

VETERAN RULESET

1. Veteran ruleset introduces unit strength, making the combat less streamlined but increases realism. This seemingly small change introduces many variables and combat with dice + cards. It requires much more tactical and strategic planning, is more punishing if you don't have plan A because the roll of the dice and combat card play creates more unpredictability. Veteran ruleset is for experienced gamers, wargamers will still understand it in 5 minutes. One of the design guidelines we tried to follow is simplicity in rules, depth in gameplay. It is definitely a brain burner and creates a lot of tension.
2. Expert ruleset just adds several additional rules on top of the Veteran ruleset. For example adding strength reduction for wounded units. The biggest change is new resource added to the game (command points). Command points are the maximum amount of units you can give orders to in one turn and they are gained by building roads and military buildings.

MULTIVERSE WAR

Game by Jasen Lakic

Art by Stanislav Sherbakov & Maciej Janik

2-4 Players 90-240 minutes

Multiverse War is a 4X, area control/character progression/wargame where players conscript armies, recruit powerful heroes, explore the new lands and battle for better strategic positions to secure more space for development.

Storyline

The Stone Portal was found on land disputed by two great empires. We all heard the legends about the Portal and incredible riches in lands beyond it. Hunger for power pushed both leaders to conscript huge armies, find allies and head for the Portal, trying to control it. After an extended war it became clear there was no other choice but to cooperate and share the Portal's secrets. Each leader still made plans of his own, each leader dreamed of having the Stone Portal only for himself because, knowledge is power after all. You are a Viceroy chosen by the Emperor, may he live forever, to explore the lands beyond the Stone Portal and expand the borders of the Empire. Lead the first expedition into the unknown, show that you are worthy of your Emperor's trust!

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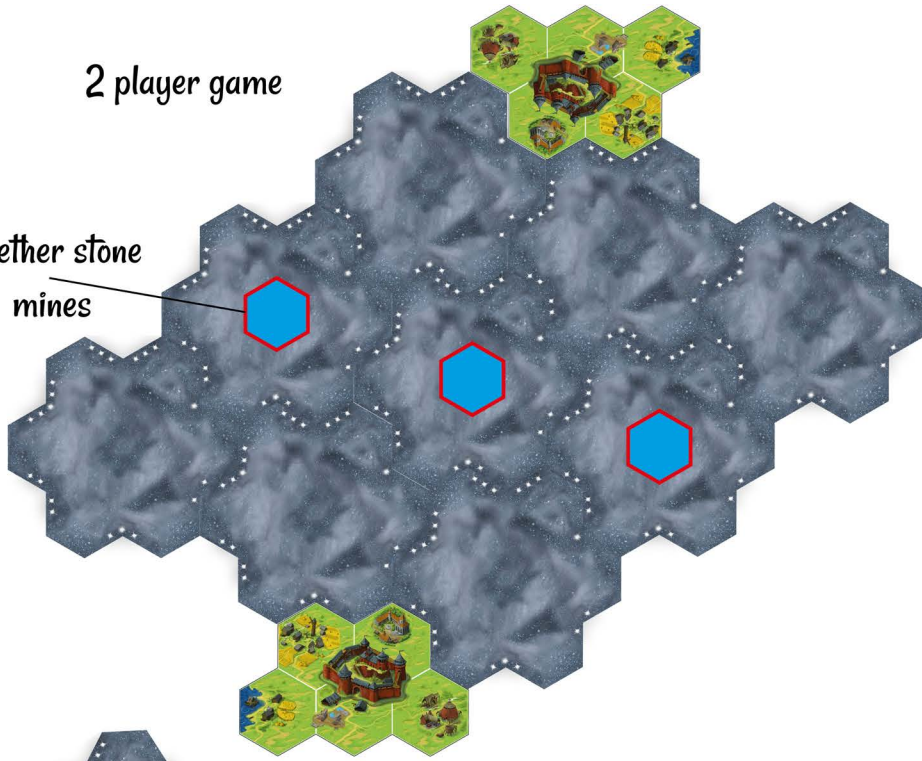
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Glossary

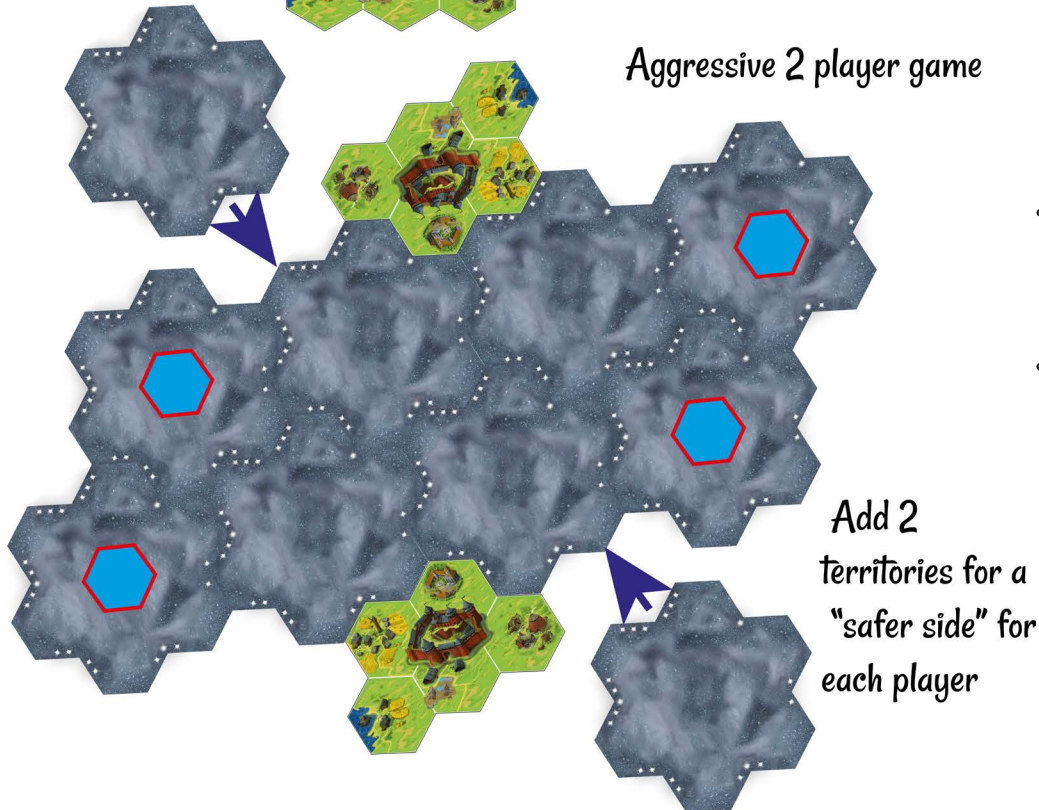
AP:	Action points
S:	Strength
HP:	Hit points
DMG:	Damage
HEX:	1 hexagonal tile on board element
LOS:	Line of Sight (default is 2 hexes)
LVL:	Level
VP:	Victory points
TRUMP:	Trumping unit hits first in combat
TACTICAL:	Number of unit special abilities you can use per turn

