

Might of Arms MOA Ref Exp Ver 01

Turn Sequence

Initiative - Lower 2D6 moves first
 1st side maneuver moves (not break-off), then shooting
 2nd side checks morale for shooting, seeing leader hit, routs
 2nd side movement, then shooting
 1st side checks morale for shooting, seeing leader hit, routs
 Delayed shooting for 1st side and 2nd side morale checks
 Charge declarations and charge morale checks
 Charge response declarations and morale checks
 Evade, countercharge, and charge moves
 Melee
 Morale checks for seeing leader melee hit within 8" [12"]
 Melee morale checks
 Morale checks for seeing routs from melee
 Remove routed units
 Break-off moves
 Recover from shaken

Movement Distances (Inches)

25mm		Troop Type	15mm	
Basic	Charge		Basic	Charge
16	8	Light cavalry	10	5
12	8	Grand / Heavy / Medium cavalry	8	5
12	8	All chariots	8	5
10	8	Men at arms/Knight/Cataphract cavalry	7	5
10	8	Elephants / Camelry	7	5
8	6	Medium / Light / Skirmish infantry	5	4
6	4	Men at arms / Knight / Grand infantry	4	3
6	4	Heavy / Subheavy infantry	4	3
6	-	Wagons, transport	4	-
6	-	Light artillery	4	-
3	-	Heavy artillery	2	-
12	4	Leader on foot	8	4
24	8	Mounted leader	16	5

Movement Notes

Basic move: Maneuver forward move
 Charge move: Charge, countercharge, evade
 Forward: 22.5 degree zone to front; cavalry & chariots wheel 45 degrees
 Reverse facing: If eligible, turn 180 degrees, move ahead
 Fall back: If eligible, move backwards up to 1/2 basic move
 Break off from melee: If eligible, turn 180 degrees, move 1-2X charge
 Cavalry & chariots must break off from unshaken formed foot
 Skirmish move: 1/2 basic move with facing changes
 Double move: Two moves as separate moves if > 12" [18"] from enemy
 Evade: If eligible, turn 180 degrees, move charge distance
 Cannot both move and change formation
 Catch evaders ending movement within 1 1/2" [2"] on 1 on D6 except -
 Mounted catch foot evading on 1-3 on D6

Effect Of Rough Terrain On Movement

Skirmish / Light Medium infantry	Subheavy / Heavy / Grand Knight / Men at Arms infantry	Mounted Troops Wagons / Artillery
No effect	1/2 movement	1/4 movement

Shaken

Become shaken if contacted by enemy after making any move besides maneuver forward or skirmish - see text for exceptions
 Become shaken if broken through by elephants. Also receive 1 FP
 May not advance towards enemy, nor charge nor countercharge
 Recover by standing 1 turn, no contact; may shoot

Charge Restrictions

May not charge nor countercharge if shaken, charged on flank, made a formation change, passed through any unit or was passed through, or made any move besides maneuver forward
 Foot and mounted may not charge same target on same turn
 Foot may not charge both foot and mounted on same turn
 Light cavalry/camelry (unless fierce) may only charge enemy that is shaken, in melee, other light cavalry, chariot, skirmish foot, artillery
 Light cavalry/camelry may countercharge any enemy
 Skirmish foot may charge/countercharge only skirmish infantry, elephants, scythe chariots
 Skirmish foot may receive at the halt a charge by elephants, light cavalry, scythe chariots, or skirmish foot

Charge & Charge Response Checks

Dicing is not required (disregard other circumstances) for

- o Formed troops to charge flank or rear
- o Fierce troops to charge or countercharge
- o Foot defending fieldworks

Otherwise, dicing is required if any of the following apply:

- o No leader in line of command within 8" [12"]
- o Charged on flank or rear
- o Shaken (no advance) or surprised
- o Any except elephants to contact elephants
- o Any with 2/3 bow/crossbow except vs skirmish infantry
- o Skirmishers unless evading (ignore leader to evade)
- o Formed unit to evade
- o Unit is worn
- o E and F class

