

# ORDERS BY UNIT

## CONTROLLING ARMIES WITH A WARCHIEF AND NO BATTLE LEADERS

The system outlined below deals with a warchief commanding an army that contains no battle leaders and only one command (the warchief's). Rather than giving one order to all the units, as is done with battle leaders and their commands, it provides a method of giving orders to the individual units. This is a better system to use when fighting small battles as it allows a greater degree of flexibility for small armies containing mixed troop types. Provided all players are aware at the start of a battle there is nothing to stop both types of order-giving operating as both systems have their advantages and disadvantages.

Throughout the outline that follows the original method of giving orders will be described as 'giving orders by command', whilst the new method will be described as 'giving orders by unit'. Both methods are described collectively as an order system.



ORDERS BY  
UNIT ARE  
GOOD FOR  
SMALL FORCES WITH A  
HANDFUL OF UNITS, BUT  
WITH MORE UNITS YOU  
NEED TO BE ABLE TO  
REACT QUICKLY 'EN-  
MASSE' -- THAT MEANS  
ORDERS BY COMMAND.

## GIVING ORDERS BY UNIT

### General Rules

- Before the start of a battle all players must be aware of other player's order systems.
- Once a system has been chosen for a battle it cannot be later changed to the other during the battle.
- To qualify as giving orders by unit there can only be the warchief and his command. There cannot be any other battle leaders or other commands of any sort, including mercenaries and allied commands.
- The warchief can control an army of any size (If he is able to).
- In multi-player battles where there are several allied warchiefs, each controlling an army or force, the type of order system can be chosen; provided that none of the rules above are infringed.

### GIVING ORDERS BY UNIT – NEW ORDERS

Changing a unit's orders happens in Phase 5 - New Orders and, apart from the following exceptions, is identical:

### The Battle Leader's Test

The method outlined below will replace the method used for commands in the battle leader's test.

- New orders can only be carried to a unit by the warchief, courier-individual, or any other individual. A unit will not respond to any other type of figure carrying new orders.
- A new order is delivered by the messenger (whoever the messenger may be) being in base-to-base contact with the unit during Phase 5 – New Orders.

### Method

Make a quality roll

- |    |   |
|----|---|
| +1 | Fanatic unit receiving attack orders.                               |
| +3 | Warchief delivers the message personally.                           |
| +1 | Courier delivers the message.                                       |
| -1 | Unit is of a different race to the warchief, courier or individual. |
| -1 | Unit is suffering bad light.  |
| -1 | Unit is disorganised.   |
| -2 | Unit is reacting.   |
| -2 | Unit has no leader special.   |

**Score**

6+	OK	The unit understands and accepts the new order.
5	OK – Confusion	The new order is accepted but it causes confusion. The unit becomes disorganised if it is not already.
4	Delay	The messenger remains with the unit and may try to deliver the order next turn.
3	Delay and confusion	Confusion arises. The new order is not accepted yet. The unit becomes disorganised. The messenger remains with the unit and may try to deliver the order next turn.
2	Ignored	The unit ignores the new order and the messenger is dismissed. If the messenger happens to be the warchief they can of course attempt to deliver the message again on the next turn.
1	Ignored and confused	The new order is ignored, the unit becomes disorganised and the messenger is dismissed. If the messenger is the warchief they can try again next turn.
0	Chaos	Chaos arises. The new order is misunderstood:

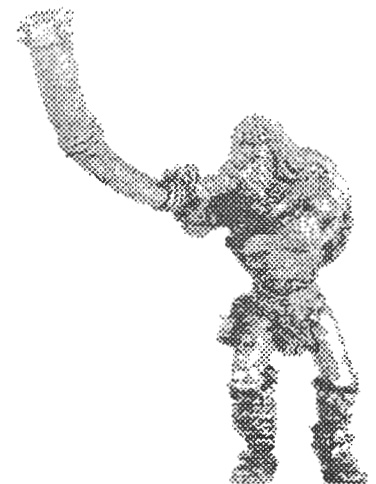
If the new order was attack: THE UNIT IMPLEMENTS HOLD.  
 If the new order was hold: THE UNIT IMPLEMENTS ATTACK.  
 If the new order was oppose: THE UNIT IMPLEMENTS ATTACK.  
 If the new order was withdraw: THE UNIT IMPLEMENTS HOLD.

The messenger is dismissed, and the unit becomes disorganised.

Less than 0 Panic

Panic takes hold. The new order is ignored and the unit becomes shaken. If it is already shaken the unit will rout taking the messenger along with it.

IF YOU ARE GOING TO USE ORDERS BY UNIT, IT IS WORTHWHILE HAVING ONE OR MORE COURIERS IN YOUR FORCE. OTHERWISE THE WARCHIEF WILL HAVE TO DO THE RUNNING AROUND AND AT SOME STAGE IN THE BATTLE WILL INEVITABLY BECOME A TARGET.



**GIVING ORDERS BY UNIT – THE COMMAND TEST**

The command test when giving orders by unit is identical except for the following method which will supersede the method for giving orders by command:

**The Command Test**

**Method**

Roll 1D and add the warchief's leadership.

- +1 The omens are good.
- +1 The warchief's boast still holds good.
- +1 Each talisman that is still functioning.
- 1 The omens are bad
- 1 The warchief's boast no longer holds good.
- 1 Testers suffering bad light.
- 1 If any units have routed.
- 1 If any units have been annihilated.
- 3 Warchief is dead or routed.

**Score**

- 7+ The army/force is unaffected.
- 6 All units become disorganised
- 5 All units become shaken
- 4 The whole army (including the warchief and any individuals) routs .

IT'S ALL OR NOTHING IN A COMMAND TEST WHEN USING ORDERS BY UNIT. BUT AT LEAST YOU DON'T HAVE BATTLE LEADERS TO WORRY ABOUT.

