

Term	Meaning
Active Player	The player holding the pack. Gets first choice of which combats to fight, and which file to fight first within a combat. Gets first choice of prompted action in each sub-phase.
<=	Less than or equal to So at 2BW is equal to and therefore also part of ≤2BW
>=	More than or equal to So at 2BW is equal to and there part of ≥2BW
Affected (by terrain)	Troops whose fighting is impaired by being in terrain. The penalty applies if <u>any</u> part of the base is in such terrain. If a rear rank it can only support if the front rank accepts the terrain affects. If it is not fighting ranks in front that are not partially in terrain do not suffer the effects.
Ahead of ...	All area ahead of the line extending the front edge of a file as seen from the base.
Align (for combat)	Shifting front bases of files by up to 1 BW to exactly align with the front bases of enemy files - all rear ranks follow and are not limited to the 1BW restriction, but may not move more than 2BW.
Allied Contingent	A command under an allied general that is not intrinsically part of the main army. Can be unreliable. Allowed allies are shown in the MeG army lists and may be of different nations or allies from the same nation built from the same list.
Ambushes	Ambush cards deployed on table with an UG no marked underneath with a sticky note or a blank if a bluff. Each player may place up to three of these.
Army Builder	Excel based application that allows you to create your armies using drop down menus. It has the point system, along with a calculation of PBS Map cards and Scouting Cards for the Pre-Battle System.
Army Commander	The main general in overall command of the entire army, with 1-3 Sub-Generals reporting to them. Can have a command of troops under direct control or be a Floating Army Commander, giving them greater capacity to support their sub-Generals if they are all Professional.
Badly Affected (by terrain)	Troops who are severely impaired by fighting in terrain - and one level worse in penalty that Affected. The penalty applies if any part of the base is in such terrain. If a rear rank it can only support if the front rank accepts the terrain affects. If it is not fighting ranks in front that are not partially in terrain do not suffer the effects.
Barricades	A characteristic covering all forms of fencing designed to give an advantage to the defender, and a permanent feature on a battlefield. Fortified camps have barricades all around. Troops with the barricade characteristic can deploy them across their frontage when deployed. Such troops must be deployed as the first TuGs after their camp is deployed. Battlewagons get the same benefits all round.
Block Move	A move of more than one UG where all UGs involved are at least in some partial edge contact with each other. Generals can do block moves of 2/3/4/5 TuGs for different grades of general from Mediocre to Legendary. Each TuG can push/pull a SuG with it - see TuG a SuG.
Break off	Moving back out of combat. Requires expensive cards and carries a risk of losses wherever a KaB is noted on the Prompted Action Table.
Broken	A TuG that has reached 50% losses and SuG that has reached 33% losses - stop fighting immediately but complete any firing if broken in the Shooting Phase.
Camelry	All troops mounted and intending to fight on camel-back. Less affected by certain types of desert terrain than Cavalry. Foot troops riding camels and dismounting to fight will have the dismounting characteristic.
Camp	The first item deployed for any army should it have one. Comprises 3 bases of 1BW front x 2BW depth, and deployed touching a player's rear table edge. A camp can be deployed as a single diorama 3BW x 2BW, but is treated as three bases if attacked. A camp can be charged but cannot be shot at.
Cavalry	All troops mounted and intending to fight on horseback. Foot troops riding horses and dismounting to fight will have the dismounting characteristic.
Characteristics	over 20 special characteristics which give troops their natural feel. The launch set is shown on the table on one of the A4 ref sheets and the latest version will be found on the www.thewargameszone.org website.
Charge	A move declared in the charge phase intended to end in contact with enemy. Can always include a wheel of up to 90° at the beginning. Can always shift 1/2 a base around friends or contact by 1 base to get through a gap. Must be able to reach their target when declared. If the target itself charges, countercharges or intercepts a charger may not reach its target. Potentially slowed by firing.
Charge Combat	File-to-File fighting in the charge phase.