2 player game

Aether stone
mines

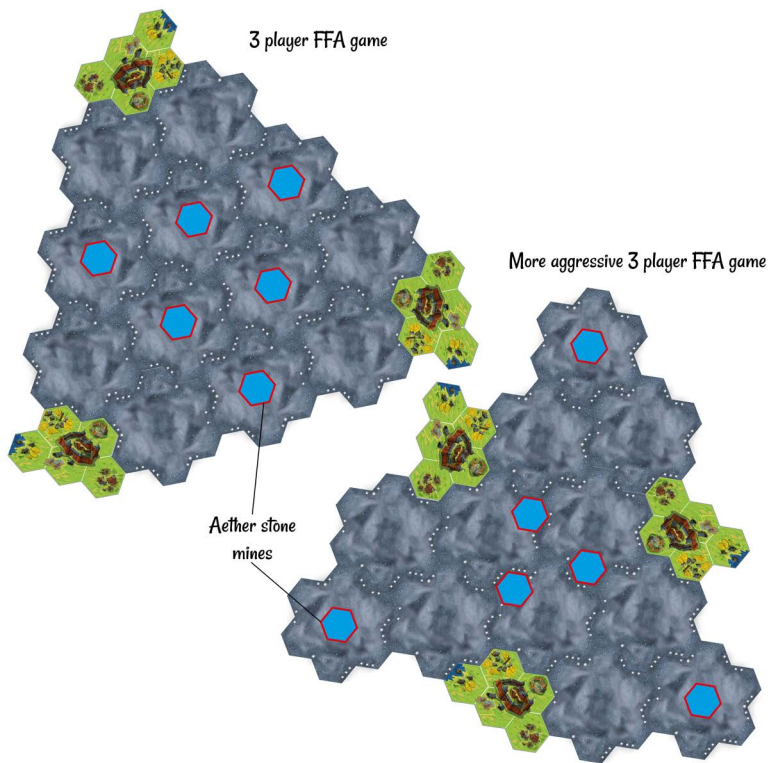


Aggressive 2 player game



Add 2
territories for a
"safer side" for
each player

- All map configurations here are recommended as attempts to balance out the game.
- We encourage you to try out many different maps, we created a system we plan on improving constantly.
- The beauty of modularity is that we can adapt it to all kinds of game scenarios, like a 2 vs 1 or 3vs 1 game, siege scenarios or similar...there is no limit.
- We want to create an online tool, making modding of the game very easy. All graphic design elements will be accessible to anyone who bought the game so you will be able to create your own heroes, factions, worlds, adventures...
- We will be giving awards each year for most popular scenarios or mods created.
- This is our big project, we have absolute intention to continue supporting and developing it.



Veteran Game Components

*Use the side with  for veteran game *

Starting the Game

First Turn

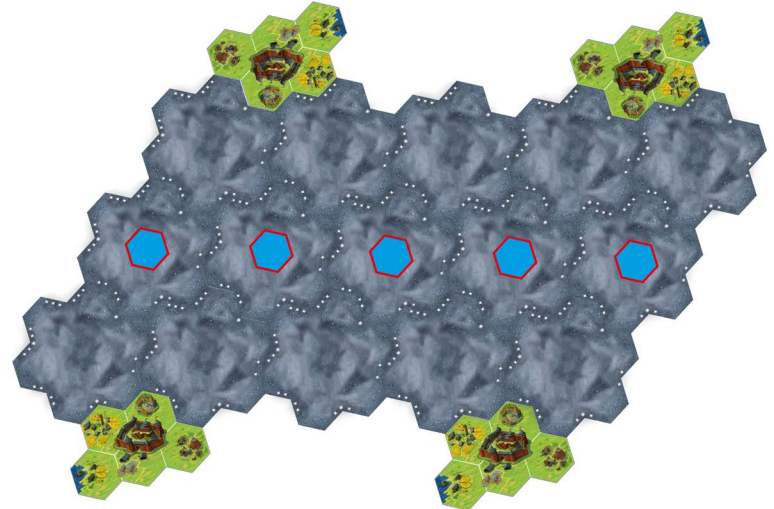
1. *Revenue phase:* Each player begins with 9 gold for the first turn.
2. *Build phase:* At the start, players can only recruit units or heroes in this phase.
3. *Action phase:* Move your starting units to begin revealing unexplored neighboring territories.

Each player takes revenue and builds at the same time, only the action phase is not simultaneous.
In duel games, the player who is 2nd in action phase constructs first in case of Builder conflict.


