

# DETAILED CRIB SHEETS for HoTT 2.1

....*version 2*, by Super Stevie, 22<sup>th</sup> January, 2019

These crib sheets have been compiled similar to my earlier "Detailed Crib Sheets for DBA 3.0".

I created this current set partly to help me understand HoTT, but mainly to remind me of the many, many different rule changes between DBA and HoTT. Of course, not every rule has been incorporated. Only those that I myself keep forgetting have been included...which you will find is quite a lot! Very simple rules, such as what constitutes a group, or how to form a column, have not been added as they are easily remembered.

Some people may find that the font size is a bit small. Sorry about that, but I had no choice as there is just so much to add in such a small space. You may also find the wording a bit stilted and brief. Again, this is due to a lack of space...and these are after all crib sheets, not a set of rules.

I have again added my Randomly Generated Terrain chart. I did this because I *still* dislike the 'shopping basket' approach to terrain selection. And I do find the HoTT terrain types a little vague, and the resulting battlefields a bit 'samey'.

So, without inventing any new rules, I've managed to expand the range of terrain types by combining some of the already existing traits together.

I've also divided the terrain into 'Climate Regions', along DBA lines. I'll leave it up to individual players to decide which climate region best fits their own army. But fear not: if you prefer to choose terrain, as per the HoTT 2.1 rules, then simply pick what you want from the Terrain Chart and don't roll any random dice. :-)

(Note that this is version 2, as version 1 had a slight error in the "-2 for being shot at or bespelled while in Bad Going" tactical factors)

## Contents

**Page 1:** This contains all the pre-battle stuff (and is coloured bureaucratic grey).

**Page 2:** All the Command and Control rules (in imperial purple).  
All the Movement and Contact rules (in grass green).  
All the Spell Casting and Desorcelling rules (in magical mauve).

**Page 3:** All the Shooting rules (in sky blue).  
All the Combat Factors and Outcomes (in dried blood brown).  
All the Post Combat 'Morale' rules (in cowardly yellow).

**Page 4:** All the Stronghold assaulting rules (in stone wall grey).  
Lastly, all the Mass Battle rules (again in imperial purple).

I have also added a few army lists in an appendix at the end, which players might find interesting.

Note that although there are four A4 sized pages, not all of these are necessary once a game has begun.

Page 1 can be ignored once fighting starts, and page 4 ignored unless assaulting a Stronghold or fighting a Mass Battle.

## Legend

Numbers in square brackets [like this] indicates the page and section in the rule book where the original rule can be found for reference.

Phrases in round brackets (like this) are usually exceptions to that rule, and are in brackets to make them stand out and be more memorable.

Words in *italics* are my own additions and suggestions, and may help in understanding and remembering certain rules.

Words in **bold** are key to that particular rule, and this makes them easier to spot.

## Historical Ancient and Medieval Armies for HoTT (optional)

*The HoTT rules work quite well with DBA elements to make historical looking armies, but I find that one troop class, that of Auxiliaries, is sadly missing.*

*What is needed is some sort of fast moving medium foot with a relatively low combat factor that is unaffected by any bad going terrain.*

*HoTT Warbands work quite well in this role, but to be a little bit more historical, I suggest the following minor rule adjustments for this new troop class:-*

*- Aux are the same as HoTT Warbands, but they neither give nor receive rear support, do not pursue, and they are not quick-killed by Behemoths (unless doubled).*

*Ordinary unchanged HoTT Warbands still represent the fierce charging impetuous tribal warriors that made up the bulk of the Gallic and Germanic armies.*

*I also use the following conversions:-*

*Chariots are either LCh (HoTT Riders), HCh (HoTT Knights), or Sch (also Knights). I represent DBA Light Horsemen as either HoTT Riders or Beasts.*

*While slingers, archers, and crossbowmen are adequately represented by HoTT Shooters, skirmishing DBA light Psiloi javelinmen are a bit of a problem.*

*They require a different range, different combat factors, interpenetrate differently, and have different combat outcomes than any existing HoTT element class.*

*So I leave them out, and assume that light javelin skirmishers **are** actually present...they are just not shown.*

*Armies with lots of DBA Psiloi troops I convert along these lines: two DBA Psiloi elements become one HoTT Slinger-Shooter element (the rest become Aux or Wb).*

*Other exotic troops, such as Gods, Dragons, Aerial Heroes, Airboats, and Flyers, I don't use in historical armies. I suppose Arthur's Romano-British could have a saintly Paladin, and Ancient Britons and Dark Age pagan Picts & Irish could have a Druid (Magician) while their Christian opponents have a Papal Legate (Cleric).*

*Elephants are obviously Behemoths, and one DBA Horde becomes two HoTT Hordes. Sneakers should probably only be available in civil wars, or as assassins.*

*Hilly barbarians that used ambushing guerilla tactics such as the Samnites, Thracians, Ancient Spanish and early Britons, should definitely have some Lurkers.*

*And only really, **really** good historical commanders, such as Alexander, Hannibal, Belisarius, Genghis Khan, or Tamburlaine, should be Mounted Heroes.*

*Example of a HoTT generic Ancient Spanish Army:-*

*1 x General (Riders), 1 x Light Horse (Riders, or Beasts for ambushing), 7 x Warriors (HoTT Auxiliaries), 2 x Slingers (Shooters), 2 x Ambushers (Lurkers).*

*Example of a HoTT generic Roman Army:-*

*1 x General (Riders), 1 x Cavalry (Riders), 5 x Legionaries (Blades), 2 x Reserves (Spears or Blades or Aux), 2 x Auxilia (HoTT Aux), 1 x Slingers or Archers (Shooters).*

*Alexander the Great for HoTT:-*

*General+Companions (Hero), 1 x Thessalians (Knights or Riders), 1 x Light Horse (Riders or Beasts), 1 x Hypaspists (Blade or Spear), 4 x Phalangites (Spears), 1 x Phalangites or Greek Hoplites (Spear), 1 x Archers (Shooters), 1 x Mercenary Peltasts or Thracians, or possibly Bolt-Shooters (HoTT Auxiliaries or Artillery).*