Morale Check Pass on 2D6 < Base ± Modifiers to base

Morale Bases A: 11 B: 10 C: 9 D: 8 E: 7 F: 6

Causes for Checking Morale

Charge	Can't charge
Countercharge	Can't countercharge. If F class, become shaken and rout if already shaken
Receive charge halted	Become shaken. Rout if already shaken
Evade	Evade shaken. Rout if already shaken
Shooting	No charge/countercharge this turn If unit is worn, become shaken Rout if already shaken
Melee <i>Formed foot</i>	Rout if any apply this turn: o Already shaken or if F class o Charged by mounted or fierce o Contacted on flank or rear Otherwise, become shaken
Melee <i>Other troops</i>	Rout
See leader wounded	Become shaken - Do not rout if already shaken
See friendly rout	Become shaken - Rout if already shaken

Morale Modifiers

+ 2 Leader attached to unit
 + 1 Foot defending fieldworks, not charging
 - 1 Each 2 FP, checking for charge or charge response
 - 1 Each FP, checking for other causes
 - 2 Formed foot, threatened flank or rear, melee only
 - 2 Shaken and/or surprised
 - 2 Charged or contacted on flank or rear

D6 Shooting Factors

MOA Reference Experimental Ver 01 (Back)

Missile Weapon	Cavalry				Chariot Elephant	Infantry			
	Men at Arms	Cataphract Grand	Knight Heavy	Medium Light		Men at Arms	Knight Grand / Heavy	Subheavy Medium / Light	Skirmish Artillery
Foot bow / Mounted bow / Javelin	1	1	2	3	2	1	2	3	2
Sling / Staff sling	1	2	3	3	2	1	3	3	2
Longbow / Arquebus	2	3	3	3	2	2	3	3	2
Crossbow / Handgun / Artillery	2	2	2	2	2	2	2	2	1

Shooting	Shooting Modifiers	25mm	Shooting Ranges (Inches)	15mm
1D6 per stand or artillery crewman Formed foot, not javelins: 2 ranks All others & javelins: 1 rank shoots Hit on D6 ≤ Shooting factor Shoot straight ahead or nearest target	+ 1/3 dice Shooter is A or B class - 1/3 dice Target in cover - 1/3 dice Shooter shaken/ surprised Check morale for 1 st hit; for each new FP; if hit when surprised	4 8 12 15 18 30	Javelin Mounted bow/Sling/Handgun/Arquebus/Organ Foot bow / Staff sling Foot longbow / Crossbow / Trebuchet Ballista / Catapult Bombard / Cannon	3 5 8 10 12 20

Troop Type Melee Factors

Attacking Troops	Cavalry & Camelry					Char- iot	Ele- phant	Infantry					
	Men at Arms	Knight Cataphract	Grand	Heavy	Medium Light			Men at Arms	Knight Grand	Heavy	Sub-heavy	Medium Light	Skirm Arty
Men at Arms / Knight cavalry	4	5	5	5	6	6	1	2	3	4	5	6	-
Cataphract / Grand cavalry	3	4	5	5	6	6	1	1	2	3	4	5	-
Heavy / Medium cavalry	2	3	4	5	6	6	1	1	2	3	4	5	-
Light cav & Light/Euro chariot	1	2	3	4	5	5	1	0	1	2	3	4	5
Heavy / Scythe chariot	2	3	4	5	6	6	1	1	2	3	4	5	5
Elephant	7	7	7	7	7	7	5	5	6	6	6	6	5
MAA / Knight / Grand infantry	0	1	1	1	1	1	3	5	6	7	7	7	-
Heavy infantry	0	0	1	1	1	1	3	5	6	6	7	7	-
Subheavy infantry	0	0	0	1	1	1	3	4	5	6	6	7	-
Medium / Light infantry	0	0	0	0	1	1	3	3	4	5	6	6	-
Skirmish infantry	-	-	-	-	5	5	5	-	-	-	-	-	8

