

# Advanced Virtus

Attempt of translation\* in English of AV, « fast and furious » ancient rules

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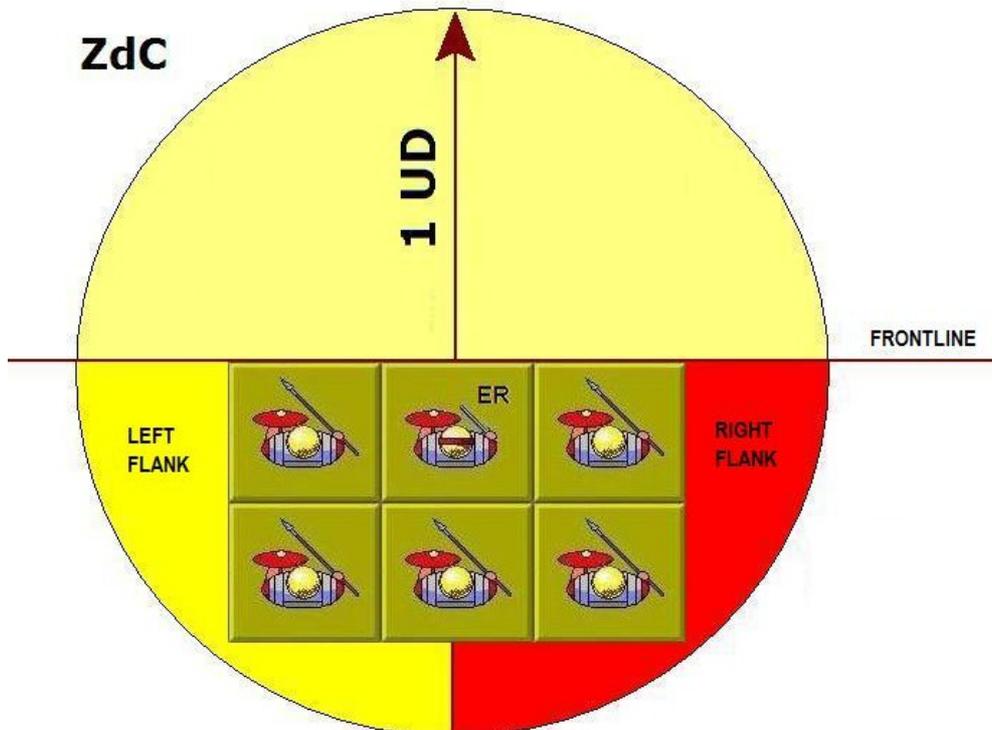
\*Ndt : all apologies for the possible grammatical mistakes, and many thanks for your indulgence..

## 1 - Scales

One UD (Distance Unit, example 5 or 6cm)  $\approx$  8/10m, one figure  $\approx$  15/20 men.

## 2 - Principles

Units are made up of several adjacent figures (6 as a common rule) facing the same direction, one figure clearly being appointed as the ER (Element Referent), from which all distances (shooting, movement) are measured and wheeling performed. Casualties don't necessarily need to be shown by removing figures, so the rules system works with almost every kind of basing. Each unit has a two UD wide ZdC (Zone de Contrôle); it means that players must always keep at least a 1 UD space between two ER, friendly or opponent.



## 3 - Units

Units characteristics :

- Type (infantry, cavalry, artillery),
- Doctrine (close, extended, or open order),
- CP (Cohesion Points, usually 6),
- Morale (from 2+ for the best to 5+ for the worst),
- Armour (saving rolls), from 3+ to 6+,
- Close Combat ability (number of dices to be thrown in CC situation),
- Shooting ability (number of dices to be thrown when shooting),
- Special abilities, depending on training or weaponry.