*...of course, all this is merely a suggestion...*

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<b>TROOP TYPES [6.1]</b> Aerial troops are <b>Gods, Dragons, Aerial Heroes, Airboats, and Flyers</b> . Mounted troops are <b>Paladins, Heroes, Behemoths, Knights, Riders, and Beasts</b> . Foot troops are <b>Blades, Spears, Clerics, Warbands, Hordes, (and Strongholds)</b> . Ranged foot are <b>Magicians, Artillery, and Shooters</b> . Waylaying foot are <b>Sneakers and Lurkers</b> .	<b>ELEMENT COSTS [10.2]</b> (only 12 AP or ½ the army can be more than 2 AP) 4 AP: <b>God, Dragon, Paladin, Hero (Aerial Hero is 6 AP), Behemoth, Magician</b> . 3 AP: <b>Airboats, Clerics, Artillery, Sneakers</b> . 2 AP: <b>Flyers, Knights, Riders, Beasts, Blades, Spears, Warbands, Shooters</b> . 1 AP: <b>Hordes, Lurkers</b> (the defender's <b>Stronghold</b> is free). (A <b>General</b> cannot be a <b>God, Dragon, Paladin, Sneaker</b> or <b>Lurker</b> ) [5.2]
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<b>MEASUREMENT UNITS [5.3]</b> 40mm bases on a 24"/600mm table: 100 paces = 1 inch (or alternatively 1 BW) 60mm bases on a 36"/900mm table: 100 paces = 40mm (or alternatively 1 BW)	<b>DEFENDER DETERMINATION [13.1]</b> (after both armies are revealed) [5.2] The lowest score (the defender) places the terrain, deploys, and moves first. The highest score (invader) rolls for table-edges, deploys, and moves second.
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**(ALTERNATIVE RANDOM TERRAIN)** (If you prefer to choose terrain, as per the HoTT 2.1 rules, then do so and don't bother rolling any random dice)  
 Brackets shows maximums, and underlined block line-of-sight [15.1]. **Brown** is **Bad Going**. **Red** is **Impassable** (except for **Water Lurkers** in **Sea, Lakes, & Swamps**)  
 If a terrain type has already reached the maximum allowed, chose another from that same box. If there is no alternative, choose any allowed type for that region

		Roll a dice to select Two or Three Optional Features :-					
Compulsory Features :-		1	2	3	4	5	6
		Linear Terrain	Bad Going	Sight Blocking	Undulating Terrain	Impassable	BUA (1)
Frozen	2 <b>Snowdrifts</b>	<b>Glacier (2)</b> or <b>the Sea (1)</b>	<b>Soft Snow (3)</b>	<b>Snowdrifts (3)</b>	<b>Icy Hill (3)</b>	<b>a Crevasse (1)</b>	a <b>Village</b> or part of a <b>Town</b>
Hilly	2 <b>Craggy Hills</b>	<b>River (2)</b> or <b>the Sea (1)</b>	<b>Stony Ground (3)</b>	<b>Wood (3)</b>	<b>a Cliff (1)</b> or <b>Steep Rocky Hill (3)</b>	<b>a Lake (1)</b> or <b>Mountain (3)</b>	a <b>Village</b> or part of a <b>Town</b>
Forest	2 <b>Woods</b>	<b>Road (2)</b> or <b>River (2)</b> or <b>the Sea (1)</b>	<b>Marsh (3)</b>	<b>Wood (3)</b>	<b>Wooded Hill (3)</b>	<b>a Lake (1)</b>	a <b>Village</b> or part of a <b>Town</b>
Steppe	2 <b>Gentle Hills</b>	<b>Road (2)</b> or <b>River (2)</b>	<b>Bushy Scrub (3)</b>	<b>Small Wood (3)</b>	<b>a Gully (1)</b>	<b>a Lake (1)</b>	a <b>Village</b> or part of a <b>Town</b>
Cultivated	2 <b>Enclosed Fields</b>	<b>Road (2)</b> or <b>River (2)</b> or <b>the Sea (1)</b>	<b>Enclosed Field (3)</b>	<b>Wood (3)</b>	<b>Gentle Hill (3)</b> or <b>Small Wooded Hill (3)</b>	<b>a Lake (1)</b>	a <b>Village</b> or part of a <b>Town</b>
Tropical	2 <b>Jungles</b> with <b>bad going paths</b>	<b>Road (2)</b> or <b>River (2)</b> or <b>the Sea (1)</b>	<b>all Marshes (3)...</b> (or <b>all Gentle Hills</b> )	<b>Wood (3)</b>	<b>a Gully (1)</b> or <b>all Gentle Hills (3)...</b> (or <b>all Marshes</b> )	<b>Jungle Hill (3)</b> with a path	a <b>Village</b> or part of a <b>Town</b>
Desert	2 <b>Sand Dunes</b>	<b>the Sea (1)</b>	<b>Bushy Scrub (3)</b>	<b>an Oasis (1)</b> or <b>Sand Dunes (3)</b>	<b>a Gully (1)</b> or <b>Craggy Hill (3)</b>	<b>a Cliff (1)</b> or <b>Mountain (3)</b>	a <b>Village</b> or part of a <b>Town</b>
Mars	2 <b>Rocky Craters</b>	<b>Road (2)</b> or <b>Canal (2)</b>	<b>Red Weed (3)</b> or <b>Stony Ground (3)</b>	<b>Sand Dunes (3)</b>	<b>Gentle Hill (3)</b> or <b>Steep Rocky Hill (3)</b>	<b>a Fissure (1)</b>	<b>an Outpost</b> or part of a <b>City</b>

Notes: All battlefields must have at least two pieces of **Bad Going** of some sort [see page 11 item 4], therefore **Steppe** optional features may need re-rolling.  
**Tropical Regions** are flat wet lowlands or eroded hilly uplands, and cannot have both **Gentle Hills** and **Marshes** (so earlier selections dictate later ones).  
**Hilly** and **Desert Regions** have too little merchant traffic to justify having roads, and in **Frozen Regions** any roads are buried under snow and unusable.  
**Frozen** represents not so much high mountainous regions, but more like that of Antarctica, with **Snowdrifts** and **Soft Snow** placed on top of any **Glaciers**.

