

Approach, Attack, and Shooting Tactics



Units move in some order at Steady Gait. Allows units to use a Steady Attack if they have one. Order may last indefinitely, until halted.



Units move in some order at Quick Gait. Units may not use a Steady Attack, but may use a Quick Attack if they have one. Lasts only for 2 turns; on 3rd must draw card- if TBS result is higher than Ward Commander's Forwardness, then approach becomes Piecemeal. Turn 4 and after, ward may only make Piecemeal approaches.



Units move in disorder at a Steady Gait. Units may only use Tired Attacks. This approach may be used at any time even if the Ward has no other Approaches left. Lasts indefinitely, until halted, after which it may be regenerated at no further penalty.



Units move in some order away from enemy at Steady Gait. Lasts one turn, after which Ward must halt facing enemy (free turn around), After using this, Ward may initiate any sort of other orders.



Units move in disorder at a Quick Gait towards friendly board edge. Lasts until Ward has exited board.



Units move in order at a Quick Gait entering or moving on the board. Lasts indefinitely. Users may not knowingly close to within 18" of enemy. All approaches may be used after a march, but no quick attacks.



Units move at Steady gait. Units may close into close contact and melee. Move lasts only two turns, after which it becomes a Tired Attack. Leave in place as long as at least 1 unit in ward has not received a loss result in Handstrokes.



Units move in some order at Quick Gait. Units may close into close contact and melee. Move lasts only one turn, after which it becomes a Tired Attack. Remove after first round of combat.



Units move in poor order at Steady Gait. Units may close into close contact and melee. Move lasts two turns, after which Ward must halt for a turn before using it again.



Units fire heavy arrows in low trajectory aimed fire at close range. Discard after use.



Units fire heavy arrows in low trajectory aimed fire at close range. Better than the regular sheaf attack, due to the sense of timing of the more experienced Ward commander. Discard after use.



Units fire lighter arrows in high trajectory clout (area) fire at long range. Discard after use.



Units fire lighter arrows in high trajectory clout (area) fire at long range. Better than the regular sheaf attack, due to the sense of timing of the more experienced Ward commander. Discard after use.