Charging Lancer	Weapon type for troops with couched lances who depended on a powerful first impact for effect. Benefit from Shatter in most circumstances. Tend to want to use break off moves to charge again.

Claims	Individual +s accumulated for combat and compared to your opponents file-by-file to decide which combat dice to roll. Different claims apply to charge combat and melee combat.
Coloured	All Green, Yellow and Red cards.
Combat	A contiguous set of files that are In Combat. The active player gets to choose which combat to do first. Usually the order will not matter - the order of files matters more often.
Command	A set of TuGs and SuGs allocated to be under the direct control of a General at the end of deployment. Representing the Army Commander's choice of allocated tasks for his key sub-generals for that battle. Typically 2-6 UGs per general, but any number is allowed. Note: Commands can be colour coded easily with coloured sticky notes under the bases of generals and the UGs as well if required.
Command Cards	The cards in five colours used to simulate all command and control decisions through all phases. Essentially the part of the rules where you make your decisions as a general.
Competent	An average general with 3 cards per turn.
Countercharge	A charge response by an UG that is itself being charged. Does not contact enemy but is moved BEFORE charges are moved.
Death Dice	The dice in five colours used to simulate the effects of all shooting and fighting. These dice are used to evaluate most of the consequences of your choices and results can be read from them directly.
Defender	The player who is invaded and gets to choose territory type and starting square on the PBS map. Deploys first if there is no outscouting.
Desertion	An effect on an Unreliable ally if they draw all black cards (including at first draw). Gives the enemy a KaB on each UG in the allied command each time it occurs. The risk stops once the ally becomes reliable.
Devastating Chargers	Troops with a particularly ferocious charge that can be on foot or mounted. Gives bonuses in charge combat if 2 deep at first contact. Generally benefits from Shatter.
Directly Ahead	All area ahead of the line extending the front edge of a file and <u>also</u> within the area between the two lines extending the side edges of the base, all as seen from the base facing frontally.
Discard	Throwing away a card rather than passing or making an action. Often a good use for black cards.
Dispersion	The fragmentation and dissipation of SuGs when contacted in good going by any TuG. Happens at the beginning of charge combat with SuGs being removed and lost.
Displacement	The shunting of an UG in any direction up to 1BW to make room for another UG to complete a move: usually SuGs being displaced to allow TuGs to move, but also friendly TuGs to allow troops to align for combat.
Downgrade	Moving a card or dice down a colour level. The best is always Red and then Yellow, Green, White, and finally Black.
Feigned Flight	Characteristic representing the ability of some troops to bluff and cause enemy to charge them. Generally a mounted tactic much used by Mongols and Arabic armies.
Flank March	Up to 4 UGs with a general sent around the right or left flank of the battlefield, or both. Kept off-table until they arrive after accumulating the necessary number of RED cards, with the general being placed next to the camp with the relevant flank march card underneath to signify which flank it is on. Cards are dealt face upwards until arrival.
Flank/rear	The area behind the line extending the front of the edge of a file. Always judged file-on-file to determine who can claim any bonus in charge combat. Lesser bonuses apply in Melee Combat if the opposing player has not turned bases to face such that a file is still in contact with a side edge.
Flexibles	Mounted, Foot and Camps that have alternative formation options. Foot can be Close or Loose, Mounted Loose or Skirmish, and Camps fortified when invaded but mobile when invading.
Floating	A Professional Army Commander who does not control troops directly, but instead gifts his cards to his Sub-Generals, thereby allowing them great capacity to command and himself great capacity to vary the part of the battlefield with the most cards.
Forced Charges	Charges that must be declared unless cards are spent to stop them. Charging Lancers, Devastating Chargers and Battle Chariots generally have forced charges when within 3BW of enemy in the open.
Free Charges	Charges that do not need cards. Available to most TuGs who do not have missile weapons when within 1BW of enemy. Those with missile weapons usually need to prompt a charge.

