BARDITUS

GAME BASIS

Barditus is a wargame for two players to play ancient & medieval battles. Each player take role of an army commander.

Graphics are made taking account the players can use W1815 or Helsinki 1918 pieces for units and markers.

This rulebook is very early game test version and there might be problems in balancing and game play. But if you are interested to send feedback we will gladly receive and read your comments.

email: hannu.uusitalo@upgames.fi
facebook: U&P Games
BGG: hannu

Components

The game board is formed by the army cards. There are two type of cards: front line cards and rear line cards. The front line cards represent the combat units and the rear line cards are represents terrain and supports.

Unit cards and support cards contains slots for unit pieces and markers to mark the units and their status. The filled slots mark in initial setup positions for the unit pieces and markers.

Unfilled slots mark the positions where the pieces can be moved during the game play as an outcome of actions.

PREPARATIONS

Both players chooses four front line cards and four to six rear line cards. The total value of the cards cannot exceed **20 points**.

Battle setup

In the setup phase both players deploy their armies. Each army have four front line cards in a line and one rear line cards behind each front line card. The armies must be directly opposite each other. So at the end of setup process both players have 4 cards wide and 2 cards deep formation in the table.

At the beginning of the setup both players roll a die and the player with highest result begins the setup by deploying one cards. Then opponent deploys one card and the setup continues in turns until both have 8 cards in the table. If the player had more than 4 rear line cards the left overs are not used in the battle.

A unit pieces and markers are setup on the cards in each filled slots.

BATTLE

The battle is played in turn. The player who begun the deployment will take the first turn. A turn is divided in three phases:

1. Command points
2. General position
3. Orders
4. Morale

COMMAND POINTS

At the beginning of a turn the player rolls three dice and keeps the lowest and highest one. The player must allocate one die for commands and one for morale.

General leading at the front

The player may choose to put the commander in chief to lead the battle before rolling the dice. In that case the player ignores the lowest die result rather than the middle one. But if the two highest dice equals then the general is lost and in the further turns the player must always use the two lowest results.

General position

After the command points are thrown the player puts the command die onto the one of the four front line cards to mark the area where the general focus.

ORDERS

Orders are given one at the time and played immediately. At the beginning of the order the cost of the order is reduced from the command die. Each order is given for a single card (unit). Each card can be ordered maximum twice during a turn.

The orders for that cards (and supports) costs one command point, for the cards next to that cards two points and fir other three points.

The first orders for regular and veteran units cost one point less. I.e. the first order for regular or veteran unit where the general exists is free.

When an order is given for a front line unit it performs either a battle or a rally actions.

BATTLE ACTION

In the battle action the player counts the units on the ordered unit card on the position with **sword symbols**. The player rolls as many dice. The target unit card is the card front of the ordered unit. If that unit has no units left a card diagonally either side can be chosen (**flank attack**).

Each die which result is higher than the number of opponent units in places with **shield symbols**. A result of 1 always fails and 6 always success.

For each hit the opponent must do one of the following:

- Retreat: Move a unit on the card directly backwards to an empty slot.
- Destroyed pursued unit. A pursued unit cannot retreat and is destroyed if a hit is allocated to it.

- Destroyed: Remove a unit piece as a casualty from the play. Pursued units must be chosen before non-pursued unit is destroyed.

Pursuit

For each die result of six the player rolled one unit must pursue the opponent. That unit is put in the opponent card.

A pursued unit removes one attacking dice from the opponent when it is performing counter attack.

If the unit is pursuing from a card which contains opponent pursuing units one of the opponent pursued unit is destroyed for each pursue.

Counter attack

For each battle action (except a counter attack) the opponent make a counter attack. It is done as a battle action taking account the new values after the battle action which caused the counter attack.

Counter attacks are not done against flank attacks.

RALLY ACTION

In a rally action the player tries to regroup the unit back to the battle order. The player rolls a die for each unit piece which is either in an unfilled slot or pursued to the opponent card. With the following die result the unit piece can be moved back to a filled slot in the card.

Militia unit	5 +
Regular or warrior	4 +
Veteran	3+

OTHER RULES / CARDS

Pursuit

Units with pursuit ability gets one battle die also from each pursued unit.

Flanking

If a unit has flanking ability, it gets one additional die for flank attacks.

Reserve

Units moved from the reserve goes to a filled slot. The card cannot contain more unit than it has filled slots. Pursued units are not taken account, but those cannot return if they would exceed the limit.

Skirmishers

The morale test use same values than the rally test.

Woods

Units rallied from the woods goes to a filled slot.

Reserves

Using reserves requires an order and costs same than the order of the front card.

MORALE

At the beginning of the turn the phasing player checks if the army is broken. The army is broken if the sum of destroyed units and **disordered units** (units in a slot containing D symbol) is higher than the sum units in position with shield symbol and the die value allocated to morale. If the army is broken the opponent wins the battle.