**Example :**

**VETERAN LEGIONNARIES**

Type: **infantry (regulars)**

Doctrine: **close order**

Cohesion Points: **6**

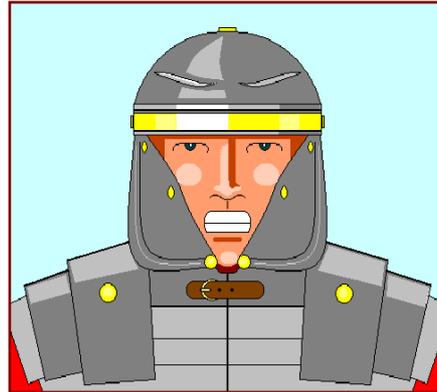
Morale: **3+**

Armour (saving roll): **4+**

Close Combat ability (pilum/ad hoc):

- 2 dices/1 die if *Disrupted*
- 3 dices/2 dices if *Shieldwall*
- 4 dices/3 dices if *Halted*
- 4 dices/3 dices if *Advancing*
- 5 dices/4 dices if *Rushing*

Special abilities : **Testudo/Orbis**



The « Budget » file can be freely downloaded at « *Le Mess du Sgt Ligloo* »:

<http://sgtligloo.free.fr/>

**4 – Game turn**

- 1 - Initiative (toss with 1d6, winner chooses to play first or second).
- 2 - Orders changes and movements, first player, then second. Leaders are moved lastly.
- 3 – Both sides perform shootings. Apply results.
- 4 - Resolve hand to hand combats, both sides simultaneously.

**5 – Orders changes**

Orders are of 5 types: *Halt*, *Advance*, *Rush*, *Shieldwall*, and *Fall back*.

Change from one to another involves a successful test. Roll **1d6**, add **+1**:

- If *regular* unit,
- If leader attached to the unit,
- For each renewed similar attempt..

Deduct **-1** if unit *isolated* (no leader or friendly unit in sight within 4 UD)

The score to be obtained is determined according to the difficulty of the action:

	<b>Shieldwall</b>	<b>Halt</b>	<b>Advance</b>	<b>Rush</b>	<b>Fall back</b>
<b>Shieldwall</b>	/	<b>3+</b>	<b>5+</b>	<b>6+</b>	<b>NA</b>
<b>Halt</b>	<b>3+</b>	/	<b>4+</b>	<b>5+</b>	<b>4</b>
<b>Advance</b>	<b>5+</b>	<b>4+</b>	/	<b>4+</b>	<b>NA</b>
<b>Rush</b>	<b>6+</b>	<b>5+</b>	<b>4+</b>	/	<b>NA</b>

In case of a miss (if score obtained is less than number required), or if player don't test the unit, its order remains the same as previous turn.

Player may roll one single die for several adjacent units of the same type forming a chain (ERs are 2 UD or less one from another), choosing the unit which displays the best chances of success. However, all of those units must be non-disrupted, facing the same direction, and must change for the same order. In case of a miss, the entire group undergoes the consequences.

**Orders description:**

**Halt:** unit cannot move, and may only change facing. A unit is automatically under Halt order if it fell back or was involved in a hand to hand fight during previous turn.

**Advance:** straight forward movement (or oblique, 30° max.). Units can wheel then move, but a facing change must always be followed with at least one 1 UD move. Following a wheeling, units in close formation cannot move more than 1 UD (2 UD if mounted).

**Note:** only one wheeling is allowed per unit per turn, except Expediti (open order) units which may perform two facing changes per turn.

**Rush:** straight forward move only. If no hand to hand fight occurs due to a Rush move, the unit is submitted to a disorganisation test. Rush order does not apply to Artillery units.

**Shieldwall:** unit cannot move nor change facing. Saving rolls gets a +1 modifier. Expediti units or units with an armour rating of “6” may not perform Shieldwall.

**Fall back:** unit may break contact with an opponent, moving backward as far as an *Advance* move less 1 UD if remaining facing the enemy, or as far as a *Rush* move less 1 UD if making about turn. Only Disrupted or Halted units may perform a Fall back. This action is the only one that allows a unit to leave an adverse ZdC, not allowing it to get closer of another enemy unit in the process, however.

Other possible action (no test required): **Redress Ranks**

Allows to remove a *Disrupted* marker. A unit redressing ranks is automatically under Halt order, but cannot shoot nor change facing during current turn. Forbidden in enemy ZdC.