Builder conflict means Builders are standing so close that if one constructs a building it will block the other constructing it due to the zone of influence rules.

Standard 4 player team game setup




Place the starting settlements any way you want for variety
Team up in any way you want, map setup is well balanced
even for cross teams




Map Exploration

- Each unit has AP (action points or ) . You can see your unit's AP on unit cards or on the battle track or quick reference sheet.
- To reveal an unexplored territory you must have a unit adjacent to it and spend 1 action point to reveal it. You flip the territory face up, roll a dice and turn the side with that number towards the explorer's unit side.

Unit Movement

- Units spend action points to enter a hex or attack.
- The number of action points required to enter a hex can be found on your quick reference sheet .
(1  for grassland and 2  for all other terrain)
- You cannot do an attack move if you don't have enough action points to enter the enemy unit hex.
- All ranged attacks cost 1  .
- Action point cost on terrain is also visible on your quick reference sheet.

ROLL ALL 6 COMBAT DICE

First player is the one with more  rolled, player order is in clockwise direction.

Announce which unit explores which territory

The player to your right says a number (1-6). In this case, 6.



Rotate the territory so its side is turned towards the exploring unit's side.


Flip the territory so that its side is turned towards the exploring unit's side.



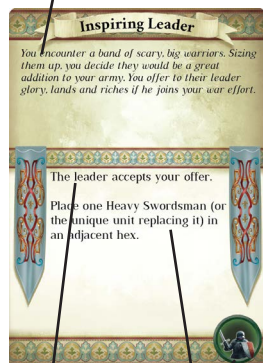
Adventure token: place on the adventure hex (image 4) you discover when revealing the unexplored territories.

Adventure Cards & Encounters

Each time you explore an adventure hex, draw a card.

- If you are successful in your adventure, apply the reward and discard the card to the discard pile. Remove  too.
- If you are unsuccessful, return to the hex you came from, assuming you survive. Discard the card to the discard pile at the end of the turn.
- Once the adventure deck is empty, take the discard pile and shuffle the cards again to form a new adventure deck.

Story







Resolution

Reward

5

Unit Actions

- You can activate each unit on the game board during the action phase of your turn.
- There are 5 possible unit actions:
 - Move unit (more details below)
 - Explore adjacent territory
 - Shoot
 - Activate ability
 - Rest unit
- First 3 actions require actions points () to be done.
- Activating an ability requires  only when it is specified in the special ability description.
- Resting a unit means you spend no  with that unit during the action phase.
- Rest** = you can decide to take no actions with a unit this turn. In case your unit is damaged, to show you want to rest it just turn the wound token on the heal side () if you did no actions with it this turn. At the start of the action phase in your next turn, remove up to 2 wound tokens from your unit.
- You must start an attack or explore events/territories from an unoccupied hex.
- Attacking an enemy or exploring an adventure hex always ends your unit's action phase, unless specified by the unit's special ability.
- Only a Builder can occupy the same hex as another military unit.




Attack Move:

Move into a hex occupied by an enemy unit (melee unit attack).




Swap Move (2 units swap positions):


possible if both units have enough  to complete their movement.



Shoot:

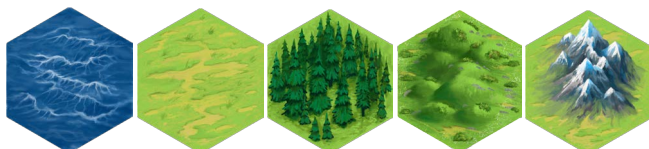
Attacking with a ranged unit always costs 1 .



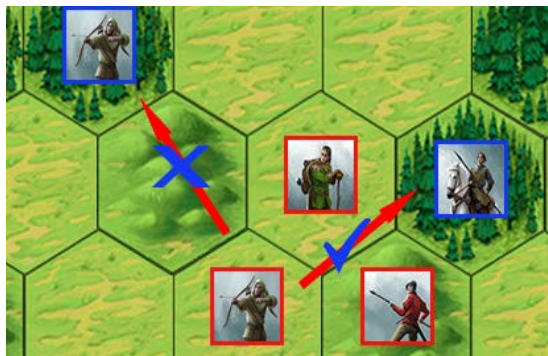
Siege weapons must set up prior to shooting (setting up costs 1 .

Fog of war concept: line of sight (LOS) rules:

- When you identify an enemy unit he turns it face up for all players to see. Once he is out of your LOS he flips the unit back towards him so only he can see it.
- All units and buildings have a LOS of 2 hexes (identify units or buildings 2 hexes away).
- A unit cannot see over higher terrain (Except Scouts, they can see through or in the forest).
- Enemy unit in a forest can be identified only by moving your unit to the adjacent hex (with the exception of Tribal Scout).
- Terrain height from lowest to highest: grassland, forest, hill, mountain. You cannot see across hills even if you are standing on a hill.



Terrain:	Water	Grassland	Forest	Hills	Mountain
Elevation:	0	0	1	2	3



As a red player, even though the enemy target is in your LOS, YOU CANNOT SHOOT AT THAT ENEMY UNIT if it's not identified by a friendly (your or your ally's) unit. In this example the red player can shoot at the blue horseman since he is revealed by the red Tribal Scout or Pikeman. Also in this example: Your Archer cannot shoot at the blue Archer in the forest because the hill between them breaks your Archer's line of sight (LOS).

A hex is in the LOS if you can draw a straight line from the center of your unit's hex to the center of the hex your unit is looking to without crossing higher terrain.

Buildings

- A building repairs after 1 FULL TURN (if it was damaged during your action phase, it will repair for 1 at start of your action phase next turn).
- Settlement and Fortresses have 5 health and always repair 1 damage per turn.
- FORTRESSES REQUIRE 1 FULL TURN TO CONSTRUCT (it is completed BEFORE the revenue phase next turn). Builder must stay on the construction site for 1 turn. It is destroyed if the Builder working on it is killed.
- Units in a building cannot be attacked but if a building is destroyed all units inside die.
- If there is a unit in a building, that unit will fight & retaliate following the usual combat rules and battle initiative.
- Buildings can be upgraded to Age 2 with a Builder (can be done in the same turn when constructed).