Melee Modifiers

Roll 1 D6 for each unit. Counts vs all enemy units
 Formed foot: Count stands in 1st 2 ranks / Other troops: 1st rank only
 + 2 Mounted and fierce charging in clear (not vs pikes or fieldworks) *
 + 1 Foot (not fierce) charging foot in clear (not vs pikes or fieldworks)
 + 2 Any except pikes vs pikes in rough terrain
 + 1 Any vs foot, cavalry or camelry with 2/3 bow or crossbow
 - 1 Any vs pikes frontally in clear 1st round of melee
 - 1 Any vs foot defending higher ground and/or fieldworks
 - 1 Any vs medium, light or skirmish foot in rough terrain
 - 2 Shaken and/or surprised

* Except cavalry/camelry who shot bow/crossbow do not count +2

Melee Morale Check Precedence

Units check morale in order below if hit and any applies:
 Contacted on flank or rear > Shaken > F class >
 Cavalry or chariots in contact with elephants >
 Foot threatened on flank or rear >
 Formed foot over 2/3 bow or crossbow charged by mounted in clear >
 Foot charged by mounted who rolled 6 >
 Worn unit contacting enemy not worn
 Opposing units of same precedence: Lower adjusted morale checks 1st
 If all fail, then only unit with highest dice fails
 Unit not required to check if all enemy check first and fail

Worn and Attached Leader

When hits add up to 1 hit/stand, exchange for 1 FP
 Unit worn on FP's = A: 3 B: 2 C: 2 D: 2 E: 1 F: 0
 Attached leader hit on 1 on D6 when unit receives any FP's
 Check leader hit once per phase / Minimum die roll is 3

Hit Table

Stands	< 0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	-	-	-	-	-	-	-	-	1	1	1	1	1	2	2	3	3	4	5	7
2	-	-	-	-	-	1	1	1	1	1	2	2	3	3	4	5	7	8	11	13
3	-	-	-	1	1	1	1	1	2	2	2	3	4	5	6	8	10	13	16	20
4	-	-	1	1	1	1	1	2	2	3	3	4	5	7	8	11	13	17	21	27
5	-	1	1	1	1	1	2	2	2	3	4	5	7	8	10	13	17	21	27	33
6	1	1	1	1	1	2	2	2	3	4	5	6	8	10	13	16	20	25	32	40
7	1	1	1	1	2	2	2	3	4	5	6	7	9	12	15	19	23	29	37	47
8	1	1	1	1	2	2	3	3	4	5	7	8	11	13	17	21	27	33	43	53

MOA Reference Sheet

20 August 2008

Changes to the 1996 edition and explanations by the author

Note that these changes are experimental and are subject to change.
They have all been play-tested.

New Troop Type Names

New troop type names have been introduced.

Men at Arms replaces the old Heavy Knights.

The single word *Knight* replaces the old Medium Knights.

Grand cavalry replaces Elite cavalry. Grand cavalry represents either of the following: (1) Heavily-armored cavalry with partially-armored horses that do not qualify as cataphract or knight. (2) Heavy cavalry that have an exceptional battlefield reputation (for example, Alexander's companion cavalry).

Grand infantry is a new troop type. It is equivalent to Medium Knight Infantry for the purpose of melee. At the suggestion of a gamer, I am thinking that Roman legionaries and Greek hoplites would be grand infantry.

Euro chariots are Celtic chariots. I'm still working on the rules for this. Celtic chariots will probably be able to dismount and fight as infantry and possibly attach to an ordinary infantry unit.

Engines and artillery are divided into light and heavy. Light engines will probably be man-handled ballistae with a crew of two. The movement allowance allows them to keep pace with heavy infantry.

