

Twilight of the Soldier Kings FAQ

December, 2022

ACTION TESTS

Action test to contact enemy unit: *When does the action test take place?*

- At the beginning of the move (so the charging unit doesn't move if it fails)?
- After contacting enemy unit and being pushed back if it fails? (What distance?)
- When it is in fire range of the enemy unit? ($\frac{1}{2}$ BW for infantry, $\frac{1}{2}$ BW for artillery (cannister range), hat distance for cavalry?)

When a unit fails its action test for a 'non-normal' move (e.g., moving and wheeling) the unit can't move? can move up to the beginning of its wheeling?

In all cases you move the unit to the point it takes the test and if it fails it halts at that point. In the case of contact this would in effect be "a few" millimeters (in practice any reasonable gap is fine) in front of the target and in range if the target unit can fire.

It would be the same if a unit moves part of its move and then wants to wheel. It moves to the point it wants to wheel and then tests. If it fails it stops there but of course in this case and the contact above a General can use a Command Rating point to give an extra attempt to wheel.

Action tests for being under artillery fire: *Is this an individual unit or a group test?*

You can do a group move if 1 or more unit is being targeted by artillery. Also, if you are targeted by LI or a unit has previously moved & is trying to a 2nd or more move. But if you try for a group move and it fails then the whole group fails.

It is the players choice to include a 'targeted' unit in a group and so they could move the 'targeted' group as an individual & the rest of the units as 1 or more groups.

Retaking action tests: *is retaking an action test considered as a first or second move?*

To count as the first move, the retaking of any failed action test must be taken **BEFORE** moving any other unit.

The sequence is:

1. Action test for being fired on by artillery. Any unit being under artillery fire has to pass an action test before acting in its turn. The general can use his rating to pass again a failed action test.
2. Action test, individual or group, regarding the action performed by the unit or due to the terrain. The general can use his rating to try to pass again a failed action test.
3. Action test for being fired on by artillery. Any unit being under artillery fire has to pass an action test before acting in its turn. The general can use his rating to pass again a failed action test.
4. Action test to make a second or subsequent move. The general can use his rating to pass again a failed action test.
5. Action test, individual or group, regarding the action performed by the unit or due to the terrain. The general can use his rating to try to pass again a failed action test.

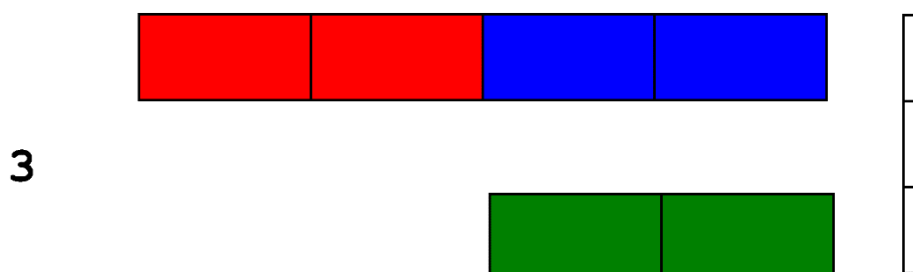
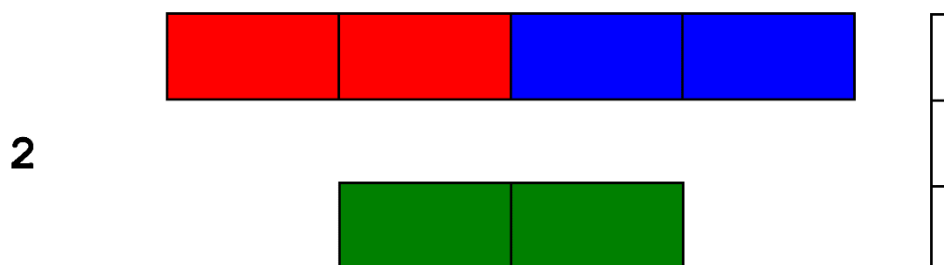
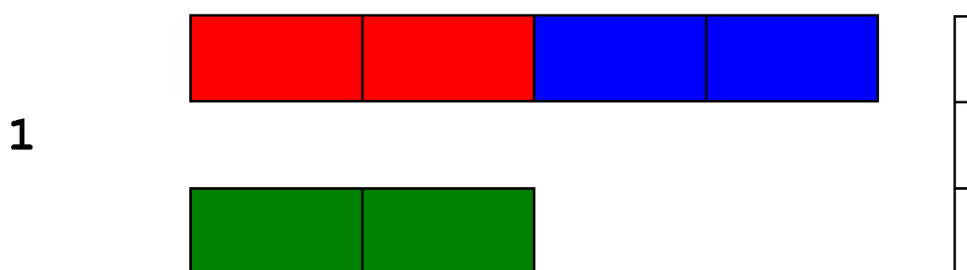
So, if you are under artillery fire and trying to do a 2nd (or more) move then you need to pass both tests before you move at all, then passing any new test required by the moves or the terrain.

