

1.0 INTRODUCTION

It is a tactical game for two players for 30 to 60 minutes.

This game is compatible **Extension** of the original Scharz game. To play it, you must own at least one part of the Scharz game. Can be used for selected battles from White Mode.

But it is also separately playable as several historical battles.

2.0 INVENTORY

2.1 Extension Box Contents

- 1 game rules
- 2 game boards
- 3 game board overlays
- 40 red cubes (for minus lives)
- 6 game dice (2 white, 2 blue, 2 red)
- 84 cardboard* tokens (24 red, 24 grey, 24 yellow, 12 green)
- 24 unit cardboard tokens (12 white, 12 black)

2.2 Borrowed components from Scharz

- 80 unit cubes (20 in four colours; use 40 and 40)
- 66 experience cardboard tokens (33 black/yellow, 33 white/grey)

3.0 SEQUENCE OF PLAY

The game starts with the Start phase (8.2 or 5.0).

Followed by a Battle round (Move - 8.3 and Combat - 8.4) which repeats until the game is decided.

Finally, the End phase is executed.

4.0 GAME GOALS

The game ends with either one player surrendering, or one player's units escaping the battlefield, or all of one player's units being destroyed.

5.0 GAME SETUP

5.1 Using during the original game

First, place all LGF units participating in the battle in the field from the game map on the battle board. If there is a simultaneous battle on the LGF and a battle on the border, select the larger battle as the main battle and the smaller battle as the secondary battle (it will take place in the Remote Battlefield or Reinforcements area). Each side places its main battle units in the Entry Position.

Second, units will now be converted from strategic map scale to tactical battle scale. Every single unit from the map corresponds to three identical units of the battle. On the Entry Position this is represented by a different kind of line. A square with a dashed line - the original unit. A square with a dotted line - two added units.

* In final version wooden octagon tokens.

Third, a box top is placed on the battlefield so that players cannot see the opposing player's Entry Position. Then, both players secretly deploy units to the front row and rearrange the Entry Position at their discretion. Once both are done, the box top is removed.

Fourth, players send first line units to the line of engagement. If any player wants to take a non-standard action, units move in one step at a time and each player can control all units. However, it is necessary at the end of this Start phase to pay for each unit activated with its energy afterwards.

5.2 Using a historical battle scenario

Instead of points 1 and 2, the starting formation is taken from the chosen battle scenario. If there are special rules for the battle, they are executed during the Start phase. Points 3 and 4 proceed similarly to 5.1.

6.0 MAP DESCRIPTION

Player Aid (Energy, Units)	Black Player Entering / Reserves			Losses	
	RIGHT	first row CENTER	LEFT	Battle Round	Player Aid (Dice, Energy, Experience)
Distant Battlefield	Contact line				
	LEFT	CENTER first row	RIGHT		
Player Aid (Energy, Units)	Entering / Reserves White Player			Losses	

6.1 Battlefield

The battlefield (Proelii) is the main place where the troops clash. It is divided into 6 rows and, depending on the terrain, into 7 to 10 columns. The groups of columns form the left flank, the centre and the right flank for the player (If, due to the terrain, there is no movement leading to combat at the end of the battle, the player controlling the centre is the winner). On each side adjacent to the Entry is the so-called First Row (important for setup). In the middle is the contact line (important for the beginning of the battle). There are also two red lines on the battlefield - crossing them in the forward direction provides 25% of the infantry's energy (you cannot combine two bonuses for one unit per round).

6.2 Distant battlefield

The distant battlefield represents:

- 1) a second battlefield (e.g. a battle on the border)
- 2) a remote battlefield (e.g. for cavalry)
- 3) units attacking from ambush
- 4) an escape route from the main battle

It is connected to the main battlefield by a white/black line. For crossing it, you have to pay 5MP.

6.3 Others

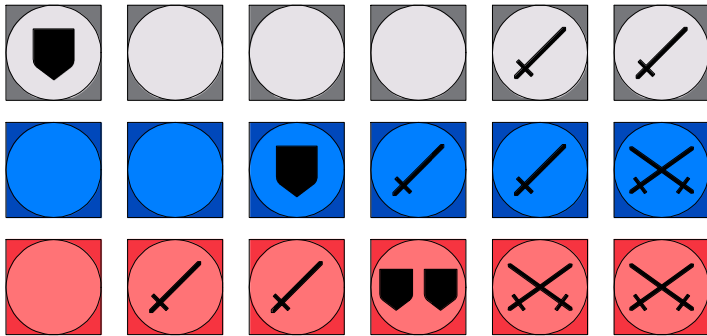
In addition to the Player Aids, the Battle Round Overview and the Loss Location, the board also features the Entering Positions. Only from here is it possible to move to a distant battlefield and then across the yellow line to escape the battle.