At a later time I will introduce a heavy type of medium infantry. The "heavy medium" infantry (new name later) would fight in melee as though subheavy infantry and move as medium infantry. Gauls and armored medieval archers and crossbowmen would probably be "heavy medium" infantry.

New Morale Class

F class is a new morale class. *F* class represent peasant levy. Note that *D* class, now with a worn value of 2 (shown on the back side of the reference sheet) are better troops than they were. *E* class takes the place of the former *D* class.

FRONT Of Sheet

Movement Notes

The forward movement zone now is defined by 22.5 degrees to both sides of the front of a unit instead of 45 degrees. Facing changes are limited to 22.5 degrees instead of 45 degrees. Otherwise the rules on page 20 apply as written. Cavalry and chariots, but not camelry and elephants, may choose to move within the 22.5 degree forward movement zone OR may move in a straight line, wheel once up to 45 degrees at any point along the path of movement, including the beginning or end. The two types of movement cannot be combined.

Charge movement is restricted to a wheel of 22.5 degrees for infantry, camelry, and elephants.

Comment: I have become concerned that the old 45 degree movement zone is too generous for infantry. The new rule has been extensively play-tested. Convention gamers seem to be in agreement that the 22.5 degree zone is more historical for infantry, but has the disadvantage of requiring a template to get the angle right and is not as much fun. I am thinking of making the 22.5 degree zone be the standard rule and offering the old 45 degree zone as an optional rule. There are some battles involving a small number of combatants for which a 45 degree zone is appropriate.

Cavalry (including camelry) and chariots must break off from unshaken formed foot is now mandatory, not optional.

Comment: I am revising the balance between mounted and foot troops. My intention is that mounted troops and foot don't do much to each other unless the foot are already in trouble because of being shaken or have several fatigue points or are unlucky if they have to check morale. If mounted troops don't force foot to rout on the charge, they don't hang around trying to urge their horses into the foot formation.

Mounted catch foot evading on 1-3 on D6 (instead on 1-5)

Comment: It seems to me that it is too easy to lose skirmish infantry when cavalry are around. I don't question the ability of mounted troops to run down a body of foot in an open formation who are not prepared to receive a cavalry charge. The issue is one of overall play balance. If there is an army morale system which takes into account lost points, than losing skirmish infantry counts against you. I have never read an account of a battle in which loss of foot skirmishers was either significant or had an effect on the battle. Even though foot can now get away from cavalry more often, which might seem unlikely on a battlefield, I think it makes a more historical game in terms of the usefulness of skirmish infantry in the battle. As always, the intention of the rules is to model *outcome*, not *process*.

Charge Restrictions

A unit may not charge if it passes through another unit, or is passed through, at any time in its maneuver phase or in the charge phase.

Comment: This makes it more difficult to use skirmish infantry to protect formed infantry to their rear from getting shot at. All gamers do this in any set rules that allow it. There is no evidence in the ancient sources that foot skirmishers were used in this way. Note that skirmish infantry will not longer be able to pass through infantry behind them when charged by the enemy. If you want

to put skirmishers out in front, you'll need to time their withdrawal carefully. With the decrease of the shooting factor vs heavy infantry from 3 to 2, heavy infantry are now less vulnerable to shooting, so there is less reason to try to screen them.

Charge & Charge Response Checks

Delete Cavalry or camelry, *except knight cavalry, to contact fully supported formed foot*
Delete *Formed foot to contact chariots*

Comment: Part of the re-balancing of mounted vs foot.

Delete *Formed foot, > 2/3 missile (not javelin), charged by mounted*
Add *Any with 2/3 bow/crossbow except vs skirmish infantry*

Comment: Both mounted and foot troops armed with bow or crossbow are to be discouraged from entering melee. Their battle role is to shoot.

Add *Formed unit to evade*

Comment: This is added as a clarification. The original intent was that missile troops, other than skirmish infantry, and light cavalry, check morale to evade.