#### 6 – Move distances (minimal compulsory/maximal)

	« Advance »	« Rush »	max. armour
Expediti Infantry	1 UD/4 UD	1 UD/4 UD	5+
Light Infantry	1 UD/3 UD	1 UD/4 UD	5+
Armoured light Inf .	1 UD/2 UD	1 UD/3 UD	4+
Heavy Infantry	1 UD/2 UD	1 UD/3 UD	3+
Heavily armoured Cav.	1 UD/3 UD	2 UD/5 UD	3+
Medium/Heavy Cav.	1 UD/4 UD	2 UD/6 UD	4+
Light Cavalry	1 UD/5 UD	2 UD/7 UD	5+
Expediti Cavalry	1 UD/6 UD	2 UD/8 UD	6+
Arty. (foot/on cart)	1 UD/2 UD	NA	5+
Leader (foot/mounted)	4 UD/8 UD		

In **red**: close order. In **green**: extended order. In **yellow**: open order.

#### 7 – Movement restrictions

A unit moving in rough terrain must stop when its ER reaches the edge. Mounted units and artillery cannot move in very rough terrain (dense woods, rocky ground).

Under Advance order, a unit must move its minimal distance (1 UD, see chart above), except if its ER comes within 1 UD of another ER. A Rush order changes automatically in Advance order if the minimal movement cannot be performed.

#### Moving through friendly units:

- A unit in **open order** may move through every kind of friendly unit.
- A unit in **extended order** may move through another unit of the same doctrine; those units must however face the same (or opposite) direction.
- A unit in **close order** or performing a Shieldwall cannot move through any kind of friendly unit, except a unit in open order.

#### 8 - Rush

Under Rush order, roll 1d6 after the movement is done if the unit did not reach an enemy unit. If score lower or equals 3, the unit becomes *disrupted*.

A unit under Rush order may take its opponent's position if it was destroyed or pushed back following the hand to hand fight, and if not disrupted itself. This rule is optional for regular units, and compulsory for irregular ones.

Special rule: when changing for a Rush order, the + 1 modifier applies to irregular units instead of regular ones.



## 9 - Disorganisation

A unit becomes disrupted and receives an appropriate marker in case of a missed:

- *Rush* test (see above),
- **morale** test (see 14), or
- **order change test in enemy ZdC**, except Fall back.

A disrupted unit is without order, and can only fight back hand to hand, shoot, or fall back.

Special cases :

- An infantry or artillery unit is automatically disrupted if not under Halt or Shieldwall order and caught in a hand to hand fight with cavalry in close order while rushing or advancing.
- A unit in close order is automatically disrupted after a move in rough terrain, or if attacking an enemy infantry unit in extended or open order in rough terrain.

## 10 - Shooting

Principes :

A unit engaged in a hand to hand fight cannot either shoot nor be targeted.

If target is downhill, maximum range increases 1UD; if target is uphill from shooting unit, max. range is reduced 1UD.

Except bowmen performing overhead shooting (see 19) or if shooting unit and target are at different terrain levels, line of sight is blocked if it crosses a ZdC.

Shooting is impossible under Rush or Shieldwall order, or if LoS is blocked by terrain.

Procedure :

Settle number of dices to be thrown depending on unit's shooting ability and range. Range is measured from the shooting unit's ER to the targeted unit's ER.

- Add **1 die** if target outflanked.

Check the **To hit table** (see 12), and roll dices.

Each hit submits the enemy unit to a saving roll.

For each saving roll missed, the unit losses one PC and must check its morale.



## 11 – Hand to hand

Same as shooting, but distance between the two opposing ERs must be 1UD. Settle number of dices to be thrown, depending on unit's combat ability.

- Add **1 die** if uphill from opponent,
- Add **1 die** if opponent outflanked on its left side,
- Add **2 dices** if opponent lacking shields and outflanked, or outflanked on its right side.

- Add **1 or 2 dices** in case of different training skill levels (see 18),
- Add **1 die** for each supporting friendly unit.

Supporting units must be:

- Infantry backing infantry, or « Expediti » backing cavalry, at 2 UD or less right behind the supported unit and facing the same direction,
- On the flank, 2 UD or less from the supported unit, and facing the same direction,
- Itself able to fight the same opponent than the supported unit's one, in which case only one fight is resolved picking up the unit which displays the best chances of success.

