

The FAAQ **Frequently Asked Arcane Questions**

In support of AWR version 3.1

Q1: I cannot comfortably fit 4 heavy horse figures to a single stand; do I always have to cram 4 horses into a heavy cavalry base?

A1: It's perfect to represent a heavy cavalry unit 3 figures to a base. Yet make sure that the horses are barded or armoured, at least partially, or most, so that anyone can readily identify the unit as heavy.

Q2: Must the units be assigned to their own Co?

A2: Usually units are not assigned to a particular command center. No units are ever assigned to the SCo or an FCo. Only allied units under the command of an ACo must be assigned to such a command center.

Q3: Is AWR basing compatible with DBA or DBM?

A3: No, in most cases.

Note: we have no problems about allowing people who bring non-AWR bases to play in our tournaments, as long as they are of the appropriate frontage.

Q4: Can I conform in the reset phase (5.1) for free, without expending MIP?

A4: Yes, reset moves are free. Orders are only assigned in the next phase so you do not have MIP to expend in the first place.

Q5: I make a flank attack upon an enemy unit; later in the same turn my unit is attacked on its flank. Can I still attack the enemy to the front?

A5: No, because one unit cannot count in close combat to two units at the same time. Check section 7.1 where it is stated that one unit may not count in CC to the front or rear of enemy if it has one of his own edges fully contacted by an enemy front edge. See Fig. 18 and also Fig. 39.

Q6: Is there an extra MIP cost for close order foot to contact the front edge of close order foot (6.10)?

A6: No, this penalty refers only to foot moving into contact with mounted front edges.

Q7: Is there a major reason to separately define extension and overlap support?

A7: There are a few reasons; the main difference is that while overlapping units must recoil when the friend in CC recoils, in extension support the supporting units do never recoil. While both in rear overlap and flank extension to the rear the recoil is blocked, in the first case the enemy unit is automatically destroyed on losing CC.

Q8: Why is CC support divided into 4 different categories?

A8: There are subtle but very important differences among all types of direct CC support.
Corner extension is cancelled if the unit is contacted by any enemy front edge.
Flank extensions to flank (and also to rear) are cancelled by enemy front edge contact to flank or rear, but the unit may be in front to front edge contact and still support friends.
Flank extension and partial rear overlap may have an identical influence on combat, but one unit in overlap may never be in CC.
Full rear overlap can be devastating.

Q9: Unit (A) is 50p deep and is attacked in flank close combat by (C). (B) is a friend of (A) and is moved to partially contact (C) in front to front edge. Can (B) support (A) in CC?

A9: Yes, if one of the (B) front corners contacts one of (A) corners of the flank in CC.
Otherwise: though physically part of (A)'s front edge is free from contact, it is considered that the whole (A) front edge is committed to attacking (C)'s flank.
In other circumstances the front edge contact of (B) to (C) will be ignored.

Q10: Unit A front edge contacts the enemy unit X on its flank. At the same time A is attacked on the flank by Y. The CC is A to Y and A wins. Does it get to fight a second round to X flank?

A10: No, one unit can only fight a single CC round on each turn.
Please note that all CC are set by the beginning of phase 7. On the contrary, the CC support modifiers may change after each CC round.

Q11: Why do close-order units have to pursue when they win close-combat to a Light unit (9.2)?

A11: Light units are lightly engaged, exchanging missiles or doing short distance hit-and-run combat tactics. They are not trying to push directly into the shield wall.
Therefore the only way for close-order troops to try to disperse the lighter troops is to advance for a short distance in order to dislodge or demoralize them.

Q12: About Jumbo characteristic. One EI loses CC on a difference of 2 and has another EI behind. The recoil is blocked but at the same time it may opt not to recoil. Is the break value increased by 2?

A12: The break value is 3; 2 for the combat score difference plus 1 for Flop.
The Characteristic rules take precedence over generic rules, so the EI may opt not to recoil and the blocked recoil morale modifier does not apply.

Q13: One EI loses to shooting on a difference of 3 and has another EI behind. Is the recoil blocked?

A13: Yes, the EI must recoil from shooting combat and the final break value will be 6. As you cannot roll 7 to pass the morale check, it must turn 180°, flee and be destroyed.

Q14: Can evading units (7.8) cross over close-order friends, independently of the interpenetration rules?

A14: Yes if both are facing in exactly the same or the opposite directions, otherwise no.
Evading is a semi-deliberate move that does not follow the same rules as MIP movement.

Q15: What about if both players chose the same terrain feature as an ambush site (4.4.1)?

A15: It is suggested that rules are applied as written.

First player A declares his ambush and places units inside the terrain feature.

Second player B must declare his ambush, as the placing of enemy units must be considered as 'entering the feature'.

In the most complex situation there are three layers of placement: player B enters the feature with a MIP move: when he finishes player A must declare his ambush; then player B places his.

If some stands have no room over the feature then they must be removed from the game, yet do not count as destroyed.

Q16: About priority attacks (7.2.1): can one unit facing enemy at 100p move obliquely backward to contact enemy in corner or flank CC support?

A16: No, for two reasons:

- 'attack' means moving into CC, not CC support.

- in this context moving "towards enemy" should mean moving with the front edge approaching enemy.

Please note that the parent section 7.2 is about moving into CC.

Q17: What is the general meaning of the priority attack rules (7.2.1)?

A17: Any unit within 100p of an enemy front edge may only:

- move straight forward.

- move towards contacting any enemy in CC, if taking the shortest possible route.

- move away from all enemy during the whole path, into any direction.

Please note that it's not mandatory to contact the original front edge and that close order units ignore all Lights and WW.

Q18: Can a chase move (6.15.1) be to the rear?

A18: Yes, as long as the unit ends in contact to the enemy, corner contact included.

No, in the case of Stack support.

Q19: Why can some units disengage and then shoot, even if the enemy moves for a longer distance than them, like BwL breaking contact from CvM?

A19: It is very important to allow this, because of the AWr semi-simultaneous turn system. Otherwise shooting units would be often contacted without having the chance to deliver a single volley.

Also the activation sequence represents simultaneous actions; the fact that you move first does not mean that the enemy was patiently waiting for your 'charge'.

Sometimes the fastest unit will be slowed down by this action, but close order troops have the option to pursue and it is historically correct to allow for some kind of delaying action, namely by BwL.

Q20: Does front edge contact to a supporting unit effectively cancel Double Stack support?

A20: Yes; all kinds of Stack support are entirely cancelled by any front edge enemy contact to the supporting unit.

End of the FAAQ