Example Above:

- Siege Workshop cannot be constructed because of:
 - position 1: the unexplored hexes above
 - position 2: the unexplored adventure bellow
- It can be constructed in position 3 because it is not adjacent to unexplored hexes or adventures and it follows the zones rule (see next page for more detail).
- Guard Towers can be constructed at position 4 because the only rule for Guard Towers is the zones rule.

Builders & Tile Improvements

- Builders cannot be attacked by ranged units if they are in the same hex as a military unit. They die if the unit is killed in melee fight. Builder can also build a road, reducing unit's movement speed to 1 on hexes like forest or a hill.
- Road cost = unit movement cost on that hex paid in gold.
- Each building or road constructed advances you on a builder experience track.
- Units gain 1 action point if they use all default action points for moving on the road. Default AP are marked on the unit cards & the unit battle track sheet (All buildings and Settlements are considered crossroads in all directions).
- If your building is connected to your settlement by a road you improve your supply lines. (Gain +1 gold per turn for each building connected to your settlement.)
- Builder can chop forests as well, he gains 3 gold for each forest he chops. After chopping a forest you place a grassland token on that hex.



Valid and invalid roads:
 Roads have to be continuous (placed both on the hex from which you move and the hex unto which you move) but also uninterrupted.
 Image 2: even though there are roads on adjacent tiles (the grassland and the hill) both ways movement doesn't count as road movement because the road is interrupted.
 Image 1: one part of the road goes into mountain but it was the most efficient way to connect both buildings.



Zone rules:

- Each building has a zone of influence.
- All buildings and Settlements have a 2-hex zone of influence. Guard Towers have 1-hex zone.
- A building cannot be constructed if it will result in a situation where BOTH BUILDINGS are in each other zones.

Example left:

- Red player cannot construct his Siege Workshop above because both the Red Fortress and Blue Workshop would be in each other zones.
- He can construct the Guard Towers because Guard Towers have a 1-hex zone of influence, so the red player Barracks stay outside of it.

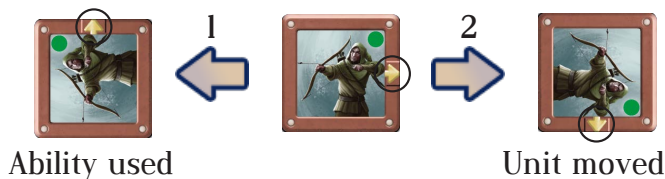


Combat





- Combat starts when one player moves into (or shoots at) a hex with an enemy presence (occupied by enemy unit, building or settlement). Following the battle initiative rules, first one unit hits, then the other retaliates.
- Siege weapons retaliate **ONLY** against other siege weapons and against Guard towers or Fortresses.
- **ONLY** ranged infantry and ranged heroes retaliate against other ranged attacks if in range.
- If the ranged attacker is not revealed by the defender's units or is not in LOS, the defender will not retaliate (the attacker must still show the unit he uses to attack). See the example bellow.

Unit Veterancy & Upgrades

- Advance by 1 on unit battle track for each slain enemy or destroyed building.
- All units unlock their special ability after slaying 2 units.
- Example: All active Archers contribute to the same unit track and all new Archers built automatically start with the unlocked perks.
- To mark a unit has used or has an active special ability, rotate the unit block so the arrow faces the enemy player (1).
- You can also mark which unit has finished moving this turn by rotating the arrow towards yourself (2).



Combat strength

- Biggest difference between the recruit and veteran rules is that in veteran ruleset all units have combat strength.
- Combat strength is shown as the number of dice rolled.
- Terrain, abilities, shooting distance and combat cards all affect combat strength.
- Combat strength for attack and defence of each unit type is shown on the quick reference sheet.
- Bear in mind all dice have 2x , 2x , 1x  and 1x .
- So even though sometimes ranged units get to roll more dice, they still have lower chance to hit than melee units.

Rock, Paper, Scissors Mechanism

Battle Initiative

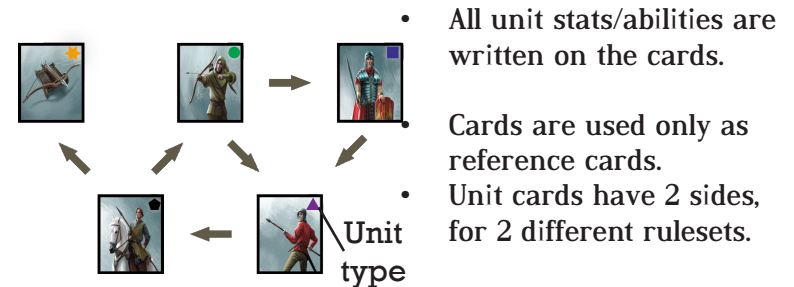
In combat, the attacker always has battle initiative (rolls dice first), unless he is being countered by the defender.

Examples:

If a Heavy Swordsman attacks an Archer, that Archer will shoot first. If the Swordsman stays alive (considering the Archer's strength at close range), then the Swordsman will strike back.

If a Horseman is attacking a ranged unit he will always hit first because he counters all ranged units.


If a Pikeman attacks a Heavy Swordsman, the defender will have the battle initiative and inflict damage first.










 \rightarrow  =  hits first in combat engagement

- See next page for detailed look at unit cards.
- Ranged units combat strength is affected by the distance as well as terrain elevation.
- More info about that is on the quick reference sheet.
- Terrain plays a big part in determining combat strength (see next page table).

