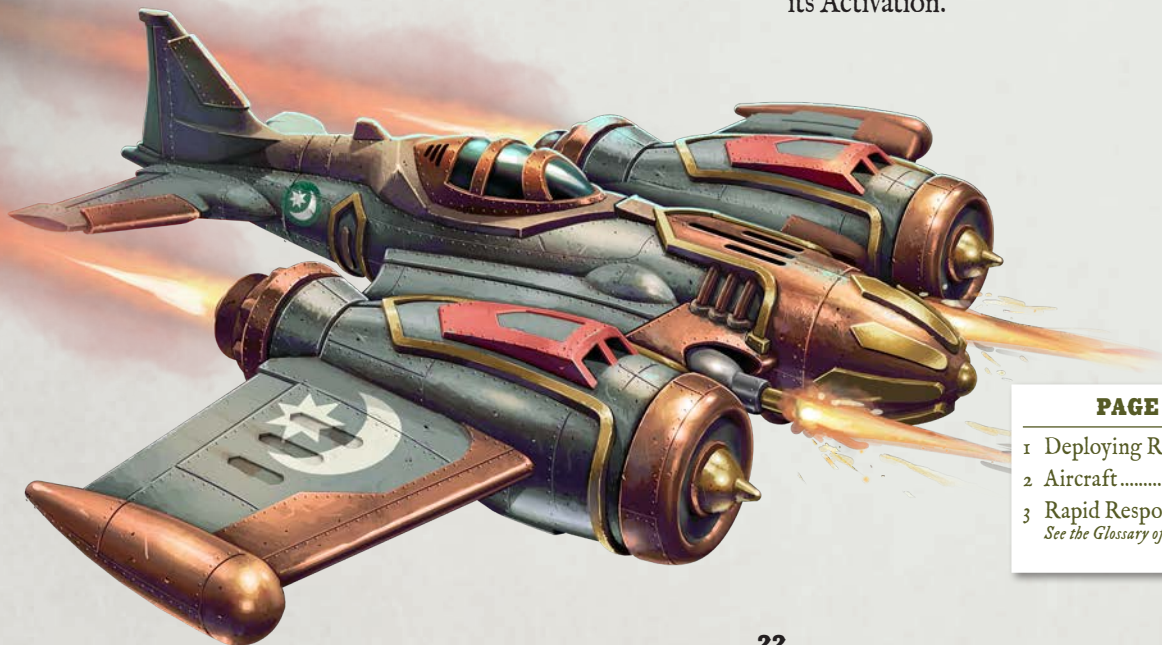
Aircraft are a powerful tool, but tend to be very fragile when they face dedicated anti-air units. As with everything in Armoured Clash, a "combined arms" is key to victory - use your ground units to clear a path, then send in the air support!

MOVING AIRCRAFT ON THE PLAY AREA

When moving an *Aircraft* unit during the **Approach** and **Escape** steps, it must be moved in a completely straight line, in the direction it is facing. To do so, it may be easiest to trace an imaginary straight line, like a ruler, along one of the flat edges of its base. Then, move the aircraft along that line, without turning or reorienting the model whatsoever.



Some *Aircraft*, such as those with the *Bank* (X¹¹) and *Brake Turn* special rules, can change course during its Activation.



PAGE REFERENCES

- 1 Deploying Reserves.....21 and 57
- 2 Aircraft.....50
- 3 Rapid Response
See the Glossary of Rules and Qualities