Extra moves: *The rules says that individual units must pass an action test for a second move straight forward. Does it mean that a second or subsequent move is always straight forward or can it include a wheel? In that case, does the unit pass 2 action test (1 for the second move, 1 for wheeling) or only one for the 2nd move?*

Yes, you would do 2 action tests and again in sequence. So that would be for the 2nd or more move, then for artillery if under artillery attack and then for any 'non normal' move you want to do. If you fail the 2nd move or artillery test the unit just stays where it is. If you pass those but fail the 'wheel' test the unit will be at the point it tried to wheel. A general need to use one of his command ratings to give a chance of a second or more moves. A general does not need to roll to do this but is limited by his rating. So, a general with a rating of 2 can give two chances of a 2nd or more moves. The units then trying to do a 2nd or more move need an action test to move (and also possibly others connected to the move they are trying to do). The action test will be a roll of a D6 and a score 3 or more to succeed. If you have both an Army Commander and a lower commander of a unit close enough then both can try to get the same unit to do extra moves. So, if you have a 2 Army Commander and a 1 lower commander you can try to get the unit to do 3 extra moves.

Passage of line and action tests: *How does passage of line works?*

Let's take 3 situations. In each case the red unit is in front and the player wants to move the green unit into its place. The green unit can be as shown or directly behind the red/blue units.



In all the situations the first thing that happens is the red unit makes a move back and will be facing the front- of course after an action test. So, the line " *If in combat, fall back or pass through a unit behind up to half movement distance retaining facing.*" Assuming that movement works:

In situation 1 the green unit would just move forward through the red unit and will only take an action test for other factors - maybe to move into contact for example. If it doesn't move to contact, the green unit is moved back a little to leave room between it and the enemy unit, thus pushing back a little more the red unit.

In situation 2 the green unit is partially behind both the red and blue unit. So, the green unit will need to take an action test to move (*If a unit is giving rear support to a unit, but not directly aligned with it, and wants to replace it forward*). This will be an easy test for IM units, and another one if it wants to move to contact.

In situation 3 the green unit can only attempt to move directly if it is IM (*If a unit with IM is giving rear support to a unit and wants to replace forward a directly adjacent unit*). If it is not IM it will have to take 2 moves (or more) to get into position.

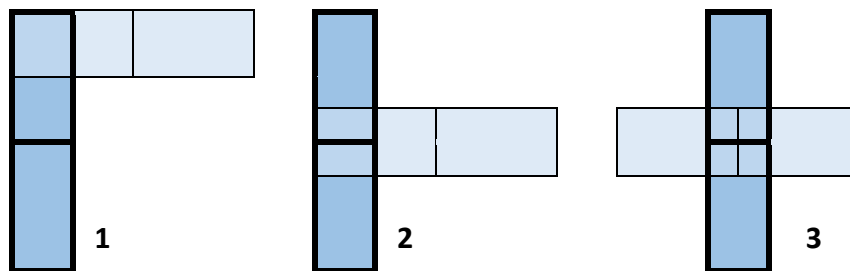
Can you wheel while moving into contact? Can you wheel before you move into contact if the last part of your move is straight?

You can wheel before contact and usually must take an action test to do this, plus usually a 2nd action test to then contact. Also, notice that usually you just have to touch the 'target' and then they will align - i.e. often you don't need to wheel as long as you are pointed in roughly the right way.

Moving in bad going: a unit must pass an action test when it moves in bad going. Does this apply also to LI and/or LH?

LI and LH do not need action tests to move through this. Cavalry can only move in march column or dismounted in bad going and has to pass an action test to do that.

Face to flank: What is the correct move?



My intention was the 3rd one but I think I would also allow the other 2 as well.

FIRING

If one unit is within shooting distance of two enemy units, do both of the enemy units have to test?

A unit can only ever have 1 'effect' in combat. So, in this example the shooter would choose which one enemy unit should test. Similarly, if say a unit is in position to provide flank support to two sides it must choose which it wants to give the support to. The exception to this is rear support: if any part of a unit is behind the front unit, then that counts as rear support.

FLANK and REAR SUPPORT

How much of a unit must be behind a unit in front of it to count as rear support?

If any part is behind then that counts. As a house rule, we play that a unit has to be 'reasonably' behind a front unit to be able to do the 'swap lines' maneuver. This is debatable but I would say ½ BW. If you are less than that behind then you still give rear support but can't do the swap lines.