Dice Rolls
















- In dice-dependant combat, each unit class has its own icon on a die, 1 is required for a successful attack.
- TO LAND A SUCCESSFUL CRITICAL STRIKE YOU MUST ROLL AT LEAST 2 x . Critical strike adds +1 damage.
- Required rolls per unit classes:



- Roll the dice following the battle initiative rules to determine who strikes first (page 6).
- If a unit or hero ability has the number of dice indicated already, always roll that many dice.
- If it is not indicated, you follow the usual dice modifying rules from the quick reference sheet.
- If your unit counters the enemy unit in battle: 3 x hit roll = critical strike with that unit.
- Example: If a Horseman attacks the Pikeman, Pikeman rolls first. If he rolls   , he does critical strike (+1 ).
- Any ranged unit would have to roll    to land a critical strike.
- Here you can see % for most rolls.

	Dice no.	Hit %	Crit %	Counter crit %
Ranged units	1	17%	0%	0%
	2	31%	3%	0%
	3	42%	7%	0.5%
	4	52%	13%	0.7%
	5	60%	25%	4.4%
	Dice no.	Hit %	Crit %	Counter crit %
Melee units	1	33%	0%	0%
	2	56%	3%	0%
	3	70%	7%	4%
	4	80%	13%	11%
	5	94%	25%	22%

- This table shows units strengths and weaknesses of each unit type.

	Movement cost for all terrain								
	Dice rolls:	(attack)				(defence)			
Infantry melee	 	3	4	2	4	2	4	3	4
Cavalry hit	 	4	2	3	2	2	2	3	2
Infantry ranged	 	4	2	2	2	1	3	4	no terrain you fire at
Siege hit	 	3	2	3	3	no defence	no defence	no defence	no defence

- You will become good at combat in this game when you know which unit to use on which terrain in attack or defence.
- You will master it once you combine that knowledge with unit abilities, attributes and countering mechanisms.
- Unit cards will tell you in detail everything you need to know about a unit.

Cost: 3

Attack type: 

Game mode: 

Age and attribute: 

Action points: 

Unit type: 

Special ability: **Intercept (passive):** If adjacent ally unit is attacked by , hit the attacker before it reaches the target.

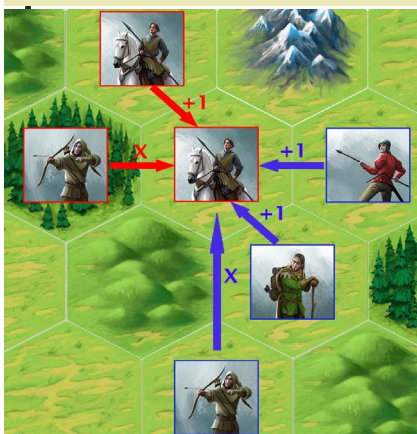
Counters: 

Combat

- Combat starts when one player moves into (or shoots at) the hex with enemy presence (occupied by unit, building or settlement).
- Siege weapons retaliate ONLY against other siege weapons and against from Guard towers or Fortresses.
- ONLY ranged infantry and ranged heroes retaliate to other infantry ranged attacks or heroes.
- If the ranged attacker is not revealed by the defender, the defender will shoot back. (attack still has to show the unit)

Combat Moral & Flanking

- Battlefield is the hex in which the combat takes place (in melee combat it is always the defender's hex)
- For each adjacent ally unit, you gain +1 🖊️
- For each adjacent enemy unit, you lose -1 🖊️
- Players get 🏰 for each +2 🖊️ in combat and 🏰 for each -2 🖊️.



This example:

If the blue player here decided to attack the red Horseman with Pikeman, Pikeman will have -2 🖊️ (from Horseman and Archer) but +1 🖊️ from his Scout. His dice roll is not affected by the morale as he is at -1 🖊️ only.

Example Above:

- Ranged units do not benefit from support bonuses when attacking or defending.
- Blue archer gives no defence bonus to the blue Horseman because he is not in adjacent hex.
- Siege weapons DO NOT give or receive morale bonuses.

Unit attributes

Heavy armor : 🏰 for all enemy melee attackers

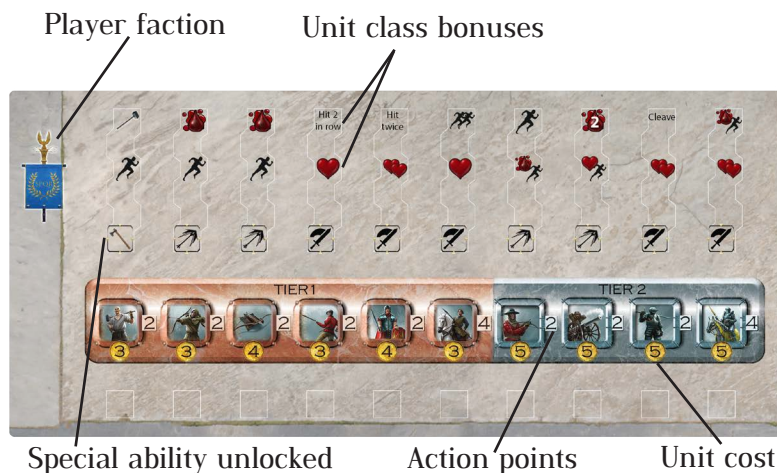
Highly agile : 🏰 for all enemy ranged attacker

Defensive set up: costs 1 action point and must be done before attacking with the unit

Unit Special Abilities

- Passive: They are in always in effect when you reach ability upgrade on unit battle track.
 - Active: They are in effect only when announced by player. They are limited (at start it's 2 per turn).
 - Whenever you reach Elite rank with a unit (completing the unit battle track) you gain +1 unit ability to use per turn.
 - A player can have a maximum of 5 abilities in a turn.
- ***Use tracking cubes on your unit battle track to mark your unit's evolution.***

- Advance by one square on your unit's battle track each time you slay an enemy unit or destroy a building with that unit.
- Once you reach the special ability mark with any unit, you can use the unit's ability described on its info card or quick reference sheet.
- (YOU CAN USE SPECIAL ABILITY WITH MAXIMUM 2 UNITS AT THE START OF THE GAME).
- Each time you reach Elite rank with a military unit, you increase ability use per turn by 1.