**(ALTERNATIVE TERRAIN TYPES AND THEIR EFFECTS)** [some from DBA]  
**CLIFFS** = **Gentle Hills** with hillcrests that have part of the hill replaced by a vertical cliff. The **Cliff-Face** itself is **impassable** to ground troops and blocks **ZOC** [16.3].  
**GULLY** = ground troops entirely in a **Gully** can only shoot or be shot at by enemy also inside or touching its edge (**Command Range** is unaffected due to tall flags).  
**JUNGLES** = **impassable**, with a **bad going path** running through them. All troops except **Lurkers** must stay on this **path**, even when pursuing, recoiling, or fleeing.  
**COMBINED HILLS** = all hills have **hillcrests** that block line-of-sight, but **Craggy, Wooded, or Jungle Hills** blocks the sight of ground troops **entirely** within them.  
**FROZEN TERRAIN** = **Snowdrifts** block sight, a **Crevasse** is an **impassable** gully, and a **Glacier** is a **good going** frozen **river** that still affects **magic** and is **2 BW** wide.  
**MARTIAN TERRAIN** = a **Crater** is a circular gully, a **Fissure** an **impassable** gully, and **Canals** are straight **rivers** (real Mars has dry gullies instead of canals & roads)  
**AERIAL TROOPS** = only count **Jungles, Oasis, Woods, and BUAs** as **Bad Going**, and cannot end a move in these, (and they cannot enter nor fly over **Mountains**).  
**WATER LURKERS** = appear in **Seas, Lakes, Rivers, Marshes, and Oasis**, (plus lowland **Woods** or **Jungles** that become **Swampy** due to contact with a **Sea** or **River**).

<b>(ALTERNATIVE TERRAIN SIZES AND SHAPES)</b> [using DBA 3.0] Min sizes = <b>3 x 1 BW</b> for a <b>Gully</b> , <b>3 x 1½ BW</b> for other area features and <b>BUAs</b> . Max sizes = <b>7 x 2 BW</b> for a <b>Gully</b> , <b>6 x 3 BW</b> for other area features and <b>BUAs</b> . Round area features are <b>f 3 x 3 BW</b> if small and up to <b>4½ x 4½ BW</b> if large.  <b>Strongholds</b> can be as small as <b>200p x 200p</b> or as large as <b>600p x 600p</b> . [12.2] Terrain has curved edges but <b>Enclosed Fields</b> and <b>BUAs</b> may be straight edged.  <b>Rivers</b> are up to <b>1 BW</b> wide and is <b>Good Going</b> for combat or recoiling. [11.4] <b>Seas</b> are between <b>1 to 3 BW</b> deep. <b>Seas</b> and <b>Lakes</b> can have <b>Islands</b> if they are no more than <b>1 BW</b> from a shoreline and are reached like wading <b>Rivers</b> . [11.5] <b>Roads</b> are ½ <b>BW</b> wide or less, and combat is in the underlying terrain. [12.1]	<b>(ALTERNATIVE TERRAIN PLACEMENT)</b> [using DBA 3.0] Any <b>Sea</b> is placed first, then compulsory features, then all optional terrain. The <b>defender</b> rolls a die and places each feature, or discards it if it won't fit :- <b>1 to 4</b> is placed within that quarter, a <b>5</b> means the quarter is chosen by the defender, and a <b>6</b> is chosen by the invader (but is still placed by the defender). <b>Area terrain</b> must be <b>1 BW</b> from each other and (unless a <b>Town</b> ) a table-edge. <b>Linear terrain</b> must, and <b>Gentle Hills</b> may, enter a single adjacent quarter.  <b>Rivers</b> must flow to a different table-edge, or into a <b>Sea, Lake, or River</b> . [11.4] They can cross other terrain (except <b>Hills, Mountains, Dunes, Gully, or a BUA</b> ). <b>Roads</b> must completely cross the table to an opposite table-edge, and can cross any terrain feature (except <b>impassable</b> terrain, other than any <b>Jungles</b> ).
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**HoTT TERRAIN RULES [11.1]** (if not using the alternatives above)

- most (i.e. more than half) of the playing area must be **Good Going** (such as grassland, prairie, steppe, open fields, desert sand, light snow, or bare rock).
- at least 3 quarters must contain part of some sort of terrain (a **Gentle Hill** or **Road** would do)...so one quarter could be entirely empty and terrain free.
- at least 2 quarters must contain part of some kind of harsher hindering terrain, such as a **River** or **Bad Going** or an **Impassable** feature.
- there must be at least 4 terrain features, at least 2 of them **Bad Going**, at least **200p** in diameter, with their nearest point within **600p** of the table centre.

<b>BASE EDGE SELECTION [13.1]</b> The attacker numbers three of the battlefield edges <b>1, 2, and 3</b> , and assigns the numbers <b>4/5/6</b> to the table-edge they prefer (if there is a <b>Road</b> , the <b>4/5/6</b> must be assigned to one end of it – a DBA rule) and rolls a dice to find out which edge they actually get. The defender places their <b>Stronghold</b> opposite and deploys all troops (except <b>Gods, Dragons, or Lurkers</b> ) within <b>600p</b> of their base-edge or shoreline if a <b>Sea</b> -edge. Then the attacker does the same.	<b>STRONGHOLD PLACEMENT [12.2]</b> <b>Strongholds</b> are placed contacting their base table-edge or shoreline <b>Sea</b> -edge, and with its nearest point within <b>400p</b> of the centre of that table-edge. A <b>Stronghold</b> cannot be placed entirely behind <b>impassable</b> terrain but must have at least a <b>1 BW</b> passable ground route to it. They can be placed over and on top of any other terrain features (except on any <b>Hills, Mountains or Cliffs</b> , which for practical reasons are shifted slightly to allow room for placement).
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# COMMAND AND MOVEMENT RULES

## SEQUENCE OF PLAY [13.2]

The defender will have the first bound, then the two sides alternate bounds :-

- 1<sup>st</sup> phase: PIPs** - roll for PIPs to spend this bound (a **God** is lost on a roll of 1)
- 2<sup>nd</sup> phase: Deploying** - place **Gods/Dragons/Hordes/Lurkers & Desorcelling**.
- 3<sup>rd</sup> phase: Movement** - single elements and groups spend PIPs to move.
- 4<sup>th</sup> phase: Turn to Face** - once moving ends, turn to face flank/rear attacks.
- 5<sup>th</sup> phase: Bespelling and Shooting** - ranged elements of both sides shoot.
- 6<sup>th</sup> phase: Close Combat** - elements in front-edge contact fight each other.

## COMMAND RANGE [15.1]

**1200p** is the normal **Command Range** if line-of-sight is not blocked by terrain. Reduced to **600p** if line-of-sight from the **General** to the troops is blocked by:-

- (a) **any** troops being *entirely* beyond any **Hillcrest** or **Mountain**,
- (b) **Aerials** being *entirely* beyond or **Ground Troops** being *entirely in or beyond* any **Jungles, Craggy Hills, Snowdrifts, Dunes, Oasis, any Woods, or a BUA**.