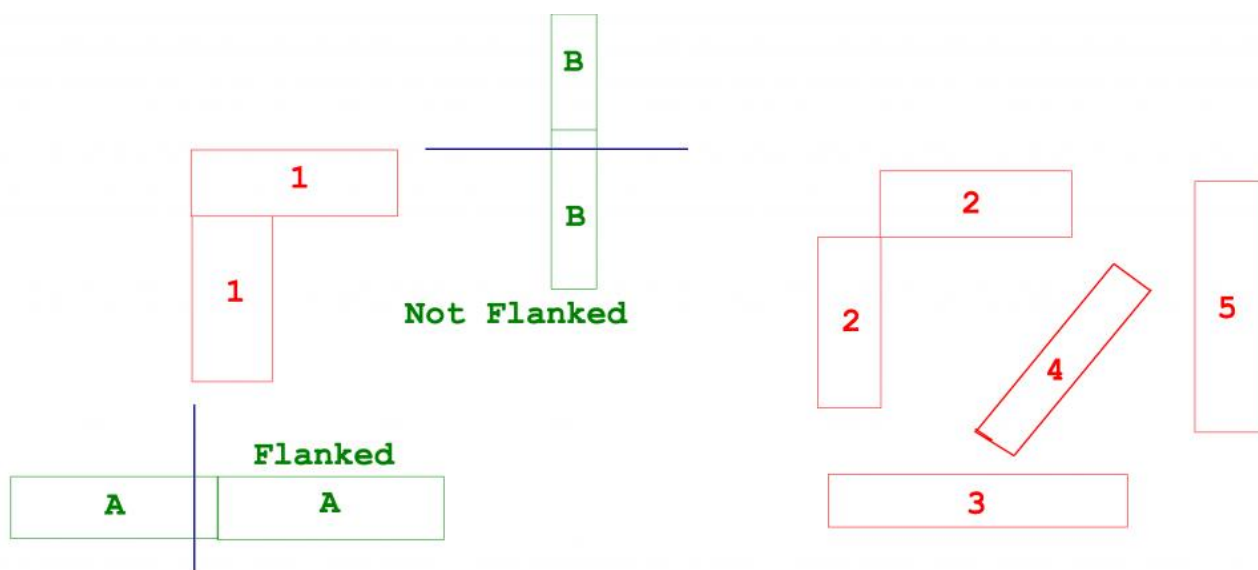
Can a unit being shot at provide rear or side support? Can a unit being meleed provide rear support?

A unit can only have 1 'effect' in combat. So it should normally be able to provide rear support as presumably it won't have a target itself. If it is to the side and has a target in range/angle of fire then it should fire at the unit firing at it but if it can't it can provide support. A unit in contact can't provide rear support.

Units in town (and, on a more general way, in defending terrain): How do the units defending a town fight? Have they a flank while being in a town? Can they benefit of rear support of a unit possibly outside the town? Can they conform to the edge of the town (a "L shape" formation) or do they stay in line?

Units in town have a flank but they count as 'secure' if attacked by cavalry (mounted can contact units on the edge of a town or any bad going). They can conform to the town edges and can get rear support even from units outside the town.

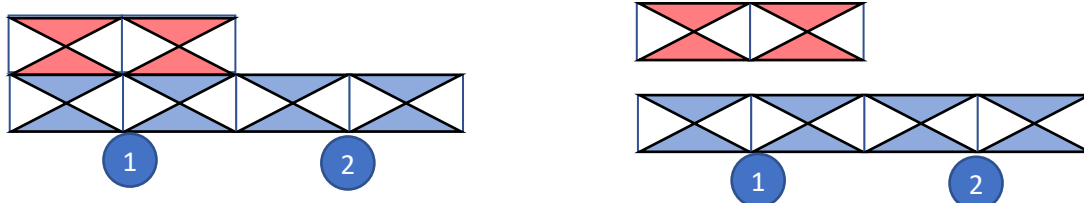
The flanks of the L shape are to each side of the open end of the unit. Rear support is more complicated but in general as long as the supporting unit is facing towards the rear of the front unit it will provide support in that direction.



This diagram shows how unit 1 could be flanked. The blue line is where the attacker must be across. Unit 2 can be supported by 3, 4 and 5 - plus variations between the various positions. Generally, position 4 is the best as it gives coverage all ways. 3 and 5 only give support in the direction they are facing.

CONTACT WITH THE ENEMY AND MORALE TEST

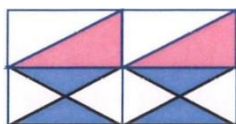
Flank support: Red unit contacts blue unit 1. Blue unit 1 will have to test its morale.