Free Reign	Happens after any player has passed twice in a phase. That player may no longer prompt actions and the opposing player can now do what they want with the rest of their cards. Show a first pass by putting a card from the discard pile face up next to your camp.
General	One of the 2-4 senior commanders in your army, whose decisions you are making on the tabletop. In practice there would be 10-15 more junior "generals" in a battle and these would be commanding individual TuGs and SuGs. There is no need to represent these in the rules, but players may choose to represent them as one base within their UGs for artistic effect.
Giftng	The process of an Army Commander passing cards to their Sub-Generals in the Card Phase. Only available for Professional Army Commanders to give cards to Professional non-Allied sub-Generals. Most effective when the Army Commander is floating.
Good Going	All parts of the battlefield without terrain and unterrained slopes. Certain terrain also counts as good going to certain troops.
Instinctive	A type of General (as against Professional). These have learned their trade on the job and are not part of a formal command structure. Must play with the cards they draw.
Intercept	A charge response by an UG that is NOT itself being charged, but wishes to advance to get in the way of an enemy charge. Does not contact enemy but is moved BEFORE charges are moved.
Invader	The player who starts the game active, but in doing so gives the other player choice of initial PBS map position.
Joining friends	A "lock to grid" effect to allow moving troops to form a block with friends. Always allowed up to 1/2BW when moving close to friends under the Universal 1/2BW shift rule.
Kill	A skull result on a dice, or a second wound. Removes the base against which the dice has been rolled. If using individual figures remove 2 skirmishers or 4 others.
Kill a Base	Simple test using the Death Dice that your opponent claims anytime a) there is an effect on an UG that might cause a drop in morale, or b) a general that might be at risk. The colour of dice used reflects the quality of the UG or general being tested.
Legendary	The top type of general with 5 cards per turn. Only possible as for an Army Commander.
Mediocre	The poorest generals with only 2 cards a turn. Something of a liability if given more than a very basic task.
Melee Combat	File-to-File fighting in the Melee phase.
Mounted Foot	Foot troops with the dismounting characteristic. Always fight as foot but Combat Shy if not dismounted by cards. Duplicate mounted bases are needed.
Moves While in Melee	MF1 and MF2 moves on the Prompted Action Table. An UG can make as many of these as cards allow.
Non-coloured	All White and Black cards.
Out of Combat	All UGs who do not have at least one base in contact with an enemy front edge such that they will fight file-to-file in melee combat.
Passng	Choosing not to play a card and prompt an action - a player may do this <u>once</u> in a phase and still carry on prompting actions thereafter, but if they pass <u>twice</u> then they may not prompt further and the opposing player has Free Reign.
Passng through	An UG moving through a friendly UG. At times creates KaB tests on those passed through and/or those passing through.
Phase	The six individual parts of a turn covering charging, shooting, melee etc.
Pre-Battle System	The set up system for a battle.
Press Forward	Movement of files forward by up to 1BW beyond the point of the UGs first contact with enemy to create further contacts with enemy. Not that even if a file is halted by being contacted others may press forward and files with enemy within 1 BW of their most forward fighting file can always charge and make contact.
Professional	One type of General (as against Instinctive), trained in formal command structures and typical full-time soldiers. Have benefits in command range and the ability to gift and receive cards.
Prompted Action	All the actions that can be triggered by the playing of cards. All can be done as single UG or Block Moves.
Prompted Action Table	The main table on the QRS which is used to make all your tactical decisions. The page where you play at being a general commanding the battle.
Prompted Charges	All charges needing cards to be triggered.
Promptng through Fire	Spending of cards to recover movement speed lost from enemy shooting or KaB tests. Applies for chargers, charge responses or movement as long as a general is within 4BW.

Pursuits	Chasing of broken troops who make a rout move. Compulsory for some types, such Charging Lancers, but optional for others. Can be controlled and partially stopped through use of cards.
QRS	The folded A3 quick reference sheet which has everything for the turn sequence and movement on the outside and can be reversed to show everything needed for shooting and combat on the inner pages.
