

Combination Orders for Fantasy Warriors

Combination Orders allow a warchief to develop a more sophisticated battleplan, by using combinations of the Basic Order types. These orders allow the troops to react to pre-defined Targets and Objectives on the battlefield and are represented by flag counters displaying the colours of the orders that they combine (a special case is BREAKOUT, which combines two ATTACK orders- this counter shows a Red and Black flag for clarity). The warchief must note clearly on his battle plan the Target or Objective for each command whose orders require them, at the time these orders are issued.

A command or unit with a Combination Order is considered for most purposes to be governed by the first of the two order types they are following. Upon reaching the Target or achieving the Objective they will automatically switch to the second set of orders, without requiring a Battle Leader Test to do so.

Example 1. A unit with INTERCEPT (OPPOSE/ATTACK) orders is contacted by the enemy before reaching its Objective. When taking the Combat Test it is considered to be under OPPOSE orders and suffers a -1 penalty.

Example 2. A unit with STORM (ATTACK/ HOLD) orders engages an enemy that is blocking the path to its Target. During the combat it will add one die for every five dice rolled To Hit, as if it were on ATTACK orders.

Targets and Objectives

Units with Combination Orders will always seek to reach an Objective (battlefield location) or a Target (other figures). The order type determines whether an Objective or a Target is required.

Orders requiring an Objective	Orders requiring a Target
TAKE AND HOLD (OPPOSE/HOLD)	INTERCEPT/ REINFORCE (OPPOSE/ ATTACK)
STORM (ATTACK/ HOLD)	BREAK OUT/ DESTROY (ATTACK/ ATTACK)

Defining Objectives

An Objective is a predefined key point on the battlefield. This may be a single point on the battlefield such as a building or crossroads, although any single battlefield feature may also be selected as an Objective. Units will treat the nearest visible point of a linear feature and the centre of any other feature as it's Objective, unless an explicit and easily identifiable point has been specified.

E.g. "the top of the easternmost hill", "the far side of the river" and "the southwest corner of the stockade, on the inside" are all eligible Objectives.

It will usually be obvious by the nature of the Objective whether units in the command should attempt to contact it (e.g. standing stone, wall), enter it (building, forest) or stand over it (crossroads, hilltop)- in particular it is fair to assume that a unit will line up behind a wall or fortification Objective before changing orders. If there is likely to be any confusion this should be specified at the time the orders are issued. More than one command may be given the same Objective.

Achieving Objectives

- A unit that begins its movement in contact with its Objective must be in contact with the Objective at the end of its movement.
- An Objective may already be occupied by friendly troops, so that it may not accommodate any new arrivals
 - In this case the unit need not move into contact with the Objective, but is considered to have reached the Objective once it is within 3 inches either of the Objective itself, or of a friendly unit that has reached the same Objective.
- Where the Objective is occupied by an enemy the unit's reaction will depend upon its Orders (below).

Defining Targets

A Target is a predefined unit, troop type, personality or command. Units will attempt to reach the nearest visible Target, ignoring any other troops that meet the Target description. If an enemy Target is engaged in combat, you may choose to attempt the nearest unengaged Target instead.

Reaching a Target

- Each command with an enemy as a Target will attempt to seek out and destroy that Target. They may engage the Target as if they had ATTACK orders. Once contacted, the Target is considered to be reached.
- A command with friendly troops as a Target will attempt to reinforce the Target, providing a means for reserves to relieve a beleaguered force.
 - In this case the unit need not move into contact with the Target, but is considered to have reached the Target once it is within 3 inches either of the Target itself, or of a friendly unit that has reached the same Target.
- More than one command may be given the same Target.

TAKE AND HOLD (OPPOSE/HOLD)



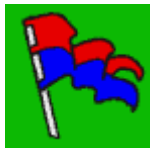
Use Take and Hold orders if you want your troops to achieve a set position on the battlefield and hold it against all enemy troops.

Units with TAKE AND HOLD orders:

- Must attempt to reach the Objective by the most direct or fastest route, but may avoid enemy units in doing so.
- Are considered to have OPPOSE orders for all other purposes and cannot engage the enemy.
- If there are unengaged enemy troops between the unit and the Objective, the unit may remain in place or use only a part of its movement allowance, but it may not move away from the Objective except to accommodate later arrivals.

Once all units in the command have achieved the Objective, the TAKE AND HOLD orders are immediately exchanged for normal HOLD orders. The command is then considered to have HOLD orders for all purposes.

STORM (ATTACK/HOLD)



Use Take and Hold orders if you want your troops to achieve a set position on the battlefield in the shortest possible time, with maximum force. Having achieved their Objective they will defend it until further orders are received.

Units with STORM orders:

- Must attempt to reach the Objective by the most direct or fastest route.
- Are considered to have ATTACK orders for all other purposes.
- If there are unengaged enemy troops between the unit and the Objective, the unit may either move around the enemy, or engage the enemy in combat.

Missile units with STORM orders:

- May remain in place or use only a part of its movement allowance if there are unengaged enemy troops between the unit and the Objective and within short range of their weapons.

Once all units in the command have achieved the Objective, the STORM orders are immediately exchanged for normal HOLD orders. The command is considered to have HOLD orders for all purposes.

INTERCEPT/ REINFORCE (OPPOSE/ ATTACK)



A unit with INTERCEPT or REINFORCE orders will attempt to manoeuvre on the battlefield until it is in a position to INTERCEPT a predefined enemy Target, or REINFORCE a specific friendly Target.

Units with INTERCEPT or REINFORCE orders:

- Must attempt to reach the nearest Target by the most direct or fastest route, but may avoid enemy units in doing so.
- Are considered to have OPPOSE orders for all other purposes and cannot move into contact with the enemy unless the enemy is their Target.
- If there are unengaged enemy troops between the unit and the Target, the unit may remain in place or use only a part of its movement allowance, but it may not move away from the Target.

If any unit in the command reaches an eligible Target, the INTERCEPT or REINFORCE orders are exchanged for normal ATTACK orders. The command is then considered to have ATTACK orders for all purposes.

If all eligible Targets are destroyed or leave the battlefield the INTERCEPT or REINFORCE orders are immediately exchanged for OPPOSE orders.

DESTROY/ BREAKOUT



Use DESTROY/ BREAK OUT orders if the Target is an enemy to be destroyed at all costs, or if critical friendly troops requires urgent reinforcements. The command will attempt to reach the Target in the shortest possible time, using maximum force to do so.

Units with DESTROY/ BREAK OUT orders:

- Must attempt to reach the Objective by the most direct or fastest route.
- Are considered to have ATTACK orders for all other purposes.
- If there are unengaged enemy troops between the unit and the Target, the unit may either move around the enemy, or engage the enemy in combat.

Missile units with DESTROY/ BREAK OUT orders:

- May remain in place or use only a part of its movement allowance if either the Target or any unengaged enemy troops that lie between the unit and the Target, are within short range of their weapons.

If any unit in the command makes contact with an eligible Target, the DESTROY/ BREAK OUT orders are immediately exchanged for ATTACK orders. The command is then considered to have ATTACK orders for all purposes.

If all eligible Targets are destroyed or leave the battlefield the DESTROY/ BREAK OUT orders are immediately exchanged for ATTACK orders.