## MOVEMENT SPEEDS IN PACES [19.2]

Troop Types :-		Road	Good	Bad
Quick Aerials	God, Dragon, Air Hero, Flyers	1200	1200	1200
Slow Aerials	Airboats	500	500	500
Quick Troops	Paladin, Hero, Magician, Riders	500	500	200
Not slowed by Bad Going	Beasts	400	400	400
	Warbands, Sneakers	400	300	300
Hvy Mounted	Behemoths, Knights	400	300	200
Slow Foot	Blades, Spears, Clerics, Hordes	400	200	200
Ranged Foot	Shooters	400	200	200
	Artillery (cannot fire if it moves)	300	200	---
Ambushers	Lurkers, Water Lurkers	200	200	200

Moves are **not** measured when moving from an overlap to attack a flank. [19.1]

**Artillery** cannot deploy or move at all off-road in **Bad Going**. [18.4]

**Aerials** cannot end a move in any **Mountains, Jungles, Oasis, Woods, or a BUA**, (unless they are in close combat with an enemy **Stronghold**). [18.4]

See the "Crossing Water" section below for the effects of wading in **water**.

## Extra Moves [19.3]

Ground troops using a **Road** may pay extra PIPs so that each spent adds **100p** to their usual move (but only if they do not start or go within **200p** of the enemy).

## GROUP MOVEMENT [15.2]

Groups cannot include any troops currently in close combat.

Their speed is that of the slowest troops, and they can only wheel, multiple times, by **moving forwards** (exception: groups may move  $\frac{1}{2}$  **BW** sideways to line-up with an enemy that is within **1 BW** of straight ahead, or to conform).

**Aerials** can only form groups with other **Aerials**. [15.2]

**Ground troops** in **Bad Going** or **water** can only make column group moves. [16.1]

## CROSSING WATER [18.3]

**Aerials** are unaffected by **water** (except they cannot recoil over **45°** to a bank).

Most columns/elements move **100p** if off-road and their front-edge is in **water**.

**Water Lurkers** move **200p** in any direction in **watery** or **Swampy** terrain. [19.2]

Other **Ground troops** must be within **45°** of the bank or shore while wading across, and can only move straight forward, backward, or to conform. [fig 33.1]

## INTERPENETRATION [16.2]

**Gods** can pass through any friends or enemy.

**Aerials** can pass over friendly or enemy ground troops (except when recoiling).

**Ground troops** can pass under any **friendly Aerials** or **enemy Air Heroes/Flyers** (but not while any of these are currently in close combat).

**Mounted** can pass through **friendly foot** facing the same or opposite direction.

**Magicians** can pass through any **friends**.

**Sneakers** can pass or be passed through by any friends or enemy.

Voluntary tactical moves must have sufficient movement to be passed through.

Combat outcome moves are placed beyond the base being passed through.

## MAGICAL ATTACKS [20.1]

**Magicians** not in close combat or providing an overlap can target any enemy or **Stronghold**, even those in close combat, up to **600p** away, ignoring intervening troops and line-of-sight.

A magical attack costs **2 PIPs**, while supporting **Magicians** pay **1 PIP** each. [20.1]

**Magicians** that roll a '1' and have done so before **ensorcell** themselves. [24.1]

**ensorcelled Magicians** are replaced by a **sorcelled** marker, **Heroes** are removed.

## PIP COSTS [15.1]

Moving a single element or group costs **1 PIP**. Additional costs are:-

- +1 PIP if trying to move an **Aerial** or **Magician** element.
- +1 PIP if the **General** is out of **Command Range** or lost.
- +1 PIP for every **100p** added to a road move (not within **200p** of enemy)

**6 PIPs** to deploy a **God** (your table half, over **200p** from enemy) [13.3]

**6 PIPs** to deploy all **Dragons** (your base-edge, **200p** from enemy) [13.4]

**#6 PIPs** to **desorcell** a **Hero** (enemy base-edge centre/**Stronghold**) [14.3]

**#6 PIPs** to **desorcell** a **Magician** (on his **empty sorcelled** marker) [14.3]

\***1 PIP** deploy **Horde** (base-edge/**Stronghold**, **200p** from enemy) [14.2]

\***1 PIP** deploy **Lurker** 1<sup>st</sup> time, **2** the 2<sup>nd</sup> time, **3** the 3<sup>rd</sup> & last time. [14.1]

Place **Lurkers** in close combat, but only **fighting Aerials** cause placement

# Can also return if the **bespeller** is destroyed, **ensorcelled**, or flees. [14.3]

\* Replacement troops lose **General** status and can't move this bound. [14.2]

## ZONES OF CONTROL [16.3]

**ZOC** extends **1 BW** in front of all elements and from every **Stronghold** edge. It is blocked by elements or **impassable terrain** partially between the troops.

Movement while in or when entering a **ZOC** [fig 28] is limited to:-

- Aligning, moving towards, contacting, or passing through the enemy,
- or to move straight back with or without a **180°** change of facing.

A second rank of **Spears** or **Warbands** can follow behind if of the same type.

## CONTACTING THE ENEMY [17.1]

You can only contact a flank or rear if you start beyond a line extending that edge [fig 31.1], and any gap must also be large enough. [18.1 and fig 32.2]

**Artillery** can only move into contact with and touch a **Stronghold**. [17.1]

**Ground troops** can touch but not fight an **Aerial** element (unless they are a **Paladin, a Hero, or the air troops** are already in combat – *i.e. ALL close combat, even air-to-air, is done at ground level*). [17.1, last 3 paragraphs]

**Aerials** may touch ground troops without fighting them. [fig 35.2]

## CONFORMING [17.1]

Single elements in **Good Going** must conform when contacted by a moving group (but only if there is also enough space for it to recoil). [fig 30.2a]

Otherwise, the moving troops must conform.

## When Conforming Occurs [17.1]

Troops conform on contact (except that those attacked in the flank or rear do not turn-to-face until then end of the move phase). [21.3]

Troops currently engaged to their front cannot turn.

If two enemy elements must turn-to-face, place the 2<sup>nd</sup> behind the 1<sup>st</sup>. [21.3]

## Conforming Positions [17.1]

At the end of the Movement Phase a **conforming** element, or at least one element of a **conforming** group, must be lined-up [31.2] with an enemy in:-

- Full mutual **front-edge** contact, with all front corners touching,
- Full front-edge to **flank-edge** contact, with front corners touching,
- Full front-edge to **rear-edge** contact, with all corners touching,
- In **side-edge** to side-edge contact with an enemy element.
- An **overlap** position, with like front corners touching. [21.4]

If a lack of **movement** prevents any of the above, contact cannot occur.