A unit cannot support if disrupted or itself engaged in another fight.

## 12 – To Hit Table

To score a Hit, a 4+ must be rolled, except following specific cases:

- **3+**
  - When fighting a **disrupted** opponent, or
  - If close order unit fighting in open terrain an extended order unit, or an open order unit, or an artillery unit.
- **5+** if **shooting** at a foot unit, an artillery unit, or a mounted unit in open order.
- **6** if **shooting** at a foot unit in open order, or if opponent is behind strong protection.

**Note** : score to hit is increased by 1 in case of frontal hand to hand fight against a non-disrupted unit equipped with long spears or pikes (but a natural 6 is always successful).

## 13 – Removing losses

Losses don't necessarily need to be shown by removing figures; players may choose to indicate the remaining CPs with a small dice placed close to the unit. A unit is eliminated when its remaining CPs falls below 1.

## 14 – Losses effects

For each CP lost, morale must be checked with 1d6 and the unit becomes disrupted at the first miss. In case of successive miss:

- A disrupted unit is repulsed,
- A repulsed unit becomes routed,
- A routed unit is eliminated.

Modifiers:

- Number of remaining CPs equals to half or less of its initial number: **-1**
- Isolated unit : **- 1**
- Attached leader : **+1**

A natural 1 is always a miss.

- If repulsed, the unit remains disrupted and must retire 1UD, but may keep facing its most threatening opponent.
- If routed, the unit remains disrupted and must retire at least 1UD, with a maximum Rush move distance, towards its tabletop edge and facing away the enemy.

A unit loses one extra CP if its retreat move cannot be resumed.

Losses have “snowball” effect, therefore supporting units must roll:

- One morale test if the supported unit is repulsed,
- Two morale tests if the supported unit routed,
- Three morale tests if the supported unit is eliminated.

## 15 - Leaders

A leader may be declared attached to a unit by moving next to it. In hand to hand combat situation, that unit gets an extra die, but the leader receives a Hit each time

a 6 is rolled by the opponent (in addition to the hit suffered by the unit). For each Hit, roll one d6: if a 1 is scored, the leader is killed and his unit is submitted to a morale

test. If his unit is eliminated, an attached leader shares the same fate.



If an opponent unit comes within 1UD of a non attached leader, roll 1d6: the leader is killed on 1 and captured on 2/3.

If the CiC of an army is eliminated, the initiative toss suffers a -1 penalty.

## 16 – Leaders special abilities

A leader can be:

- **Charismatic**: if attached to a unit, player may roll again in case of a missed morale test (maximum one per turn).
- **Inspiring**: if attached to a unit, that unit don't need to test when changing orders.
- **Outstanding**: provides his +1 benefit for changing orders within a 3 UD radius.
- **Hero** and his bodyguard: if attached to a unit, that unit gets two extra combat dices instead of one.

## 17 – Special units

- **Religious leader**. Added to a leader or to a unit, provides a +1 modifier to morale tests within a 2 UD radius.
- **Guru** (or Sacred Symbol). Same as religious but with a 4 UD radius; furthermore, the +1 modifier applies too when changing order for a Rush order. However, if he comes to die, all friendly units within a 4 UD radius are subjected at once to two morale tests.

## 18 – Special characteristics

« **Orbis** »: order identical to "Shieldwall", but the protection of the unit remains unchanged. On the other hand, the unit is not penalized when outflanked. The test to pass from "Orbis" to "Shieldwall", or conversely, is made on 3 or +.

« **Fanatics** »: the Fanatics do not know fear. They do not rout, but are again repelled in case of successive failures in the saving rolls. On the other hand, the fanatics are automatically under Rush order if they lose a PC following a shooting; on condition however not to have been disrupted by the shooting, and a potential opponent, even out of reach, has

"**Testudo**" (or "phalanx"): the units which benefit from this special capacity can move straight forward 1UD maximum under "Shieldwall" order.