7.0 UNITS

	SKIRMISHERS Attack: WHITE dice Cohesion Points: 1 Movement Points: 4 Special ability: Hit & Run (8.4.2.1)		BOW CAVALRY Attack: BLUE dice Cohesion Points: 2 Movement Points: 6 Special ability: Hit & Run (8.4.2.1)
	LIGHT INFANTRY Attack: WHITE dice Cohesion Points: 1 Movement Points: 4 Special ability: White line (6.1)		CAVALRY Attack: RED dice Cohesion Points: 2 Movement Points: 5 Special ability: Charge (8.4.2.2)
	MERCENARIES Attack: BLUE dice Cohesion Points: 2 Movement Points: 3 Special ability: White line (6.1)		WAR ELEPHANTS Attack: RED dice Cohesion Points: 2 Movement Points: 4 Special ability: Charge, Push out
	HEAVY INFANTRY Attack: RED dice Cohesion Points: 2 Movement Points: 2 Special ability: White line (6.1)		CHARIOTS Attack: BLUE dice Cohesion Points: 2 Movement Points: 5 Special ability: Hit & Run (8.4.2.1)

7.1 Attack - Dice

There are three types of dice in the game - white, blue and red. The dice have different strengths. They generally contain a blank side (insufficient attack), 1 or 2 swords and 1 or 2 shields. Dice are used in combat to determine a unit's combat strength (attack). There are three types of combat:
 1) both units fight - standard combat
 2) one unit attacks, the other defends - special attack in move
 3) one unit attacks, the other does not defend - escape, 0% energy



7.2 Cohesion Points (CP)

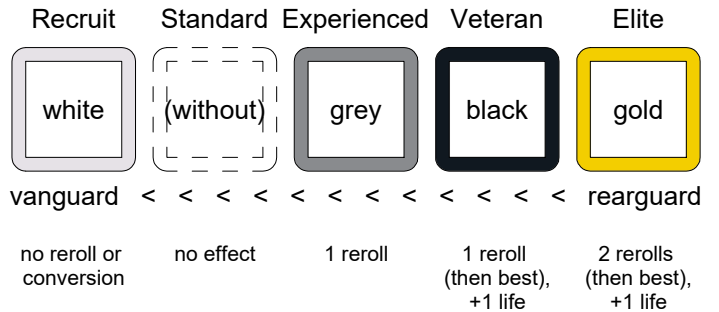
Cohesion points represent the cohesion and resilience of the unit, not the number of living members. A unit that has 0 cohesion points is useless in the rest of the battle - it disappears from the battlefield. A unit that is pushed by elephants but cannot retreat loses 1 cohesion point. A unit that is outnumbered (in cohesion points) 4:1 or more, instead of fighting, escapes. If escape is not possible, the unit loses 1CP.

7.3 Movement Points (MP)

For 25% energy, the unit's movement points (for example: Heavy Infantry has 2 movement points) can be activated for movement or double them for escape. More energy can be spent per battle round for movement.

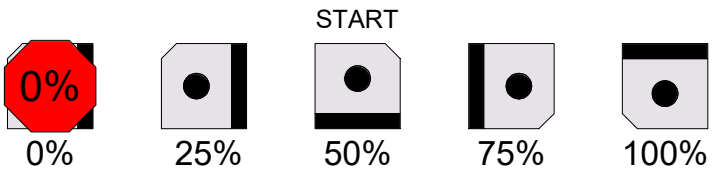
7.4 Experiences (X)

Each unit has an experience level that does not change during the battle. This level is indicated by a single-coloured CBT*. If a unit is attached to more than one unit, it must first attack the unit with the lower experience level. It can defend itself against anyone.



7.5 Energy (E)

Unit Energy is the most important thing in battle. Units start the battle with 50% energy (Exception 9.3). This is indicated by the chamfered edge at 6 o'clock.



- Escape: -25% - 8.2.3
- Movement: -25% - 8.2.2
- Forward across the red line: +25% - 6.1
- Exchange: -25% (both) - 8.2.6
- Dice roll: -25% - 8.4.1
- Canceled the entire dice roll: +25% - 8.4.3
- (Max gain per battle round: +25%)
- Unit during the move phase:
 No energy bonus for not moving. During move, the maximum balance is 0% (one activation and crossing one red line for infantry). Cannot combine crossing two red lines.
- Unit during combat phase:
 25% energy bonus for not combat. During combat, maximum balance is 0% (dice roll and conversion or unbroken shield). Cannot combine two unbroken shields or a shield and conversion.
- Reroll: -25% - 8.4.2
- Unbroken shield: +25%
 Unused against the sword in the round.
- Conversions: - 8.4.4
 2 swords -> +25% and 1 shield
 2 shields -> +25% and 1 sword
- No combat: +25% - 8.4.3
 Add 25% Energy to a Unit that did not combat in the Battle Round.
- * In final version plastic frames.