## If Conforming is Prevented [17.1]

If conforming is physically prevented, contact is only accidental and does not cause combat. Conform later when possible. [fig 35.1, elements A-M]

## BREAKING-OFF [18.2]

Single elements can use a tactical move to break-off from an enemy that is in contact with its front, but only if all the following apply:-

- It has **greater** movement than the enemy in the terrain it ends in,
- It does not have an enemy front-edge in contact with its flank or rear,
- And it does not end its move in contact with any enemy.

Troops move at least **200p** straight back and cannot change their facing.

Enemy troops may pursue them (see the "Pursuit" section below).

## DESORCELLING [14.3]

Paying **6 PIPs** **desorcells** any type of **Hero** (who appears in contact with the enemy base-edge or **Stronghold**), or **desorcells** a **Magician** (who appears on their **sorcelled** marker, but not if this is currently occupied).

They can also be **desorcelled** if the **bespeller** is destroyed, **ensorcelled**, or flees (but if a **Magician's sorcelled** marker is currently occupied by any troops they will be destroyed when they return due to lack of room). [14.3]

# COMBAT AND MORALE RULES

## SHOOTING [20.2]

Shooters must shoot, but non-moving **Artillery** only shoot in their **own** bound. Can't shoot if you or the target in close combat, overlapping, or rear supporting.

Range is **500p** for **Artillery** and **200p** for **Shooters**, with a **1 BW** arc of fire. [34.1]  
Those mutually targeting each other are the primary shooters. [fig 34.2]  
Those shot at must shoot back at enemy most directly to their front. [fig 34.2]

## SHOOTING BLOCKED [20.2]

Shooting is blocked if uncrossed lines joining the ends of the shooting and target edges have any **element**, **Mountains**, **Hillcrest**, **Stronghold**, or more than **50p** of any **Jungles**, **Craggy Hills**, **Snowdrifts**, **Dunes**, **Oasis**, **Woods** or **BUA** between them.

*Troops entirely in a Gully cannot shoot or be shot at by enemy outside. [DBA]*  
**Aerials** can be shot at over intervening ground troops. [20.2, bullet point 2]

## COMBAT FACTORS [22.1]

	Against Foot	Others
<b>Gods, Dragons, Paladins, Strongholds</b>	6	6
<b>Heroes</b> (both mounted and aerial)	5	5
<b>Airboats, Blades, Sneakers</b>	5	3
<b>Behemoths</b>	4	5
<b>Spears, Clerics, Magicians, Artillery</b>	4	4
<b>Knights, Beasts, Shooters</b>	3	4
<b>Riders, Warbands</b>	3	3
<b>Flyers, Hordes, Lurkers</b>	2	2

**Spears** and **Warbands** +1 for rear support in close combat in **Good Going**, but supporting troops are also destroyed. [23.1]

## MAGICAL FACTORS [22.2]

+2 if **bespelled** over **Running Water** or **Lake** with an inflow, or if the **spell** passes within **600p** of a **Paladin** or **Cleric**, or if *entirely* within any **Jungles**, **Oasis**, **Woods** or a **BUA**.  
+1 to a **General** who is being **bespelled**.  
-1 for each 2<sup>nd</sup> or 3<sup>rd</sup> enemy **Magician** aiding the **bespeller**.  
-2 to the **bespeller** and/or target if they are in **Bad Going** (not if **Beasts**, **Warbands**, **Shooters**, **Lurkers**, or a **Stronghold**), or **bespelling** a **Magician** who is in **600p** of his **Stronghold**.

## SHOOTING FACTORS [22.2]

+2 if shot at and *entirely* in any **Jungles**, **Oasis**, **Woods** or **BUA**.  
+1 to a **General** who is being shot at.  
-1 for each 2<sup>nd</sup> or 3<sup>rd</sup> enemy element aiding the shooting.  
-2 to **Artillery** and/or the target if they are in **Bad Going** (not if **Beasts**, **Warbands**, **Shooters**, **Lurkers**, or a **Stronghold**).

## CLOSE COMBAT FACTORS [22.2]

+1 to a **General** who is in close combat.  
+1 if a **Spear** or **Warband** is rear supported in close combat.  
+1 if neither is **Aerial**, and **uphill** in close combat or defending a **Water Bank** off-road while the enemy is in the **water**.  
-1 each flank overlapped, attacked, or enemy aiding an assault  
**Dragons** do not give or receive friendly overlaps. [21.4]  
**Strongholds** do not overlap, flank, or rear attack. [12.2]  
-1 if being attacked in the rear.  
-2 if in **Bad Going** (not **Beasts**, **Warbands**, **Shooters**, **Lurkers**, **Strongholds**, or when assaulting an enemy **Stronghold**), or other **mounted** being ground-attacked from **Bad Going**, or **Aerials** fighting enemy in **Jungles**, **Oasis**, **Woods** or **BUA**, or (unless a **Water Lurker**) if attacked by a **Water Lurker**.

## COMBAT OUTCOMES [23.1]

Disregard any unfavourable outcome when overlapping [fig 35.1] or aiding shooting, or if :-  
(a) in close combat with **Sneakers** (unless you are a **General**, a **Stronghold**, or also a **Sneaker**),  
(b) shooting and the target is not shooting back (**Artillery** cannot shoot in an enemy bound),  
(c) **bespelling** (however, a **spell casting Magician** is affected by a **God** or **Magician** [23.1], and they do suffer from rolling a '1'...but those aiding the **bespelling** are not affected. [24.1]).