Add *E and F class*

Comment: This addition makes E and F class a bit more fragile in initiating melee.

Morale Check Bases

Add *F class, base of 6*

Comment: Follows the progression of 11, 10, 9, 8, 7, 6.

Causes For Checking Morale, Result of Failure

Charge – Delete *If charged by fierce troops, become shaken*
Countercharge – Delete *If charged by fierce troops, become shaken*

Comment: Several gamers over the years have questioned the power of fierce troops, even to the point of whether they existed in any significant numbers. I tend to agree, but I think it makes a better game to allow some troops some extra fighting quality. The advantage of fierce is now limited to the following; Charge modifier; the ability to charge without checking morale; and causing their opponent to rout on the turn of the charge if the opponent fails a melee morale check.

Countercharge – Add *If F class, become shaken and rout if already shaken*

The condition for shooting that is *stated If unit has > 1 FP, become shaken* is changed to *If unit is worn, become shaken*

Comment: This makes the result of checking morale because of shooting be related to morale, rather than a constant > 1 FP condition. This benefits A class and penalizes E and F class, which seems appropriate to me.

Melee, formed foot – Add Already shaken *or if F class*

Comment: More trouble for F class.

Morale Modifiers

Delete *Formed foot, >2/3 missile (not javelin), melee only*

Comment: I'm trying out having missile troops in melee be penalized by a melee modifier rather than by a morale modifier.

Delete – 1 *Formed foot, each flank unsupported, melee only*

Add – 2 *Formed foot, threatened flank or rear, melee only*

Comment: The new rules for threatened flank are presented at the end of this document. The reasons for the change are the following: (1) The threatened flank rule penalizes infantry units in a line of battle when a gap opens up because of the routing of a neighboring unit. It duplicates more or less the old open flank but does not penalize a unit that has an open flank when no enemy is nearby. This in my opinion is a better representation of the battlefield situation. (2) It makes it unnecessary for a unit to wheel onto an enemy infantry unit in a line of battle in order to attack the enemy's flank. The morale modifier is – 2 for both threatened flank and for attacked on the flank. In fact, with the restriction of changing facing limited to 22.5 degrees, it would take two turns to accomplish the flank attack. Most of the time the enemy unit is going to be shaken or routed in two turns anyway, so why bother with a flank attack when the threatening unit can just sit there, maintaining its place in its own line of battle.

Change modifier for *Charged or contacted on flank or rear* from – 3 to – 2

Comment: A modifier of – 3 now seems to me to be too severe. In addition, with threatened flank and attack on the flank both having a modifier of – 2, there is less incentive to attempt to make a flank attack if a unit already gets the threatened flank modifier.

BACK Of Sheet

Shooting

Sling and staff sling now have their own entry in the shooting factor table. Sling is more effective than bow and javelin against heavily-armored troops. Arquebus has been added, which extends the game through the first set of Italian Wars, to about 1530 AD without the need for any other additional rules.

Comment: This was requested by a gamer. There is room to stick it on the reference sheet, so why not? It gives the gamer a reason to choose sling over javelin or bow if there is a choice, which adds interest to the game.

Some adjustments have been made for shooting factors. Notably, bow shooting at heavy infantry now hits on 1-2 instead of 1-3.

Comment: This issue has been discussed in past postings on the e-group. I think it brings heavy infantry closer to the historical resistance to missiles of infantry with armor and a large shield.

Shooting with javelins is restricted to one rank. Light infantry armed with javelins counts only the front rank for shooting.

Comment: Several gamers over the years have objected to the effectiveness of light infantry. I agree that the play balance is off. This will decrease the effectiveness of shooting for javelin-armed light infantry.

A or B class shooters get a bonus for shooting.

Comment: This was suggested by a gamer. It gives a reason to choose higher-morale missile troops where available. It gives more interest to the game.