Does this unit have a benefit due to flank support of blue unit 2? Same question for firing purpose.

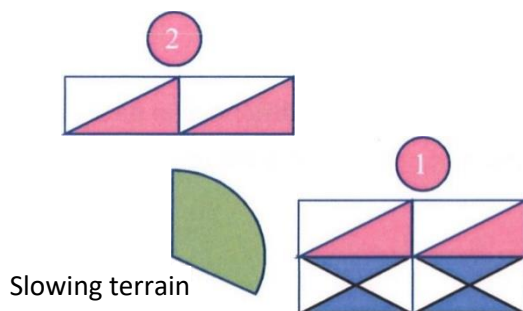
Units do not get any benefits from flank support when they take morale tests. Unit 2 will give the red unit a -1 for flank support when it takes a morale test and would also do so if the units were firing at each other (-1: For each additional reason to test above one, including flank and fire support and additional enemy rear support after the first). Unit 2 can do this in both contact and out of contact. It does not need to be in range/angle of fire itself.

Infantry vs cavalry: In this case, does infantry unit blue get the -1 for being contacted by cavalry and being unsecure, even if there is no other cavalry unit threatening it?



The infantry would get the -1 because it is in contact. If the cavalry unit was not in contact but was threatening the infantry the unit would still test morale but with no modifier.

If the cavalry unit 2 is within ½ BW, does it give the -1 for an additional reason to test in spite of the terrain?



Cavalry 2 will not give a modifier because the terrain secures the flank. If Cavalry 2 was on the right of the Cavalry 1 and within ½ BW, then it would give a -1.

A regiment attacked an artillery unit protected by entrenchments. Is there any negative factor for the artillery being in physical contact except elimination if morale failed? Can artillery fire on its turn on the attacker?

In this case, the artillery should get +1 for being in entrenchments but also -1 for being in contact with foot/infantry, so no modifiers assuming nothing else applies. If the artillery fail it will be eliminated.

Artillery can fire on its turn on the attacker. Remember that when the units are in contact, they are not always in melee. Being in contact can be melee but also short-range firing by both sides. In addition, those units are actually a number of smaller units. So may be for infantry 1 or 2 battalions in the unit are in melee but the rest are firing at short range & can be shot at by the artillery.

Unless foot units have melee or fire superiority, what are the advantages of initiating a melee between 2 identical units? They could just stay in firing range. There would be a difference if failing a morale test in melee would cause a retreat.

The answer to this is generally AT and BT units (they can force back ¼ BW an enemy unit that fails its morale test). In short, in the Soldier Kings era, there isn't an advantage to moving into contact in most cases. Remember that moving into contact isn't necessarily 'melee'. None of the units had enough 'shock power' to make a big difference. This does not mean that some of the real units within a game unit are not being pushed back or retreating a little. A base is 150 meters deep and individual battalions will be moving backwards and forwards within that without any on table movement.

MORALE TEST

Number of morale fails:

- Large units suffer an extra fail before routing.
- Determined units suffer an extra fail before routing.
- Tiny units suffer one less fail before routing.
- Wavering units suffer one less fail before routing.