### IF SCORE EQUAL :-

<b>Hero v Hero</b> , or <b>Paladin v Magician</b>	Both are destroyed in close combat if both final scores are odd. Otherwise they and all other troops hold their ground.
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### IF SCORE LESS :-

<b>Gods</b>	Flee the battlefield from a <b>God</b> , <b>Magician</b> , or <b>Cleric</b> . Else no effect.
<b>Dragons</b>	Destroyed by a <b>Paladin</b> or <b>Hero</b> . Else flee the battlefield.
<b>Airboats and Flyers</b>	Flee 600p from a <b>Magician</b> . Else recoil.
<b>Paladins</b>	Destroyed in close combat. Else hold their ground.
<b>all Heroes</b>	Destroyed by a <b>Paladin</b> , <b>Hero</b> , or <b>Artillery</b> . Flee 600p from a <b>Stronghold</b> . <b>Ensorcelled</b> by <b>Magicians</b> . Else recoil
<b>Behemoths</b>	Flee 600p from a <b>Dragon</b> , <b>Magician</b> , or <b>Artillery</b> . Else recoil.
<b>Knights</b>	Destroyed if in <b>Bad Going</b> , or by <b>Behemoths</b> , or if they charged any <b>Magicians</b> , <b>Artillery</b> , or <b>Shooters</b> this bound. Else recoil.
<b>Riders</b>	Destroyed if in <b>Bad Going</b> . Else recoil.
<b>Beasts</b>	Destroyed by any <b>mounted</b> . Else recoil.
<b>Blades</b>	Destroyed by <b>Warbands</b> . Else recoil.
<b>Spears and Clerics</b>	Destroyed by <b>Knights</b> in <b>Good Going</b> , or by <b>Warbands</b> . Else recoil.
<b>Warbands</b>	Destroyed by <b>Knights</b> in <b>Good Going</b> , or by <b>Behemoth</b> . Else recoil.
<b>Hordes</b>	Destroyed by <b>Knights</b> in <b>Good Going</b> , or by <b>Warbands</b> . Else recoil.
<b>Magicians</b>	Destroyed by a <b>God</b> , <b>Dragon</b> , <b>Paladin</b> , or <b>Hero</b> . <b>Ensorcelled</b> by a <b>Magician</b> . Else recoil.
<b>Artillery</b>	Destroyed in close combat. Else hold their ground.
<b>Shooters</b>	Destroyed by any <b>mounted</b> . Else recoil.
<b>Sneakers</b>	Flee 600p.
<b>Lurkers</b>	Flee the battlefield (but can return later for higher PIP cost [14.1]).
<b>Strongholds</b>	Captured by any assaulting ground troops [12.2]. Else no effect.

### IF SCORE DOUBLED :-

<b>Flyers</b>	Destroyed by <b>Aerials</b> , <b>Hero</b> , <b>Magician</b> , or <b>Shooters</b> . Else flee 600p.
all other troops	Destroyed, even <b>Strongholds</b> ( <b>Lurkers</b> cannot return later [26.2]).

## RECOILING [24.2]

Troops recoiling from being shot in the rear first turn **180°** to face their rear. [24.2]  
Recoilers move their **base depth** or **1 BW** (whichever is less) straight back.  
Troops attacking a flank or rear, or when aiding an assault on a **Stronghold**, also recoil if their friends fighting are recoiled, flee, **ensorcelled**, or destroyed. [23.1]

### Recoil Interpenetration [16.2]

Pass through those met if allowed, or push back those facing in the same direction. Pushed back troops will pass through if allowed or will push back others. [25.1]  
A **God**, **Dragon**, or **Behemoth** can only be pushed back by a **Dragon** or **Behemoth**.

### Recoil Destruction [25.1]

All troops, both friendly and enemy, in the path of recoiling **Dragons** or **Behemoths** are destroyed (unless they are **Aerials**, **Behemoths**, or **Sneakers**). [24.2]  
Troops in the path of pushed back **Dragons** or **Behemoths** are not destroyed. [25.1]

Other recoilers (but not those being pushed back) are destroyed if they :-

- Are attacked in the flank or rear (**Sneakers** only destroy recoiling **Generals**).
- Recoil into an obstacle they can't pass through, under, push back, or destroy.
- Are **Aerials** recoiling into a **Mountain**, **Jungle**, **Oasis**, **Woods**, or a **BUA**.
- Recoil across **water** over **45°** to the bank (except **Water Lurkers**). [fig 33.2]

Pushed back troops halt if they meet an obstruction, while recoilers are destroyed.

## VICTORY [26.3]

An army is routed after any bound if it has lost its **Stronghold**, or when it has lost more **APs** than its opponent and has also lost either its **C-in-C** or half its **APs**. An element counts as lost if destroyed, has left the battlefield, or is currently **ensorcelled**. **Gods**, **Dragons**, and **Lurkers** not yet placed do not count as lost. [26.2]

## FLEEING [25.2]

Fleeing troops first recoil, then either flee the battlefield or turn **180°** and move **600p** measured from initial rear-edge to final front-edge position. Fleeing is an outcome and not a tactical move, so is not slowed by terrain.

After the recoil and **180°** turn, fleeing troops can turn up to **90°** (but not if another obstacle is in sight in the new direction within **400p**) :-  
to avoid any troops it cannot pass through, under, or over,  
to avoid **impassible** or **Bad Going** terrain,  
or to pass through friends it can make contact with.

**Rivers** are **not** avoided, ground troops fleeing into these are lost. [25.2]  
Also destroyed by enemy and any **impassible** terrain they cannot avoid. Friends they can't pass through, under, over, or avoid are **burst through**. These follow behind the fleeing troops until those fleeing halt. [25.2]

### PURSUIT [26.1]

**Behemoths**, **Knights**, **Beasts**, and **Warbands** plus supporters pursue their base depth if the enemy breaks off, recoils, flees, or is destroyed, unless :-  
they are still in contact with an enemy front-edge,  
they only fought as an overlap, or as a flank or rear attacker,  
they would enter **water**, **impassible** terrain, or cross a table-edge.

Pursued **Aerials** still in contact continue the combat next bound. [24.2]



# STRONGHOLDS AND MASS BATTLES

## STRONGHOLDS [12.2]

Although not technically troops, **Strongholds** can for all practical purposes be treated as large immovable foot elements that only defenders possess.

### SIZE AND SHAPE [12.2]

A **Stronghold** can be as small as **200p x 200p** or as large as **600p x 600p**, with either straight or curved edges.

### PLACEMENT [12.2]

They are placed touching their base table-edge/**Sea**-edge, with its nearest point within **400p** of the centre of that table-edge. **Strongholds** cannot be placed entirely behind **impassable** terrain but must have at least a **1 BW** passable ground route to them. They may be placed over and on top of other terrain features (except any **Hills**, **Mountains** or **Cliffs**, which for practical reasons are shifted slightly to allow room for placement).

### REPLACEMENT TROOPS [14.2]

Replacement **Hordes** are placed with their rear-edge in contact with their **Stronghold** or their base table-edge/**Sea**-edge over **200p** from the enemy. Multiple replacement **Hordes** are placed in side-contact with each other. **Heroes** reappear in front-edge contact of an enemy **Stronghold** if there is one, but combat does not occur until the next bound [14.3].