Unit Ability Examples

Knight Charge:

Knight must run at least 2 hexes in one direction before hitting the target on the 3rd hex.

Cleave X:

You hit X units adjacent to your target.




Berzerker Cleave:

He can hit 1 adjacent unit.

If there are more units, you choose your target.

Ballista Piercing Shot (passive):

Passive ability means the ability does not have to be activated.

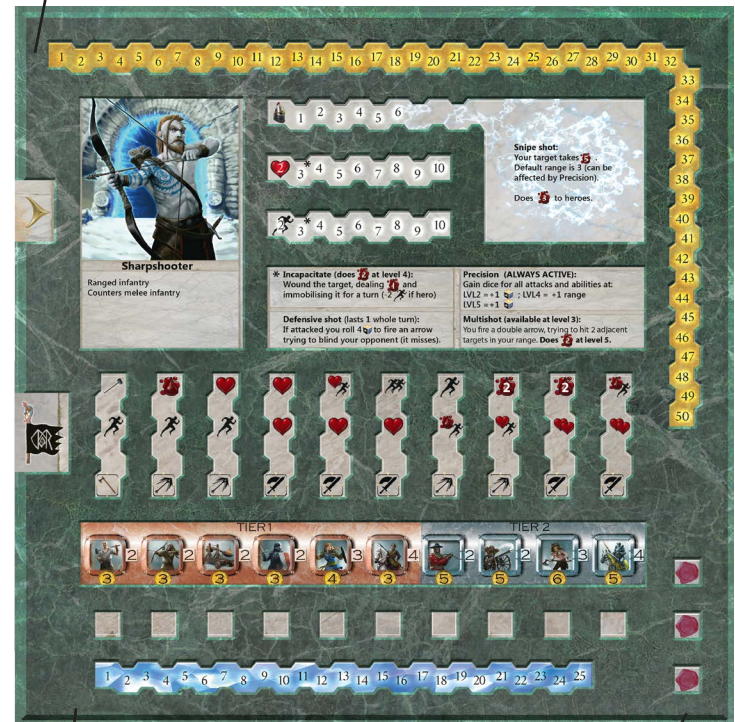
You get 1 when attacking any unit. If at any time you roll   you hit the unit in the straight line behind your target as well. It has to be in your range.

Pikeman Intercept:

Knight must run at least 2 hexes in one direction before hitting the target on the 3rd hex.

Player Board

Gold track, always update your total gold at the beginning of your turn



Aether stone track, always updated at the beginning of your action phase.

Secret missions track

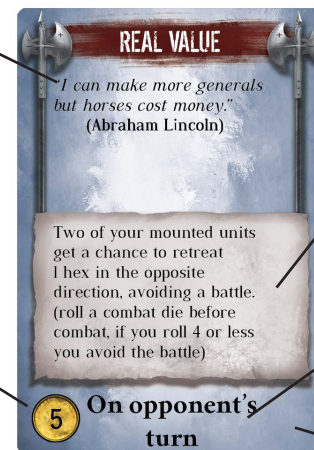
Combat cards

Combat cards are played when a player announces his attack and **before the dice rolls**.

You add the card effect to your total strength or, **in case of the card in this example**, you apply the effect before the combat can take place.

When you start a game each player gains 1 bluff card, "Empty Words". All other cards are shuffled and placed face down. 5 cards are drawn and placed in front, that is the trade row. Any player can buy cards during the Build Phase. Priority have players playing last that turn.

Historical quote



Card effect

Card cost

Eligible for use

Card effect icon

Heroes:

- Heroes have a limit of 1 regular attack per turn and every special ability can be used only once per turn.
- All hero attacks which deal damage are retaliated to except when “no retaliation” is in ability description
- Heroes gain experience when they kill enemy units. Use the hero battle record track to follow hero’s progress.
- When you recruit a hero you get 8 skill points which you can distribute freely.
- Each HP and AP cost 1 skill point.
- Each ability costs 2 skill points to pick AND ONE ACTION POINT TO USE.
- If combat strength is not specified in the hero ability, all usual combat modifiers apply.
- Put one counter cube on 3 HP; one on 3 AP; one on any ability you can unlock at LVL 1
- In total that is 8 points used.
- Hero cost increases with his/her level. At level one his price is always 7 gold. For resurrecting a higher level Hero you pay in gold the amount equal to his current level multiplied by 4.
- Recommended hero starting skill setup marked by *.
- Level tracking cube is the only one with numbers, you start by putting it at LVL icon and number 1. Each kill will advance his experience by 1. Each new LVL requires the amounts of kills equal to it. (LVL 2 requires 2 kills, when you make 2 kills, you put the tracking cube back to LVL icon and flip it to side with no2). 3 kills will reach LVL3 etc

Hero Battle
Experience
Track

Suggested
Starting
Settings

(*)

Hero
Attributes
or Spell Dic-
erolls

Abilities

Decoys

- Wooden blocks with no unit sticker on them are decoys.
- They can be used to fake an infantry unit or a builder (they have 2 action points)
- You can put 1 decoy per turn for free during your build phase. (can have maximum 2)
- They do not offer support to units exploring random encounters and cannot explore them.
- As soon as your oponent reveals a decoy you must remove it from the board.