"**Expediti**": characterize the troops fighting in open order. Units of this type can fall back, and then fire as under Advance order. Besides, it does not block the movement of close order enemy infantry, which can push it away in the choice of the adverse player. If this movement pulls the Expediti unit into a friendly ZdC, it crosses it throughout.

"**Impetuous**": under Rush order, impetuous units benefit from an extra die, as long as their number of PC remains upper to half of its initial value.

### "Raw / Elite"

By default, the level of training of the units is considered as "standard", but players can choose to classify certain troops of inferior quality as "Raw", or, on the contrary, others as

to be in sight in the continuation of their axis of orientation.



"Elite". In combat situation, a profit applies for the best unit in case of level difference of training between the protagonists:

+ 2 dices if "elite" against "raw", or

+ 1 die if "elite" against "standard", or "standard" against "raw".

## 19 - Glossary of weapons and special units

### Contact weapons

By default, units are equipped with weapons said "about circumstance". The term "ad hoc weapons" confers a superior lethal capacity, or a confirmed usage by its owners.

### Heavy projectiles (pilum, angon, etc.)

Those weapons are used just before contact, the troops so equipped thus benefit from the first number in the characteristics chart during the first round of a mêlée. If at the conclusion of the fight they are still in hand-to-hand situation, they will use the second number at the following turn. If they become disrupted by the fight, they get back their capacity of heavy projectiles only having been reorganized.

### Trained archers

Units of archers in extended order or in close formation can shoot over a friendly ZdC, in which case the profit of a possible outflanking does not apply. However, the archers unit has to be more than 2 UD away from the intervening friendly unit, and itself more than 2 UD away from the targeted unit.

### Two hands weapons / crossbows

Those weapons being very effective against armours, the protection facing it is 5 + minimum whatever are circumstances. However, with the exception of crossbowmen, the troops using two handed weapons expose themselves to the detriment of their protection, and undergo a -1 penalty to saving rolls.

### Scorpions

Artillery units cannot fire while Advancing, and their movement is limited to 1 UD, or 2 UD if endowed with carriages. As for crossbows, the protection when facing this category of weapons is 5 + minimum whatever circumstances are.

For the interpenetration and the reorientation, they are treated as if in extended order.

## CHARTS

### Troop types chart

Type	Doctrine	Protection	WRG Equivalences
Very heavy cavalry	Close order	3 or 4	Kn
Heavy /medium cavalry	Close order	4 or 5	Kn, Cv
Medium cavalry	Extended order	5 or 6	Cv
Light cavalry	Open order	6	LH
Light infantry	Open order	5 or 6	Ps
Medium infantry	Extended order	5 or 6	Ax, Bw
Medium infantry	Close order	5 or 6	Wb, Hd, Pk
Heavy infantry	Extended order	4	Ax
Heavy infantry	Close order	3 or 4	Bd, Sp

Artillery	Extended order	5 or 6	Art
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### SHOOTING RANGES

	Effective Range	Long Range
Bows	4 UD	8 UD
Slings	6 UD	-
Crossbows	5 UD	10 UD
Javelins	4UD	-
Balistae	7 UD	14 UD

### SHOOTING ABILITY (effective range/long range), in number of dices

	Close Formation or Extended Order :			Open Order (Expediti) :		
	Disrupted	Halt	Advance	Disrupted	Halt	Advance
Archers	1/-	3/2	-/-	1/-	2/1	1/-
Slingers	1	3	-	-	2	1
Crossbowmen	1/-	2/2	-/-	1/-	1/1	1/-
Javelineers	1	2	-	1	2	1
Balistae	1/-	3/2	-/-	NA	NA	NA

### CLOSE COMBAT ABILITY, in number of dices

	Infantry :					Cavalry :		
	C	AH	HP	2H	LS	C	AH	LS
Disrupted	1	1	2/1	1	1	1	2	2
Shieldwall	1	2	3/2	2	2	NA	NA	NA
Halt	2	3	4/3	3	2	2	2	2
Advance	2	3	4/3	3	3	3	4	5
Rush	3	4	5/4	4	4	4	5	6

C : about circumstance weapons

AH : ad hoc weapons

HP : heavy projectiles

2H : two handed weapons

LS : long spears