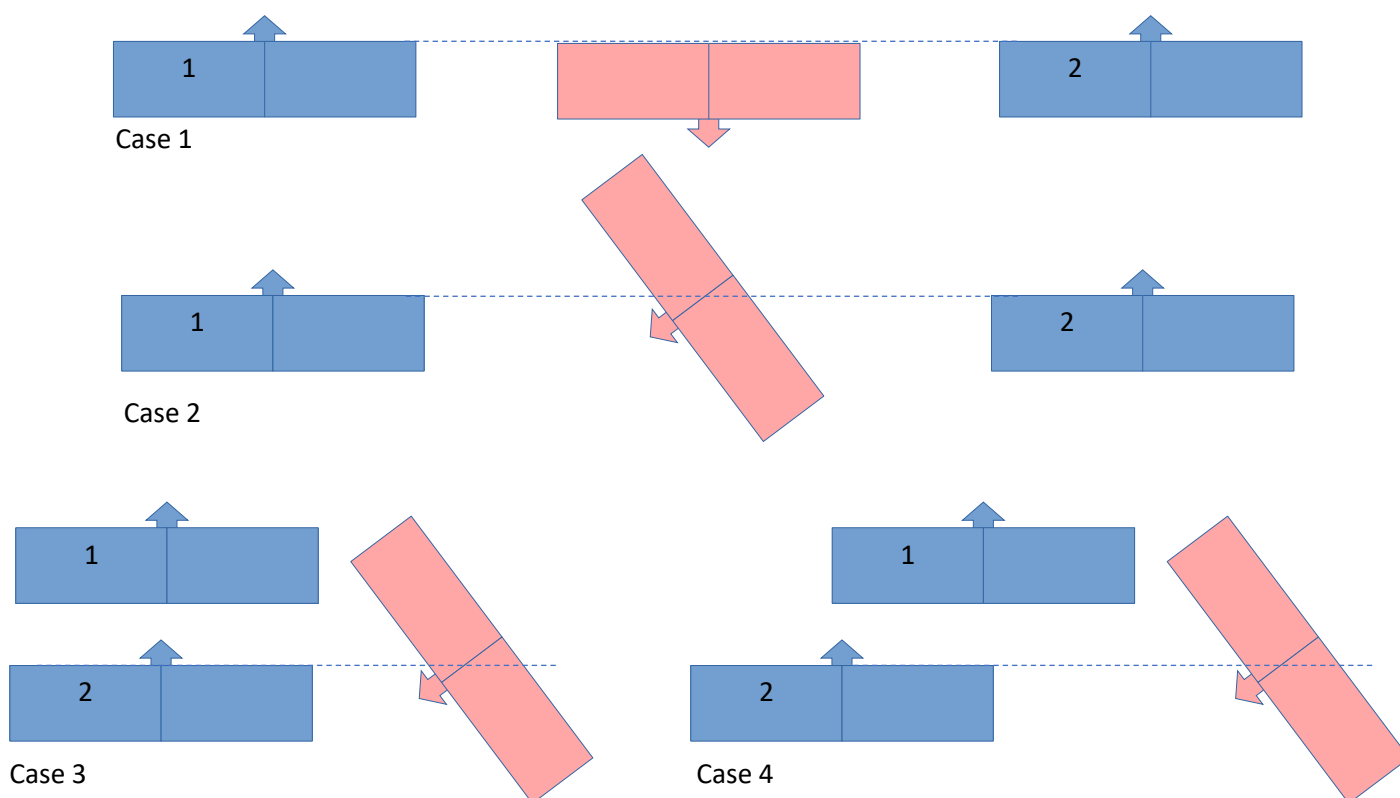
Does this mean that a large determined infantry unit can suffer up to 5 morale fails? and that tiny wavering infantry unit only 1?

Yes, in theory, an infantry unit can have between 1 and 5 morale fails. In practice, units with 1 or 5 should be very rare and 99% or more should be 2 to 4 fails.

When a morale test item says "the turn after" does that mean the next player turn or the next game turn?

It means the morale test phases after something has happened, typically unit contact i.e. the morale test after being charged whenever that is.

Flanking units: How to flank a unit?



Case 1: Both Blue units are flanked by the Red one as it is behind their front.

Case 2: Blue 1 is flanked, but not Blue 2 as the red unit is facing away from that unit. The Red has 1 BW entirely behind the Blue units' front.

Case 3 and 4: Both Blue units are flanked by the Red unit.

Applying penalties for being on the flank or rear of an enemy unit:

- -1: At least one enemy BW entirely behind flank within 2BW (unless the enemy unit is LI or LH)
- -2: At least one enemy BW entirely behind rear within 2BW (unless the enemy unit is LI or LH)
- -2: If enemy unit is in contact with or in range of flank OR rear

The 2 first penalties apply if there is an enemy unit within 2 BW on the flank or rear, but the unit must not be facing away from the enemy unit. The 3rd line is perhaps better said as *the flanking/rear unit can cause a morale test itself AND is behind the flank/rear.*

- -1: at least 1 enemy BW on the flank within 2BW is **applicable once**, regardless the number of units on the flank

- 2: at least 1 enemy BW on the rear within 2BW is **applicable once**, regardless the number of units on the rear
- 2: unit in range of or in contact with the rear or the flank is **applicable once** if there is at least 1 unit in range on the rear or the flank. (½ BW for infantry/cavalry, 3 BW for artillery - the range these units can cause a morale test). Any additional unit on the flank or rear and in range/contact gives a -1 (an additional reason to test).

The first 2 modifiers are 'passive' and relating to the unit's situation. They are therefore applicable to all units within 2BW. The 3rd one is relating to the ability of a unit to cause a morale test. As a unit can cause only one morale test, it is applicable to only one unit. The priorities are:

1. The flanked unit on which the morale test is caused by the unit on the flank.
2. The closest.
3. The one being 'the most in front of' the unit.
4. At the player's choice if more units are eligible with the same priority.