Shooting weapons on the range table have been broken down into more detail. Range of mechanical-powered engines has been decreased. The longbow and crossbow have been decreased slightly.

Comment: Upon more reading, I've discovered that the old ranges were too long in terms of their practical battlefield usage. The issue is to model how they were used on the battlefield, not what the maximum range might have been.

Troop Type Melee Factors

Every number in the melee factor table has been adjusted. All factors have been increased, usually by one, to speed up melee slightly.

Comment: In my opinion, infantry melees in particular took far too long to resolve.

The factors for mounted attacking foot have been reduced drastically. The factors for foot attacking mounted have been reduced drastically.

Comment: In the 1996 rules, cavalry could frequently rout when charging infantry. This was intentional in order to discourage cavalry from charging foot. I think a better model is to represent the historical situation more accurately. Cavalry and cohesive infantry prepared to receive a charge frontally couldn't do much to each other. If a cavalry charge fails to cause a foot formation to rout, the cavalry historically falls back with having taken little damage, not routing. This is true for any period, including the medieval. What these factors now represent is an attempt by cavalry to intimidate the infantry into breaking up, allowing cavalry to penetrate the foot formation. The hits and fatigue points accumulated by both foot and mounted represents fatigue and the loss of cohesion resulting from repeated attempts of the cavalry to close up with the infantry, rather than trading blows in hand-to-hand fighting. In the case of light cavalry or light or heavy chariots, the melee should be seen as point-blank shooting. The refusal of horses to close with cohesive, close-order infantry is well-documented, not just my opinion. Foot failing a melee morale check when charged by mounted represents the idea that the foot have panicked and opened up gaps in their formation. The mounted troops can now penetrate the formation, and the foot scatter and are run down.

Melee Modifiers

The modifier for *mounted charging* is now +2 rather than +3. Fierce charging also get the + 2.

Comment: Goes along with the new play balance for mounted vs foot. The original +3 was necessary to give the opportunity for mounted to inflict a fatigue point on foot on the charge. This

is no longer relevant. The +2 is the advantage that fierce, whether foot or mounted, have in melee. Usually not decisive, but does give them an edge.

Add + 1 for *Any vs formed foot or formed cavalry, either armed with 2/3 bow or 2/3 crossbow*. Does not apply to any vs chariots.

Comment: The purpose is to penalize missile troops in melee, rather than using a morale modifier. This requires more play-testing. The balance between chariots and cavalry is already represented by their respective melee factors.

The modifier for *attacking pikes* now applies only to the first round of melee. In addition, any troops charging pikes do not count the charge modifier. Pike formations are related to the issue of depth of ranks, which I will get to in a later update.

Comment: How to handle pikes is difficult because pikes are in a deep formation. Other troops might also be in a deep formation. What is the relative advantage of pikes in a deep formation to other troops in a deep formation? I'm going to introduce a new way of representing the relation between fatigue points and depth.

The modifier for any fighting medium, light, or skirmish foot in rough terrain is now reduced from - 2 to - 1.

Comment: This is an issue. I think now that it is questionable that close-order infantry should be penalized as much as it was in the 1996 edition. The looser or more terrain-insensitive troops still have an advantage, all else being equal.

Delete the modifier for *foot vs elite foot*.

Comment: I am going to introduce a drilled rating for a limited number of infantry, which of course would apply to Romans. Also I am going to provide, probably as an alternative rule, a means of line replacement for Romans. The latter has already been play-tested and seems to work. Both of these features preclude the need for a special rating of elite for Romans.

Melee Morale Check Precedence

Add *F class must check morale if hit*.

Comment: Necessary to get the peasant levies to run away soon enough.

Delete *Contacted by fierce troops*.

Comment: Part of making fierce not as powerful as they were.