### ZONES OF CONTROL [16.3]

A **Zone of Control** of **1 BW** extends from all sides of a **Stronghold**.

### STRONGHOLDS AS OBSTACLES [24.2]

Troops cannot recoil or be pushed-back through a **Stronghold**. Recoilers are destroyed and pushed-back troops halt [25.1]. And even a partially intervening **Stronghold** blocks shooting [20.2].

### CONTACTING A STRONGHOLD [18.4]

A **Stronghold** can be contacted by **Lurkers** or **Artillery** [17.1], and troops do not count a **Stronghold** as an overlap, flank, or rear contact [12.2]. **Aerials** can fly over them, and may end a move in **Mountains**, **Jungles**, **Oasis**, **Woods**, or a **BUA** when in close combat with a **Stronghold** [18.4].

### ATTACKING A STRONGHOLD [12.2]

**Strongholds** can be **bespelled** or shot at as normal, and troops doing so do not suffer the usual **-2** for themselves being in **Bad Going** [22.2]. One element can close combat assault a **Stronghold**, with up to 2 others aiding it if they also have their front-edges in contact. The player making the attack decides which assaulting element is the main attacker, and any aiding it need not be in contact with this main attacker [21.5].

### COMBAT FACTORS [22.2]

**Strongholds** and those attacking them are classed as being in **Good Going**, and any terrain effects is already included in their combat factor [12.2]. Troops use their combat factor against foot [22.1], and **Strongholds** suffer **-1** for each 2<sup>nd</sup> or 3<sup>rd</sup> enemy aiding the **bespelling**, shooting, or the assault.

### COMBAT OUTCOMES [23.1]

Troops aiding an assault on a **Stronghold** also recoil if the main attacker loses the combat. Assaulting troops can recoil into terrain that would normally destroy them, and **Aerials** recoil sufficiently to clear any such terrain (but are lost if they leave the table) [12.2]. **Strongholds** do suffer from **Sneaker** attacks [23.1].

### CAPTURING A STRONGHOLD [12.2]

**Strongholds** do not recoil, but are instead captured by ground troops. **Aerials** cannot capture a **Stronghold**, but ground troops aiding them can. **Strongholds** can also be destroyed if they are doubled by any element.

### VICTORY [26.3]

An army is defeated if at the end of any bound it has lost its **Stronghold**.

## MASS BATTLES [37.0]

### COMMAND STRUCTURE [37.2]

The maximum number of **Commands** equals the total **APs** divided by **24**. No more than half the elements in the army can be worth more than **2 APs**, although individual **Commands** can be of unequal size and composition. Each **Command** has a dice and **General**, one of which is designated the **C-in-C**.

### AGGRESSION DETERMINATION [37.4]

Both sides first reveal their army's composition (except for any **Lurkers**). [5.2] Then both **C-in-C's** roll for aggression, the lower score becoming the defender, who places all the terrain features as normal.

### THE BATTLEFIELD [37.1]

For every extra **24 APs**, increase the table width, but not the depth, by **50%**, and also add **+1** to the number of compulsory terrain features, and **+1** to the minimum and **+2** to the maximum number of optional terrain features. All terrain limits, except those for compulsory features, still apply. (For example, when using alternative terrain, a **72 AP** army doubles the table width and has **4 compulsory features** and between **4 to 7 optional features**).

### BASE EDGE SELECTION [37.4]

The attacker designates one long table-edge as **3, 4, 5, 6**, and the opposite long edge as **1, 2**, then rolls a die to see which edge they actually get. The defender places their **Stronghold** opposite the attacker's table base-edge.

### ARMY DEPLOYMENT [37.4]

The defender deploys one entire **Command** (except any **Gods**, **Dragons**, or **Lurkers**) within **600p** of their base-edge or their shoreline **Sea**-edge. Then both sides alternate deploying until all **Commands** have been placed.

### SPENDING PIPs [37.5]

The defender has the first bound, then players alternate bounds. Each **General** can only spend their PIPs within their own **Command**. You don't need to finish all a **Command's** moves before moving to the next. One single **tactical move** by the **C-in-C** costs one PIP less than normal [37.5].

### HORDE REPLACEMENT [37.6]

Placing replacement **Hordes** together [14.2] only applies within a **Command**.

### DEMORALIZED COMMANDS [38.1]

A **Command** becomes permanently demoralized if :-

- at the end of any bound it has lost **half** of its original **APs**,
- or its **General** is lost and its next PIP score is not greater than **half** the **APs** currently lost (only test this once per battle).

A demoralized **Command** can only move a single element, or hold or turn a single element in place, or to hold a group in place without turning. Otherwise, at the end of their bound, all elements not moved, held, or in close combat (with **-1** in all types of combat) will first recoil then flee off the table.

### LOST ELEMENTS [38.1]

Troops that are destroyed or leave the battlefield, and any **Gods**, **Dragons**, **Hordes** and **Lurkers** belonging to a demoralized **Command** that are not currently deployed, all count as being lost., as are **sorcelled** elements.

### SOURCELLED ELEMENTS [38.1]

Although **sorcelled** elements can still be **desorcelled**, and therefore not count as being lost, they have no effect on the demoralization status of a **Command** because demoralization is permanent. Remember, **sorcelled** elements can also return if the **bespeller** is destroyed, **ensorcelled**, or flees. [14.3]

### VICTORY [38.2]

An army is routed after any bound if it loses its **Stronghold**, or when it has lost more **APs** than its opponent and has also lost either its **C-in-C** or half its **APs**.