8.0 BATTLE ROUND

The battle round is preceded by a Start Phase and followed by a End Phase after a victorious battle. The Battle Round itself repeats until one side is victorious, and consists of two phases - Move and Combat. These are further divided into subphases. Energy is paid continuously each time it is used.

8.1 Start

see chapter 5.0

8.2 Move

The Move phase is divided into several subphases:

- 1) Detachment
- 2) Movement (or Escape)
- 3) Special (Hit & Run, Charge, Push out)
- 4) Attachment
- 5) Exchange

Pay for the energy used immediately on a pay-as-you-go basis.

8.2.1 Detachment

At this stage, the attached units can escape. Practically, there are two use cases:

- 1) one player wants to end the battle early and save the remaining units.
- 2) a unit with lower cohesion faces an outnumbered unit with 4:1 cohesion or greater.

First you must mark the escaping unit (a green token with an arrow pointing to an open square). Then the enemy unit gets the option of a one-sided attack (for 25% energy). This option does not have to be used. Afterwards, the escaping unit (if it is still alive) pays 25% energy for escaping (double movement ending in inactivity for the rest of the combat round - indicated by an empty red token on the green token). You pay energy in followed Energy Subtraction subphase (8.6).

Later it may happen that another unit catches up with the unit in the movement phase and reattaches and attacks it. If the escaping unit manages to cross the yellow line, it becomes a successfully escaped unit from the battle (waiting behind the yellow line for the End Phase).

8.2.2 Movement

An attached unit or a unit with 0% energy cannot be activated in this subphase. Escape can be played at any time instead of movement. However, movement cannot be played after Escape. Units with 100% Energy (and highest Experience) start the movement. The unit pays 25% energy and activates all its movement points. If a disputed situation occurs, players move their selected units one space at a time, starting with the player with the white pieces. The unit may pass the movement. If all options have been exhausted, units with 75% energy are activated (units with 100% energy can also be activated, but only for 25% of the energy spent). This subphase continues through units with 50% to units with 25% energy.

During this subphase, one of the Special Situations (8.4.2) or Escape (8.4.1.2) may occur. This will play out preferentially and then the game returns to the movement subphase. Energy should be paid continuously. If a unit is to participate in the combat phase, it needs to have at least 25% energy at the end of the movement subphase.

Energy is paid per activation, not per movement points spent. A unit may optionally end its movement prematurely at the player's discretion, or mandatorily if an enemy unit is attached (8.4.4).

8.2.3 Escape

A unit that uses Escape activates twice as many Movement Points for 25% of its Energy. However, at the end of the escape, a red blank attack token is placed on the unit until the end of the battle round. Only if it also has 0% remaining energy is it unable to attach adjacent units.

8.2.4 Special

If H&R meets CH or PO, they play at the same time and the units are attached. Cavalry cannot use the Charge special attack against War Elephants (War Elephants can).

8.2.4.1 Hit & Run (H&R)

During the movement phase, in addition to the use of movement points, a one-sided attack is possible and then possibly another use of movement points (the unit is not attached). The attacked unit can roll a dice (the roll remains until the end of the round), but only the shield can block the attack. The attacked unit can thus still be destroyed during the movement phase. Hit & Run attack costs 50% energy. 25% for activating movement (all of the unit's movement points for 25% energy) and 25% energy for attacking. Dice can also be rerolled here for experience or for additional energy paid.

8.2.4.2 Charge (CH)

One-sided attack during the movement phase. You can only attack from direct movement, meaning that the last movement between spaces determines the direction of the attack and therefore the unit attacked. The attacked unit is bound and may roll dice (the roll remains until the end of the round), but only the shield can block the attack. The attacked unit can thus still be destroyed during the movement phase. The Charge Attack costs no extra energy, only 1 Movement Point. However, the attacking unit may attack again during the combat phase (standard attack for 25% energy). Dice can also be rerolled here for experience or for additional energy paid.

8.2.4.3 Push out (PO)

War Elephants can push out a unit by one space during the movement phase for 1 Movement Point. If the pushed unit cannot move back, it already loses 1 CP (Cohesion Point) during movement (it can be destroyed this way).

8.2.5 Attachment

When a unit enters a space adjacent to an enemy unit that has at least 25% Energy, its movement immediately ends and the unit waits in that position until the combat phase. The only way to get out of the bind is by escaping, exchanging, and destroying all attaching enemy units in combat.