Add *Cavalry or chariots in contact with elephants*

Comment: Because of the fear of horses around elephants

Add *Formed foot >2/3 bow or crossbow charged by mounted in clear*

Comment: I've had too many games in which a few lucky die rolls by medieval crossbowmen enable them to resist the charge of knights. Something is needed to trigger a melee morale check of missile-armed foot, since the decreased melee factors for mounted vs missile-armed foot will not cause the foot to become worn until two or three charges have been made.

Delete *Foot with 1 or more FP charged by mounted troops*

Comment: Replaced by the condition below

Add *Foot charged by mounted who roll 6*

Comment: This gives any kind of mounted troops a chance to force a morale check when they charge foot. It is needed because in my opinion there is always the possibility that some kind of accident or a loss of nerve on the part of the foot will put them in danger. Since mounted cannot inflict a fatigue point on fresh foot on the first charge anymore, something else is needed to generate a morale check by the foot. This was suggested by a gamer.

Delete conditions relating to worn troops fighting each other. These are *Skirmish > Formed foot vs elephants > Cavalry or camelry contacting formed foot*

Comment: These are details that add little except more complication to the game. I like to streamline where possible.

Retain *Worn unit contacting enemy not worn* and *Lower adjusted morale checks first* if opposing units are both worn

Fatigue

Replace the old scheme of how many fatigue points are required to become worn with the following:

When hits add up to 1 hit/stand, exchange for 1 FP:

A: 3 B: 2 C: 2 D:2 E: 1 F: 0

In the old rules there are situations where B and A class are too effective in proportion to their points cost, and D's too ineffective. I've been using this scheme for about three years now and I'm satisfied with the way it works. There is not as large a difference in effectiveness between the morale classes, and I think this makes a better game. A class is still formidable, as they should be. This scheme was suggested by a gamer.

Threatened Flank

Delete the text on page 36 under the heading *Formed foot, for each unsupported flank, checking for melee only*.

A unit threatens the flank of an enemy formed infantry unit in melee if all of the following conditions are satisfied:

The unit threatening the flank is . . .

Not shaken

Not in melee

Not skirmish infantry and not artillery

Within 2 [3] inches of the flank of the formed enemy infantry unit whose flank is threatened

Faces a gap next to the threatened flank. A gap exists if the threatening unit is capable of moving without obstruction to a position alongside the enemy whose flank is threatened. The threatening unit must be able to move to a location where its front is at least 2 [3] inches behind the front of the unit whose flank is threatened. Note that the threatening unit **is not required** to move.

AND

The unit with the threatened flank satisfies all of the following conditions . . .

The unit is a formed infantry unit in melee
There is no friendly unit within 2 [3] inches of the threatened flank

A unit may threaten the flank of more than one enemy formed infantry unit at the same time.

The penalty for a threatened flank is a – 2 melee morale modifier, checking for melee only. This replaces the morale modifier *Formed foot, each flank unsupported, melee only*.

Comment: The rules above are complicated, but once you see the threatened flank situation in a game, it becomes easy to spot and intuitive. Threatened flank has been extensively play-tested.

Threatened Rear Of Formed Infantry In Melee

Any unit other than skirmish infantry or artillery *threatens the rear* of a formed infantry unit in melee when it satisfies the following conditions:

The enemy unit meets the requirements for charging the formed infantry unit on the rear
Is not shaken

A unit may threaten the rear of only one enemy unit at a time.

A unit may threaten the rear of an enemy unit even it was not eligible to charge in the preceding charge phase. This could be the case if an enemy unit penetrated a gap in the enemy's battle line in its maneuver phase, then changed formation on the next turn to face the rear of an enemy unit. Ordinarily the threatening unit is prohibited from charging if it changed formation. In this special case, the unit with its rear threatened still has to count the threatened rear modifier if it checks melee morale.

The rear of a unit may be threatened even if it has one or both flanks supported (p. 36 as modified by the above section).

Penalty for threatened rear: – 2 when checking melee morale. The penalty is not cumulative with the penalty for threatened flank.