# War of the Worlds Army Lists

## **LATE VICTORIAN BRITISH ARMY (1898)**

- 1 x General with his mounted aides (Riders) @ 2AP
  - 2 x Cannon Batteries (Artillery) @ 3AP
  - 2 x Cavalry Regiments (Riders) @ 2AP
  - 12 x Rifle Regiments (Hordes) @ 1AP
- Victorian City, in cultivated England (Stronghold)

### Alternatives:-

- 1 x Valiant Officer with dismounted dragoons (Heroes) @ 4AP
- 1 x Inquisitive Explorers on foot (Sneakers) @ 3AP
- 1 x Civilian Partisans (Lurkers) @ 1AP
- 1 x Ironclad or Gunboat (Water Lurker) @ 1AP

*(British Victorian Riflemen are classed as shooters when fighting against any opponents other than invaders from Mars. However, due to their huge technological inferiority, and their large empire, they are classed as hordes when fighting Martians)*

## **EARLY COLD WAR AMERICAN ARMY (1953)**

- 1 x General and staff with Jeeps (Riders) @ 2AP
  - 2 x Towed Howitzer or Antitank Batteries (Artillery) @ 3AP
  - 2 x M4 Sherman Tank Platoons (Knights) @ 2AP
  - 2 x Mechanised Infantry in Half-tracks (Riders) @ 2AP
  - 4 x Infantry Companies with Bazookas (Shooters) @ 2AP
- Skyscraper City, dice for which climate region (Stronghold)

### Alternatives:-

- 1 x Ranger Company with Engineer Half-tracks (Heroes) @ 4AP
- 1 x B-36 Piston Engined Bomber (Airboat) @ 3 AP
- 1 x Flight of F-86 Sabre Jet Fighters (Flyers) @ 2 AP
- 1 x Salvaged Meson Projector on a truck (Magician) @ 4AP
- 1 x Inquisitive Scientists on foot (Sneakers) @ 3AP
- 1 x Civilian Partisans or Gunboat (Lurkers or Water Lurker) @ 1AP

*(The Meson Projector has been recovered from Martian wreckage. Highly advanced, its parts cannot be reproduced here on Earth)*

## **LATER MODERN AMERICAN ARMY (2005)**

- 1 x General and staff with a Humvee (Rider) @ 2AP
  - 1 x Flight of Apache Attack Helicopters (Flyers) @ 2AP
  - 1 x Self-Propelled Howitzer Battery (Artillery) @ 3AP
  - 2 x M1 Abrams Tank Platoons (Behemoths) @ 4AP
  - 4 x Infantry Companies with TOW missiles (Shooters) @ 2AP
  - 1 x Ambush Team with explosives (Lurkers) @ 1AP
- Skyscraper City, dice for which climate region (Stronghold)

### Alternatives:-

- 1 x Dismounted Special Forces Team with an APC (Heroes) @ 4AP
- 1 x B-1 Jet Bomber (Airboat) @ 3 AP
- 1 x Flight of F-22 Raptor Jet Fighters (Flyers) @ 2AP
- 1 x Salvaged Meson Projector on a truck (Magician) @ 4AP
- 1 x Experimental Meson Inhibitor on a trailer (Cleric) @ 3AP
- 1 x Covert Operations Team on foot (Sneakers) @ 3AP
- 2 x M2 Bradley Armoured Personnel Carriers (Riders) @ 2AP
- 1 x Civilian Partisans or Gunboat (Lurkers or Water Lurker) @ 1AP

*(The Meson Inhibitor uses superconductors to generate an intense magnetic field that disrupts Meson beams. Being on a non-metallic trailer to isolate it from nearby magnetic sources, it is slow to move)*

Notes: When fighting the best of three battles or conducting a mini-campaign, neither side can use alternative troops in the first engagement. If the Martians lose the aggression die roll and end up defending, that does not mean they have been chased all the way back to Mars. It just means they are defending their Stronghold in England or one of the six climate zones of North America (ignoring Frozen Regions).

Interestingly, Martian invasions seem to occur roughly every 50 years...but still they come... <https://www.youtube.com/watch?v=G15V7JSWfPc>

## **EARLY MARTIAN INVADERS (in cultivated England, 1898)**

- 1 x Tripod Leader (Blade) @ 2AP
  - 6 x Tripods (Blades) @ 2AP
  - 2 x 4-legged Crawler Heavy Heat Ray Projectors (Artillery) @ 3AP
  - 1 x 6-legged Crawler Heavy Meson Projector (Magician) @ 4AP
- Cylinder in a Crater or 3-Sided Pyramid on Mars (Stronghold)

### Alternatives:-

- 2 x Extra Tripods (Blades) @ 2AP
- 2 x 4-legged Crawler Harvesters (Hordes) @ 1AP

*(All Martian Tripods have a short range heat ray, but Crawlers carry heavier longer ranged versions. As Martian flying machines are not mentioned in the book or films, I've not included any. Due to their size, I suggest mounting a single tall Tripod on a base 20mm or more deep)*

<https://www.youtube.com/watch?v=ZQth5ezjWpM>

## **LATER MARTIAN INVADERS (in America, 1953 and 2005)**

- 1 x Fighting Machine Leader (Magician) @ 4AP
  - 2 x Fighting Machines (Magicians) @ 4AP
  - 6 x Tripods (Blades) @ 2AP
- Cylinder in a Crater or 3-Sided Pyramid on Mars (Stronghold)

### Alternatives:-

- 2 x Extra Tripods (Blades) @ 2AP
- 2 x 4-legged Crawler Harvesters (Hordes) @ 1AP

*(The 'Fighting Machines' are the hovering manta ray Martians seen in the 1953 film. These have a short range heat ray, but in addition have a heavy Meson Projector in each wing tip. These Meson Projectors can sometimes short-out in an atmosphere, leaving those using them temporarily out of commission. As Arthur C. Clarke famously stated:- "A sufficiently advanced technology is indistinguishable from magic")*

[https://www.youtube.com/watch?v=G5H4yK\\_tIGI](https://www.youtube.com/watch?v=G5H4yK_tIGI)

## **"THEM!" (from the 1954 film about giant radioactive ants)**

- 1 x Giant Controller Ant Leader (Magician) @ 4AP
  - 5 x Giant Soldier Ants (Beasts) @ 2AP
  - 2 x Large Flying Ants (Flyers) @ 2AP
  - 5 x Large Worker Ants (Hordes) @ 1AP
  - 1 x Large Foraging Ants (Lurkers) @ 1AP
- Tall Desert Ant-mound, where the Queen lives (Stronghold)

### Alternatives:-

- 1 x Giant Ant Leader (Beast) @ 2AP
- 3 x Extra Soldier Ants (Beasts) @ 2AP
- 3 x Extra Worker Ants (Hordes) @ 1AP
- 1 x Extra Foraging Ants (Lurkers) @ 1AP

*(The Controller Ant has powerful telepathic mind-control abilities, but overuse may leave the Controller Ant temporarily comatosed. I suggest having 3 or 4 Ants per base, to reflect their vast numbers. These are the enemies of both humans and the Martians, and their defending home climate is in an Earth Desert...or on Mars)*

<https://www.youtube.com/watch?v=v4URRp39XOo>