

FALL OF ROME

Tactics

Tactics have a profound impact on the course of any battle in Fall of Rome. All three kinds of battles: Legion vs. Legion, Legion vs. PC, and Unusual Sighting Encounter, require the player to select his tactic for the engagement. (Exception: the owner of a PC under attack does not expend a command – the defenders of the PC defend it to the best of their ability and without regard to specific tactics.) This document will address various concepts around the tactics, and then detail each specific tactic.

Glossary

Tactical Requirements: Most tactics have one or more required conditions for their use. Requirements can include a certain level of leadership (command bonus), a certain minimum morale for the legion, a minimum average for the legion's experience or speed, or a terrain restriction. Any of these requirements will be shown in the specific tactic.

Retreat Percentage: Each tactic has an associated level of casualty acceptance before the legion begins to retreat. The retreat percentage is almost always a range rather than an exact percentage, e.g., 30% - 45% would mean the program will assign a value somewhere between 30% and 45% prior to other modifiers for the legion in that specific battle. The Retreat % ranges given in each tactic are "hard" minimums and maximums as a base number to begin the retreat phase determination: that is, after modifications, the range cannot fall below the minimums, or exceed the maximums. However, actual losses may exceed the percentage indicated because retreat is only considered at the end of a combat phase. Legions with high morale or excellent leadership typically accept slightly (a few percent) higher casualties than does a legion with low level leadership or poor morale before ordering retreat.

Trumped By: This is applicable only to legion vs. legion battles. Certain tactics can be overridden (trumped) by a particular tactic used by the enemy. In this event, a different tactical selection is used when the battle is resolved, as detailed in the description of the tactic. For example, Organized Withdrawal may be trumped by Frontal Assault. The legion which had ordered the Organized Withdrawal in this case would then execute Stand and Defend.

Outcomes: Many tactics provide a benefit (and possibly an additional risk) when they are properly executed. For example, the enemy may suffer additional losses in retreat under a Determined Attack, or suffer a significant penalty to defense values if Flanked.

Phases: Battles involve a variety of phases of combat. They will be detailed in the section for each kind of battle. In each phase, only a fraction of the total strength of the legion is brought to bear. Certain tactics and artifacts affect only certain phases of combat.

End of Battle Events: At the end of any phase in which either side has losses exceeding their retreat threshold, the battle changes to the retreat phase and then resolution, where various events such as leaders perishing, emerging, or gaining rank, and brigades being eliminated or perhaps gaining experience are revealed.

In retreat, legions will suffer base additional losses of 3% - 8%, but various tactics and qualities such as speed will alter this base amount either positively or negatively. Some of these combinations can result in retreat losses being triple the base amount, but losses in retreat are capped at 20% in the retreat phase itself.

More experienced brigades typically suffer fewer casualties within a legion than do the less experienced brigades. However, any brigade which has its strength reduced below 40% will be eliminated as a fighting force. It's surviving troops will transfer to other brigades of the same type, if any, in the legion, otherwise they too are eliminated. If the final brigade in a legion suffers losses that reduce its strength below 40%, then the entire legion and its leaders are also eliminated.

Military Tables

Command Bonus: The top three leaders in Good health impart their Command Bonus to Legion Vs. Legion and PC Battles. Their command bonus by rank is as follows (as a %):

<u>Leader Name</u>	<u>Rank/Command Bonus</u>
Centurion	5
Captain	6
Captain Major	7
Tribune	10
General	11
Commander	12
Marshal	15
Marshal Victor	16
Imperator	17
Warlord	25

Brigade Experience: Each brigade has a certain amount of experience. Experience affects both Speed and Defensive Value. The Experience levels are as follows:

<u>Name</u>	<u>Level</u>	<u>Bonus/(Penalty)</u>	<u>Speed</u>
Green	2	(15%)	-0.5
Regular	3	0%	0
Experienced	4	5%	0.1
Veteran	5	10%	0.2
Old Guard	6	20%	0.4
Elite	7	30%	0.6
Renowned	8	40%	0.8
Legendary	9	50%	1.0

Speed: Speed is an important element in execution of tactics. Speeds of the various brigade types in Fall of Rome for Regular experience brigades are as follows:

Brigade Speed (from slowest to fastest)

<u>Description</u>	<u>Level</u>	<u>Regular Experience Brigade Types</u>
Very Slow	1	(none)
Slow	2	Franks, Norse, Teutons, Heruli
Average	3	Alamanni, Saxons
Quick	4	Ostrogoth, Lombard, Visigoth
Fast	5	Celts, Thuringians, Burgundians
Very Fast	6	Vandals
Blazing	7	Huns

Arms Type Modification in Each Terrain:

<u>Terrain</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Missile</u>	<u>Notes</u>
Plains	100%	100%	100%	
Forest	100%	50%	50%	No long range missile fire
Mountains	100%	25%	50%/150%	Defensive tactic gives 150% to missile fire in mountains, while attacking tactics provide 50% missile fire
Barren/Desert	100%	100%	100%	
Marsh	100%	50%	100%	

Legion vs. Legion Battle Phases:

The Battle phases in Legion vs. Legion battles area as follows (until interrupted by the Retreat Phase):

1. Long Range Missile Fire (arrows)
2. Short Range Missile Fire (javelins, spears, darts, slings, arrows, etc)
3. Cavalry Charge Phase
4. Cavalry Melee Phase
5. First infantry phase

6. Second infantry phase
7. Third infantry phase
8. First Combined Phase
9. Second Combined Phase

Attacking Tactics

Any legion must have an average morale of at least 80 in order to execute an attack.

Standard Battle Plan: A safe choice. With no requirements to meet, players will often choose to follow their kingdom's traditional battle plan in a wide variety of circumstances.