So, if a unit is range on the flank of 2 or more units, only one will have the -2 penalty for being in range, even if it is not causing the morale test. In that case:

- **Any additional unit on the flank within 2 BW, but not in range** will not give a modifier to the morale test (unless artillery within 3 BW as it is in range, so another reason to test, **even if it doesn't fire at that unit**)
- **Any additional unit in range on the flank** gives a -1 for another reason to test but neither the -1 for being on the flank, nor the -2 for being in range on the flank

All these penalties are cumulative. As an example:

- if a unit has 2 enemy units in range or in contact on the flank: -3 for the first (-1: *at least 1 enemy element on the flank within 2BW* and -2: *enemy unit is in contact with or in range of flank OR rear*) and an additional -1 for the 2nd unit (*an additional reason to test*), so a total -4.
- if a unit has 1 enemy unit on the flank and 1 on the rear both in range: -1 for the unit on the flank (*at least 1 enemy element on the flank within 2BW*), -2 for the unit on the rear (*at least 1 enemy element on the rear within 2BW*), -2 for an enemy unit in range on the rear or the flank (*unit in range of or in contact with the rear or the flank*, applicable once for one of the 2 enemy units), -1 for an additional reason to test (the 2nd enemy unit in range), so a total of -6.
- if a unit has 2 enemy unit in range the rear: -4 for the first and an additional -1 for the 2nd unit (*an additional reason to test*), so a total -5.

Defending terrain, cover and fortification modifiers: How do fortification modifiers apply with defending terrain and cover?

Defending Terrain is when you are in contact and Cover is when you are under fire. Both depend on whichever unit is causing the morale test and how they are doing that. You can never have both at the same time and, in effect, +2 is the maximum you can get.

Fortifications add +1 to either of these if they apply or just +1. So, if you are fortified in the open you get +1. You only get +2 if you are fortified and in some kind of terrain or position. If you have a fortification on the edge of a stream this would be +2 if in contact (+1 for the fortification and +1 for the stream) but only +1 if you are fired at.

Applicable Modifiers	Unit under fire is			Unit in contact is		
	Infantry	Cavalry	Artillery	Infantry	Cavalry	Artillery
Defending terrain				+1	+1	+1
In cover	+1	+1	+1			
In fortification	+1		+1	+1		+1
Maximum Total*	+2	+1	+2	+2	+1	+2

*Depending on the applicable modifiers (cover, defending terrain).

MOVING TO CONTACT:

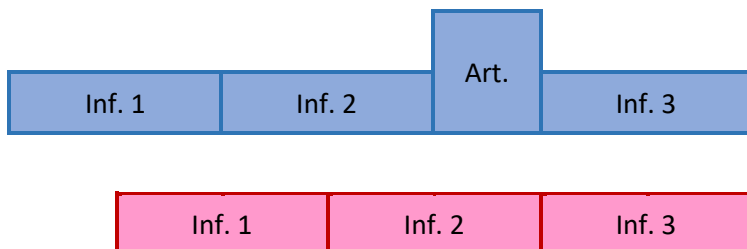
Can LH contact the front of a LC unit? (Both are light, but LC is regular).

No LH cannot contact the front of LC but they can get close and shoot them.

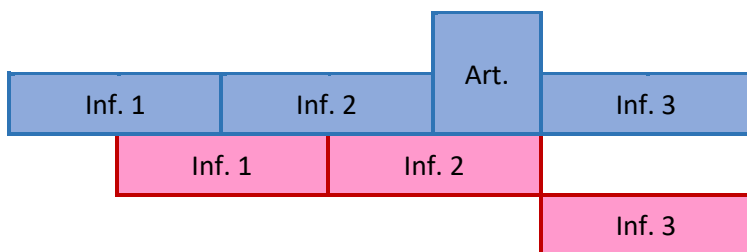
A unit doing a 2nd or subsequent move can't cause or be involved in a morale test. Does this mean a 2nd or subsequent move can't be used to move to contact?

No, a unit can't move into contact on a 2nd or more move.

Contacting an artillery unit in a line: Red units want to contact Blue units. How do you solve the conformation cases?

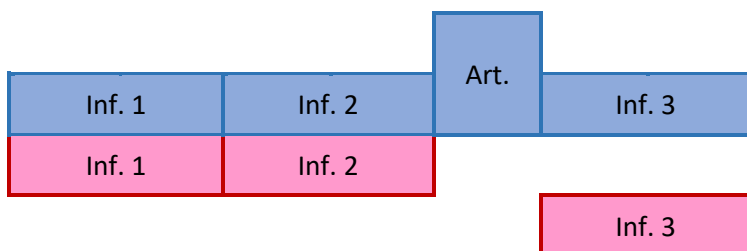


Red player wants his units 1 and 2 to go to contact to the blue artillery and infantry units.



In any cases, Red inf. 3 is causing blue inf. 3 to test its morale. It can't give a support to red inf. 2.