8.2.6 Exchange

Two adjacent friendly units can exchange positions (also if one of them is attached to an enemy) if each pays 25% of the energy.

8.4 Combat

The Combat phase is divided into several subphases:

- 1) Dice roll
- 2) Rerolls
- 3) Roll Cancellation
- 4) Conversion
- 5) Losses
- 6) Advance

Pay for the energy used immediately on a pay-as-you-go basis.

8.4.1 Dice roll

If a unit is attached to an enemy unit, it may roll a die for 25% energy. If it chooses not to roll, it gains 25% energy.

Recommendation: steps 1 to 4 can be played for a pair of attached units at the same time.

8.4.2 Rerolls

If the player is not satisfied with the dice roll, he can roll again (except for recruits):

- 1) for 25% energy per reroll (paid immediately)
- 2) for more experienced units (7.4) for free
- 3) according to other rules

8.4.3 Roll Cancellation

The player can choose to cancel the roll (weak roll of the opponent) and get 25% energy back for the roll. Before canceling the roll, evaluate all units that did not combat in this battle round. (+25% energy). Just remove the roll token from the unit with the cancelled roll (-25% for the roll and +25% for the cancelled roll cancel each other).

8.4.4 Conversion

Even a unit that rolls a dice can get 25% of its energy back. Either by reducing their roll, called conversion, or by rolling a shield that no one breaks. There are two allowed conversions:

- 1) a roll of 2 swords turns into 1 shield and +25% energy.
- 2) a roll of 2 shields turns into 1 sword and +25% energy.

8.4.5 Losses

Now all active units should have grey or yellow tokens representing the dice roll. An enemy unit with 0% energy is ignored. This means that you can attack it first (even if it has higher experience), or skip it and attack the others (even if it has lower experience). The evaluation is done as follows:

- 1) for Arcade Mode: Each sword can grant the attached enemy unit that is furthest forward a hit for 1 Cohesion Point. The hit is awarded consecutively for 1 Cohesion Point. If the unit has 0CP, it is eliminated (any second hit is not awarded). Only the shield can disrupt the sword.
- 2) For Realistic mode: The sword can additionally disrupt another sword (only in the combat phase). A sword can also be used to disrupt another sword out of position order (experience). Along with granting a hit, a token is removed and energy is paid.

8.4.6 Advance

If a unit actively destroys a unit and is not itself attached to another unit, it may advance to that unit's location for free.

8.5 End

Valid only for battles played from the map.

After the battle is over, you must recalculate the units back to the map (3:1 ratio). The procedure is as follows. The player is required to first form triples of the same unit types (if possible even with the same experience level). Then the player must form pairs of the same unit types (if possible with the same experience level) from the remaining units. Finally, they must complete the remaining unit pairs to form triplets (even at the cost of dissolving the pairs). The triple of units is now replaced by one unit that returns to the map (also one pair). Units outside the triplets and the pair (one unit) is lost. If there are 3 (or 2) of the same unit in a triplet (or pair), that predominant unit of the triplet is returned to the map. If there are three different units in a triplet, the weakest unit is returned. Unit type is evaluated first, then experience. Then Victory Points and Experience are awarded for the battle. Possibly also Prestige Points (from Yellow Mode onwards).

9.0 SUPPLEMENT**9.1 Prestige Points (from Yellow mode)**

From Yellow Mode onwards, there are two options:

For 1 Prestige Point, a unit's dice can be rerolled (once).

For 2 Prestige Points, you can also attack the unit in the rear (more experienced).

9.2 Unit Morale (Red mode)

VERY LOW MORALE (0-9 PP)

Opponent may request a dice reroll

LOW MORALE (10-29 PP)

no effect

AVERAGE MORALE (30-49 PP)

+ 25% energy can be gained in exchange for an empty dice roll

HIGH MORALE (50-69 PP)

+ 25% energy can be gained in exchange for 1 sword

VERY HIGH MORALE (70+ PP)

+ up to 50% energy can be gained by conversions (higher limit)

9.3 Level of Command (Red mode)

WITHOUT COMMANDERS

no conversions work

BAD COMMANDERS

no effect

AVERAGE COMMANDERS

+ each unit has 2 paid rerolls

BETTER COMMANDERS

+ each unit can reroll 1 extra for free

BRILLIANT COMMANDERS

+ each unit starts with 75% energy

10.0 BATTLE SCENARIOS**10.1 Battle of Zama, 202 BC**

See the separate setup sheet. Choose arcade or realistic mode.

Decide whether to apply the optional rules.

DESIGN NOTES

The plan is to fine-tune this system and create at least 5 historical battles by the first release.

31. October 2023 Jakub Kunčik