Recovering Wounds	Use of cards in the End of Turn phase to remove wounds from UGs.
Routs	First and only move by broken troops, soon after which they are removed from the battlefield. Has a variable move dice roll.
Run Away Move	A charge response where troops make a fleeting shot and move way from chargers as far as possible. Has a variable movement distance and shooting is downgraded on dice level.
S	Special result on the dice which gives slowing effects from fire, shatter and shove effect in combat. Also use for a few other special effects (e.g. artillery when firing or expendables when in charge combat).
Sacked Camp	A camp that has lost 1.5 of its 3 bases. Causes KaBs for sacked camp in the End of Turn phase.
Shatter	Special effect in charge combat for certain troops that gives a +2 claim to adjacent files. Occurs with a skull or S result, unless facing something that cancels it out.
Shieldwall	A characteristic which at times cancels our Shatter and Shove results fro S results on Death Dice.
Shift	A shunt of an UG directly sideways at no movement cost (i.e. do not measure the shift itself). Can be 1/2 BW in most moves to avoid certain things, and can be 1BW as part of a Move and Shift prompted action. The shift can be place at any point in a move.
Shove	Special effect in all combat for certain troops that gives a +1 to adjacent files. Occurs with a skull or S result unless facing something that cancels it out.
Skirmish Move	A charge response by an UG where the troops sacrifice some distance in order to pour as much fire as possible onto charging troops.
Skirmishers	All troops operating in an open and thin formation. All SuGs and mounted flexibles when operating in skirmish formation.
Slowing Effect of Fire	Reduction in movement speed caused by shooting that can be regained by generals prompting through fire. Calculated by comparing total hits (skull, wound and S) to the frontage of the target UG.
Stand	Staying in position to receive a charge - either by choice if you had the option to Run Away or Skirmish, or compulsory.
Sub-Generals	The 1-3 senior generals reporting to the Army Commander. Can be allies and therefore potentially unreliable.
Sub-Phase	Individual line items within in the detailed turn sequence. Important to follow in order for some game mechanisms to function as intended. Referred to in the rules as SPX.X
SuG	Skirmish Unit Group: A group of individual units of skirmishers bundled together into a single mass for the purposes of a battle. In reality would be under a junior general of some type. Used to harass and slow the enemy and to protect your own troops for similar effects.
Supporting File	A file next to a file that is fighting and gives an additional dice one lower level than it would have if fighting the enemy file frontally.
Talented	Above average general with 4 cards per turn.
TuG	Tactical Unit Group: A group of individual units of main battle troops bundled together in a single mass for the purposes of a battle. Expected to carry the main fight to the enemy, carry out the main tactical moves and make the decisive blows.
TuG a SuG	A move where a TuG pushes or pulls a single SuG with it as long that SuG us entirely within 3BW of the TuG. Can be done as part of a single TuG move or a Block Move.
Turn	A complete sequence from dealing cards back to replenishing cards. A single player is Active throughout a turn. A game is typically 5-8 turns.
Turn Sequence	The entire sequence of a turn comprising 6 phases and 24 sub-phases. The order is important and referred to often in the rules as Turn Sequence SPX.X.
Unit Group/UG	General term for all TuGs and SuGs.
Universal ½ BW Shift	An overriding rule allow UGs to shift up 1/2 BW to get around friends, form blocks with them, avoid terrain or table edges. But not enemy!
Unreliable	An ally that gets no coloured cards at first deal (i.e. draws all white or black). Only becomes reliable again when it draws a red card (or a yellow if it has been attacked). Makes no moves other than moves in combat and fights as Combat Shy until reliable again. Vulnerable and useless when unreliable
Upgrade	Moving a card up a colour level or moving a dice up a level.
Variable Move	Random increase or decrease in movement distance when making a Run Away, Skirmish or Rout Move.
Within XXX	At that distance or nearer

Wounds	A "half kill" if using bases, or 1/2 figures of skirmishers/others if using individual figures.
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