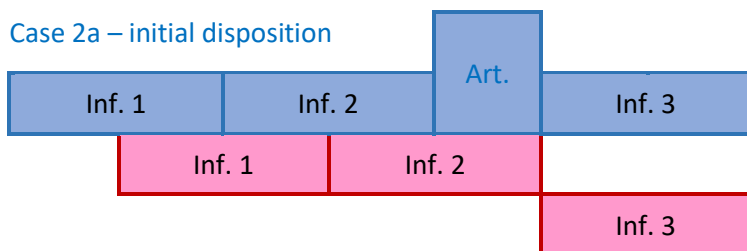
Case 1: Artillerymen shelter in a nearby infantry unit.



Red infantry units conform to blue infantry units, and red unit 3 causes Blue unit 3 to pass a morale test.

Case 2: Artillerymen stay in place. There are 2 possibilities, at the active player's choice (Red player), keeping in mind that one unit can be in contact with only one and that the Red player wants to contact artillery.

Case 2a – initial disposition



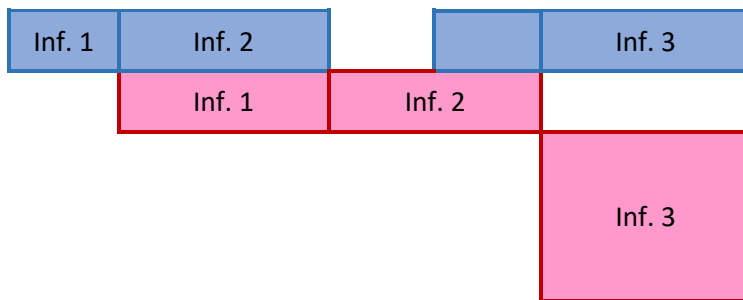
Case 2a – After conformation



Case2a:

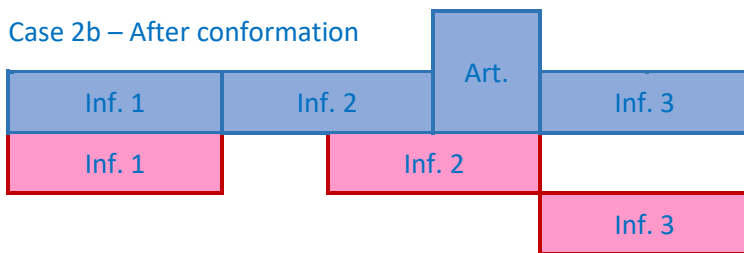
- Red inf. 2 contacts blue art.
- Red inf. 1 contacts blue inf. 2. Blue inf. 1 is giving flank support to blue inf. 2
- And so on if there are more units involved.

In that case, blue units conform to the red ones.



This can be an exception to the conformation rules: blue units, whether cavalry or artillery, conform to red units (normal conformation for cavalry units, exception if they are infantry)

Case 2b – After conformation



Case 2b:

- Red inf. 1 contacts blue 1
- Red inf. 2 is in contact with blue art and blue inf. 2 is giving flank support to blue art as red inf. 2 is overlapping its front.

If blue art. is destroyed, red inf. 2 conforms to blue inf. 2.

If blue and red units are cavalry units, normal conformation rules apply...

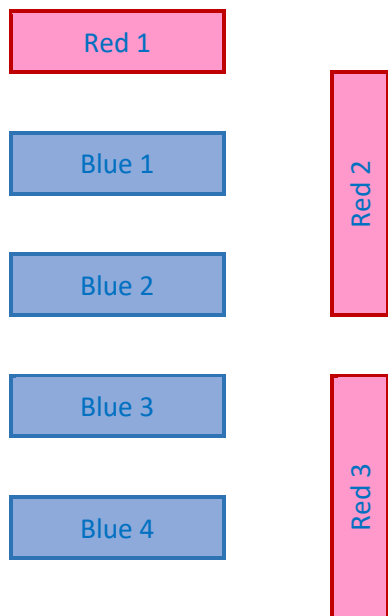
If Blue 2 is cavalry and Red 2 is infantry, as infantry can't contact cavalry, blue cavalry units is moved back ¼ BW. It can them move to contact on next blue player phase.

Moving into the flank a single unit. How does a unit contacted on its flank faces the enemy unit?

When contacted on the flank, the unit tests its morale applying the correct modifiers (-1, at least 1 enemy BW on the flank within 2BW, and -2 being contacted on the flank). During its next turn, the unit conforms to the enemy unit. This is automatic and doesn't require an action test.

