

To give an army its character from its historical counterpart a list may have Army Traits. These are special rules that apply only to that army and may supersede core rules. Army traits are mandatory unless the list notes provide a caveat. A trait may have an associated cost that must be added in the army builder

Allied troops share common traits with the main army. Allies do not have access to traits from their own list, unless specified in the allies' section of the army list.

AMBUSHERS!

An Army with this trait can make twice as many Ambushes as normally would be allowed. You can ambush with up to 6 TUGs

All the Ambush rules apply (9.10, B)

You may wish to use playing cards with the corresponding UG number, and Jokers for bluffs.

CHEQUERBOARD

To qualify for being in Chequerboard TUGs must be touching front corner to rear corner with another TUG in the same command. In addition, the side edges of those corners in contact need to be a straight line

TUGs can be in chequerboard with one or more other TUGs.

A MOVING PHASE

Close infantry in an Army with this trait can only make 'Block moves' using Chequerboard.

B SHOOTING PHASE

During the Shooting phase, those TUGs qualifying for Chequerboard may treat their front edge as it were level with the TUG whose rear corner it is touching.

Determining Arc of fire and all shooting to and from this TUG, use this extended front edge

C CHARGE PHASE

During the Charge phase (C4) TUGs qualifying for Chequerboard can make an "Advance into Block",

- A 1BW advance directly forward.

- Does not need a card.
- Does not count as if the TUG were charging

The advance forward can only be made if –

- There are no enemy or friendly bases in the area it would move into.
- There is no impassable terrain blocking the route.

E DRIVE BACKS

While qualifying for Chequerboard TUGs benefit from a -1 modifier when being Driven Back. This applies both in the Shooting Phase and the Charge Phase. In the Charge phase the claim is determined from the TUGs starting position

F END OF TURN PHASE

In the **END OF TURN PHASE** armies with this characteristic can rally wounds using the **REAR SUPPORT** mechanism.

Chequerboard range for **REAR SUPPORT** is 3BW

DOMICILED

An army with this trait always defends.

- During Step 1 of the PBS do not throw a die.
- Your opponent still dices for **STRATEGIC INTERCEPT** purpose
- If both armies are **DOMICILED**, then dice as normal during Step 1 of the PBS

FORCED MARCH

TUGs in an army with this trait can perform a **WHITE** move, after scouting moves, but before any other moves.

FORLORN HOPE

Before the game designate one foot TUG as the Forlorn Hope

- The Forlorn Hope can make a double move directly forward prior to game starting.

If both players have a Forlorn Hope or Scouts the defenders does the first pre-game move, then alternate.

FORTIFIED CAMP

An army with this trait can deploy a fortified camp.

LEAD FROM THE FRONT

All non-allied Generals in an army with trait have the following rules –

- A General must be always with a unit.
- A General may only move away to another unit if the unit he is with breaks
- If a General is with a unit in combat, he must fight in front rank.
- Generals confer a combat claim as if they are **LEGENDARY**.
- When the General is subject to a KAB they test with a colour one worse than they would normally (max RED)

LITTORAL ARRIVAL

An Army with this trait can flank march on a Deep-Water secure flank. The inner edge of the Deep-Water feature is treated at the edge of the table for arrival purpose.

Normal flank marching rules apply (9.10, A). The only exception being the flank march arrives on 2 REDs

It would be a good idea to provide a small flotilla of vessels that can be deployed after the troops have moved onto the table. They serve no game purpose but would indicate where the troops arrived from

GREAT MEN

The Army Commander from an army with this trait can rally off 1 wound from non-allied troops without playing a card.

- The TUG within double command range
- The TUG must be in line of sight

This rally happens during the End of Turn phase (6.1).

INSPIRING LEADER

- **INSPIRING LEADERS** are **GREAT MEN**
- **INSPIRING LEADERS** automatically rally off one wound from the unit he is with, during the End of Turn phase (6.1)
- **INSPIRING LEADERS** can gift cards to reliable ally generals as if they were Sub Generals. You can only gift in this way after their reliability has been determined.

MOBILE CAMP

An army with this characteristic can deploy a mobile camp.

NATIVE SETTLEMENT

When defending the camp is **FORTIFIED**

If defending an army with this characteristic can choose to deploy its camp in/on a non-impassable terrain feature anywhere in its deployment zone. Normal rules for camp placement do not apply.

If the camp is placed in this way, treat the terrain feature as if surrounded by **BARRICADES**.

If there is sufficient room in the terrain after placing the camp, it can be defended by troops. The camp itself becomes unfortified if this option is taken.

If the Native Settlement is sacked, then every TUG takes 2 KAB tests instead of 1!

NO CAMP

An army with this characteristic -

- When attacking does not deploy a camp.
- When defending deploys a mobile camp.

RASH GENERALS

One or more Generals can be declared as a Rash Generals. This can also be specified by an army list.

- If a **RASH GENERAL** is with a unit in combat, he must fight in front rank.
- **RASH GENERALS** can never use cards to cancel Pursuits.
- **RASH GENERALS** confer a combat claim as if they are **LEGENDARY**.
- When a **RASH GENERAL** is subject to a KAB they test with a colour one worse than they would normally (max RED).

SACRED GROUND

If defending, an army with this characteristic classifies its camp as **SUPERIOR FORTIFIED**.

If the **SACRED GROUND** is sacked, then every TUG takes 2 KAB tests instead of 1!

SHORE BOMBARDMENT

If an army with this trait has Deep Water on a flank, then it can utilise **SHORE BOMBARDMENT** -

It swaps one of its artillery batteries for naval support

- Fires as if a 3-gun artillery TUG of the same type it was exchanged for
- Fires from anywhere along the Deep-Water flank.
- Ranges are measured from the table edge itself.
- If both armies have **SHORE BOMBARDMENT**, then neither army receives the benefit

WELL-DRILLED

In the **END OF TURN PHASE** armies with this characteristic can rally wounds using the **REAR SUPPORT** mechanism

Well-drilled range for **REAR SUPPORT** is **6BW**

INSPIRATIONAL ICON

Hideyoshi Thousand Gourd, Nobunagas Red Umbrella, Tokugawas Golden Fan & Ottoman Sacred Standard

INSPIRATIONAL ICON may rally one wound of any unit for free in the **END OF TURN PHASE** for any unit within command range from the Army Commander.