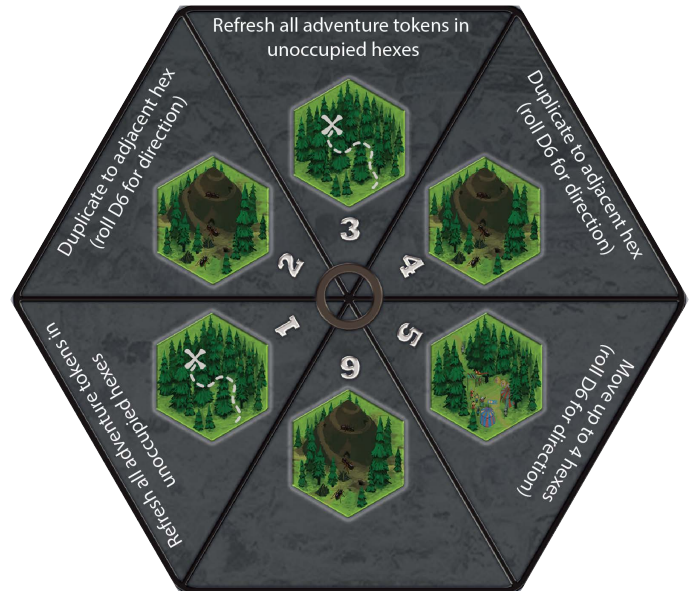
Adventures: Permanent Encounters

Permanent events are revealed in adventure hexes. These stay on the game board until the end of the game and include:

- Giant ant colony: Acts like a building, worth 3 HP and repairs for +1/turn), Has the same height as a hill and does 1 DMG to all melee attackers.
- Merchant caravan: Travels the world in the direction of D6 (6-sided die) roll. Roll at the beginning of each turn.
- Sharpshooters' Competition: Travels the world in the direction of D6 roll, see event dial bellow.
- Burning Village: Acts like a building, conquered when reduced to 0 HP.

Event Dial

1. Place the event dial next to the board
2. Turn the dial to position 1 on the dial.
3. At the beginning of each turn, move the dial in a clockwise direction and resolve the effects of the section.
4. To place new adventure tokens on explored adventure hexes, roll a D10 and place the tokens on the tiles that match the number rolled.
New tokens can be placed only on free hexes (no buildings or roads on them).
If adventure tokens are placed on hexes occupied by units, players concerned must draw an adventure card and resolve the exploration (in player order).



Secret Missions

- Draw one at the start of the game and do not show it to anyone.
- Once you complete all 3 you win the game.



Playing with Aether Stone mines

- Once you reveal the territories which have Mines assigned to them, place the correct (hexes with appropriate terrain) mine hexes on those positions.
- If the assigned hex is water, place grassland mine hex.
- If the assigned hex is mountain, place hill mine hex. Recommended number of mines is equal to the number of central territories on most maps. Check page 14 for map configurations.
- You can also put any number of mines you agree upon with other players.
- This game is designed to give you freedom of choice and high replayability so be creative and have fun!

Turn limit game mod victory:

Players determine how many turns are being played at the start of the game. Once the last player completes the final turn you stop playing and count your victory points.

Constructing a building:

- Barracks: tier 1=2 VP, tier 2=4 VP
- Guard Towers: tier 1=2 VP, tier 2=4 VP,
- Academy: tier 1=3 VP, tier 2= 5 VP
- Siege Workshop: tier 1=4 VP, tier 2=6 VP,
- Fortress = 8 VP
- Destroying a building grants you their construction VP multiplied by 2: Tier 2 Academy destruction = 10 VPs
- Each accomplished mission gives you its reward in VP
- Each building connected by roads to the Settlement gives +2 VPs

Each hero alive at the end of the turn limit game will give you victory points indicated in the table bellow.

Hero level	2	3	4	5	6	7	8
VPs	4	8	16	24	36	50	VICTORY!

Additional rules

Added rules for team games:

- All allied units support bonuses apply.
- A player can gift gold to his ally during the revenue phase.
- Two different players CAN use swap move with their units.
- If playing with Stone Portal construction victory condition, both players contribute to the construction of the same Portal.
- Conquest victory is when 1 player loses his Settlement
- Archeological victory is when both players combined dig up the needed scrolls
- Domination victory is achieved if both players combined have 6 Fortresses constructed (the game ends when that full turn is completed and all 6 Fortresses still stand)

Added rules for free for all (FFA) games:

1. Player order is in clockwise direction
2. In case you play an open game with diplomacy:
3. any treaties last for 3 turns only and no deals can be made with the same player in the next 3 turns after that.
4. gold can be traded or loaned during the revenue phase, with no limit to the nature of the deal

Secret missions:

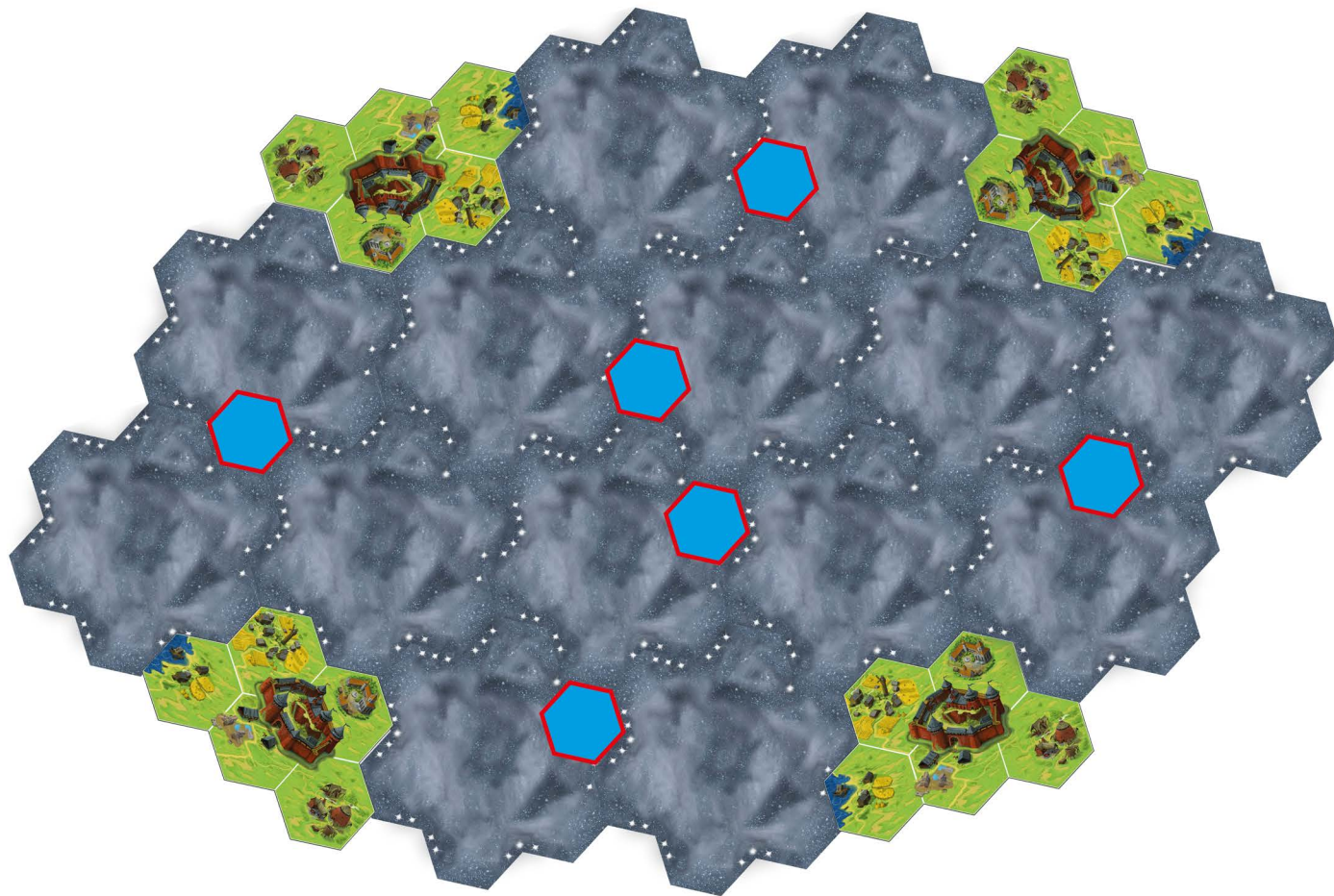
- Each player will get secret missions from his Emperor, first one to have ALL OF THEM FULFILLED AT A GIVEN TURN, wins the game. Game is stopped immediately upon missions completion.

Aether Stone Mines

- Once you reveal the territories which have Mines assigned to them, place the correct (hexes with appropriate terrain) mine hexes on those positions.
- If the assigned hex is water, place grassland mine hex.
- If the assigned hex is mountain, place hill mine hex.

Standard 4 player FFA game

Place the Aether stone mines in a balanced way (equal distances from 2 players)



Added rules for expert players:

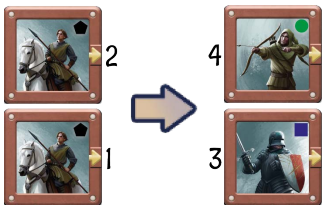
- Wounded units lose -2 combat strength per HP lost.
- Ranged infantry doesn't counter melee infantry if the attackers start the action phase in adjacent hex.
- In addition to gold, all buildings also give you logistics points.
- Each logistics point allows you to activate 1 unit

Logistics points

- Settlement = 6 points
- Barracks = 3 points; II = 5 points
- Academy = 2 points; II = 4 points
- Siege Workshop = 1 points; II = 2 points
- Fortress = 5 points
- Each building connected by road = 1 point

Unit Formations:

- The only way to put two military units on the same hex is by building a Fortress/Castra/Castle or Ring Fortress. Each Fortress built enables a creation of one unit formation.
- Formations are not used in the starter scenario. I recommend using formations after playing 2-3 games.
- Sometimes you can choose which unit to hit but in most cases you cannot.
- Unit striking priority: 1. Ranged attackers always shoot first 2. Horseman always charges first. 3. Unit countering in effect. 4. Melee must be hit first if you don't counter ranged infantry in formation.
- If attacking in a formation, you roll for each unit separately, announcing the unit for each roll.
- Attacking Horseman always reaches the target first.
- If both enemy units have same ❤️ and no unit countering is in effect, you can choose your target.



2 Horsemen formation:

- Both Horsemen charge in. The first one can hit the ranged unit because there is no anti cavalry unit to counter him and both units have same ❤️, meaning you can pick your target. If the Archer had less ❤️ than Swordsman, you would have to hit the Swordsman first.



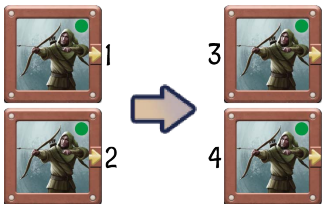
Horseman and Swordsman formation:

- Horseman charges first but he cannot hit the Archer because the Pikeman intercepts him so he engages the Pikeman. Pikeman strikes first as he counters the Horseman, then Horseman strikes back. Only then the Archer shoots, as he counters the Swordsman, and the Swordsman joins the fight as last.



Archer and Swordsman formation:

- First the Archer shoots, then the Swordsman strikes as neither Horseman or Pikeman counter him. Then the Horseman strikes at the Swordsman (since Archers shoots from distance) and Pikeman strikes as last.



Archers formation:

- Both attacking Archers shoot first, only then the defending Archers can strike back.



Swordsman and Pikeman:

- Defending Archers counter both Pikeman and Swordsman so they shoot at the attackers as they approach them (shooting distance is 1 hex). Only then the attackers can strike the Archers. Swordsman strikes first as he usually has battle initiative over Pikeman.