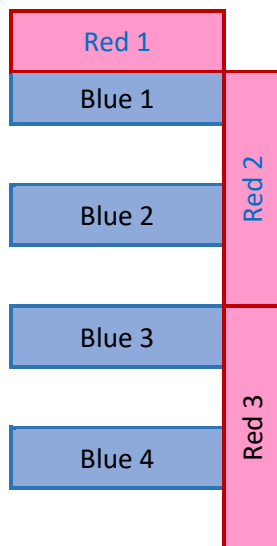
If the unit contacted on the flank is also in contact on its front, it can also do that but this requires an action test, with the -1 for a failed morale test if it is applicable. If it succeeds, it will be in contact on its front with the unit initially on the flank and under a flank attack by the unit previously on its front. In a matter of morale test, the flank factors will be the same as the unit initially on the front will be in range on the flank same (a total of -4: (-1, at least 1 enemy BW on the flank within 2BW, -2 being contacted on the flank, and -1 for another reason to test), but, while the 'flank' factors would be the same, if you choose to try to face another direction, it might be better for the unit because of the terrain or the unit types involved, etc.

Moving into the flank of the multiple units: how is solved the combat between Blue and Red units?



Red units want to contact blue units:

Red 1 contacts Blue 1 on its front. The 2 other red units contact blue units 1 and the units giving rear support.



In that case, red units 2 and 3 contact 2 blue unit each, preventing them to give rear support...

Red 1 and 2 would fight blue 1 but without support from the other blue units.

Red 3 would fight Blue 3 without support. The easiest way to do this is to take the morale test with the unit as they are. Blue 3 would count all the minuses for being attacked in the flank. If Blue 3 passes the morale test, then line it up with Red 3 with Blue 4 in support.

PURSUING

If a cavalry unit routs its opponent and pursues:

- if during this move, it contacts another enemy unit, when is the combat resolved?
- If it doesn't contact an enemy unit, does it pursue on subsequent turns until the pursuing test is a success?

Pursuing contact is resolved in the next opponent's phase. The pursuing unit will test and get the -1 for pursuing and any other modifiers that apply.

If a pursuing unit doesn't contact anything it just goes the full distance it rolled for pursuit and stops. The pursuit is over.

If a unit must withdraw behind support, it goes back as far as needed and there is space for it. So, if there are 5 lines, and no big space between them, the unit will go behind the 5th line. But if there is space for the unit to fit in it will stop there. So maybe if there is a gap between the 3rd and 4th line it will stop there. While doing this move, the distance can exceed the maximum movement allowed.

If a pursuing unit (Blue) contacts the unit (Red) that just broke off (so it contacts this unit on the rear), how is solved the combat?

If the pursuing unit contacts the unit that broke off, the following happens:

- In the following turn (the Red player turn), the unit that broke off cannot move as the breaking off counts as its move. Because it (Red unit) is not facing the pursuers (Blue unit), the pursuers do not take a morale test. In effect, nothing happens to these units.
- In the following turn (Blue player turn), the unit that broke off (Red unit) will have to take a morale test and it will get the minuses for having a unit in contact to its rear. If it fails and is still not routed, it will break off again & the pursuer will take another pursuit test. If the breaking off unit passes the morale test, it can turn to face the pursuer and a renewed combat will follow on the next turn.

If the pursuing unit contacts an enemy unit during the pursuit, the fighting will take place on the following turn, so the pursuing unit will test its morale, and not the contacted unit. How does the contacted unit react if it is a:

1. unit in line contacted on the flank
2. unit in march column contacted on the front (as a unit in march column changes to a line by facing towards its flank, except if it is IM)
3. unit in march column contacted on the flank

In all cases, the contacted unit is put into contact with the pursuer and in line. The contacted unit conforms to the pursuer even if it is foot and usually wouldn't do this. This is automatic and doesn't require a test.

If a limbered artillery is contacted by the pursuing unit, it makes a break off of one full move. If the pursuer is still in contact after that or if the break off is blocked by impassable terrain, the artillery is destroyed.

KILLING GENERAL:

Can the general choose to join a unit to reroll a morale test after the unit failed the first?

Yes, any General can join a single unit per turn to reroll a morale test after it has failed. This is the only thing a General rated as 0 can do.

The general die on a natural 2 or 3 or if the unit they reroll the morale for routs in the 2nd roll. If the unit fails its morale test (result of 4 to 7) and lose its last morale fail, the unit is destroyed, but in that case, the general is not killed

ARMY MORALE TEST

If a wing fails its morale test, all its remaining units are immediately removed from the game. If, with that fail, the army has lost half or more of its wings, when does it test its morale: immediately (the same turn the wing fails its test) or the next turn?

You should check Army morale immediately but I think it would also be OK to wait if you wish. Usually if at this point an army test seems appropriate, as it is likely the game is in effect over and so this can end it.