Requirements: None

Retreat %: 30-45%

Outcomes: None

Trumped By: None

Probing Attack: Sometimes selected by faster legions and/or those with a possible missile fire advantage. It is also sometimes used by a player who wishes to "soften up" an enemy legion with Probing Attack and then hit harder with a different legion in a delayed attack. Occasionally it is used early in a campaign as a gambit to discern the preferred tactics of an enemy.

Requirements: Tribune or higher-ranking top leader

Retreat %: 12-27%, or greater – see Outcomes

Outcomes:

- Continue attack above the calculated Retreat % if losses of the Probing Attack legion are <2/3 enemy losses. When the loss relationship moves above 2/3, the Probing Attack legion retreats.
- Probing Attack legion gets only 75% of attack values during both combined phases.
- Slight morale gain, rather than morale loss due to retreating if enemy losses are greater.
- Losses in retreat phase by a retreating Probing Attack legion are 25% of normal retreat phase losses.

Trumped by: Frontal Assault – tactic becomes Standard Battle Plan.

Determined Attack: Chosen to try to force a decisive outcome or in hopes of having the enemy retreat first and so suffer retreat losses. It is somewhat dangerous in evenly matched engagements.

Requirements: Tribune or better.

Retreat %: 45-60%

Outcomes: If the battle gets to the first Infantry Phase or beyond before a side retreats, losses suffered in the Retreat Phase by whichever side retreats are doubled (x2).

Trumped By: If no Tribune or better leader, tactic becomes Standard Battle Plan

Frontal Assault: A risky tactic against well led or experienced legions, it can be effective against an opponent trying to exit quickly.

Requirements: None.

Retreat %: 35-50%

Outcomes:

- Frontal Assault legion gets -15% to defense values in all missile and cavalry phases.
- Missile and cavalry phases for Frontal Assault side are at 75% attack values;
- Enemy retreat loss is at 3x; If the Frontal Assault legion retreats, its own retreat losses will be 2x;
- Trumps Organized Withdrawal unless that legion has either a Warlord in Good health or at least one Legendary brigade – defender's tactic is changed (see Organized Withdrawal).
- Trumps Probing Attack unless that legion has a Warlord in Good health – that tactic is changed to Standard Battle Plan.

Trumped By:

- Successful enemy Flank tactic changes Frontal Assault to Broken;
- Successful enemy Oblique tactic changes Frontal Assault to Broken;
- Successful enemy Ensnare tactic changes Frontal Assault to Broken.

Hit and Run: A difficult tactic to execute in many circumstances, it can be effective in certain cases. Seeking to exploit disproportionate cavalry and/or missile fire advantage against an opponent likely with few cavalry. Some players will combine use of this tactic with a Pursue movement order for the legion to repeat the tactic the following turn.

Requirements:

- Legion speed at least one speed rating faster than enemy. Speed ratings are displayed on both legion and brigade details.
- General or greater leader

Retreat %: 12% - 27% or end of 2nd cavalry phase, whichever is first.

Outcomes:

- If retreat of Hit and Run legion is due to end of 2nd cavalry phase, rather than Hit and Run legions Retreat % being reached, Hit and Run legion gains some morale from retreating, rather than losing some morale.
- Losses in retreat by the Hit and Run legion are 25% of normal.

Trumped By: Failing requirements – becomes standard battle plan.

Hunt: Only a few kingdoms will use this tactic due to its requirements. It can be devastating in the right circumstances – it is the only way to effectively impose more than 20% additional casualties in retreat because of the “bonus” 4x short range missile fire phase prior to retreat. However, a determined foe can very possibly turn the tables on the Hunt legion, turning them into the prey!

Requirements:

- Speed in terrain at least two speed ratings faster than enemy legion. Speed ratings are displayed on both legion and brigade details.
- Legion morale of 105+,
- Short range missile value at least 25% greater than enemy legion.

Retreat %: 20 - 35%

Outcomes:

- If enemy retreats, Hunt legion inflicts 4x the damage it inflicted in the short range archery phase (Hunt legion only inflicts this damage), prior to retreat phase.
- Enemy losses in retreat phase doubled, subject to the 20% maximum.

Trumped By:

- If the Hunt legion retreats first, treat as Broken (broken text result and retreat losses).

Flank: The most famous of tactics, it can be used to exploit a cavalry or light infantry advantage that translates to speed against typically heavy infantry forces.

Requirements:

- General or better leader;
- Average legion experience Experienced or better,
- Speed of flanking legion at least one rating faster than enemy legion;
- Not possible in mountain terrain.

Retreat %: 25 - 40%

Outcomes:

- If enemy losses exceed Flankers losses after cavalry phases, enemy defensive and attack values reduced 30% in infantry and combined phases.

- If the enemy tactic is Frontal Assault and enemy losses exceed Flankers after cavalry phases, enemy tactic is changed to Broken. If enemy retreats, its losses in the retreat phase are doubled.

Trumped By:

- Organized Withdrawal or Rout as enemy tactic changes Flank to Standard Battle Plan
- Flanker with losses 5% or greater than enemy after cavalry phases changes tactic to Broken.

Oblique: The attacking tactic with the most severe requirements for proper execution. It can be devastating against many determined attacks and frontal assaults, but allows a more cautious foe to escape.

Requirements:

- Marshal or better leader.
- Leader is two ranks or greater higher ranking than enemy leader. (Thus, Oblique can never be successful vs. an enemy Warlord or Emperor.)
- Average legion experience Experienced or better.

Retreat %: 30% - 45%

Outcomes:

- Oblique gets +25% to infantry and combined phase attack values.
- If the enemy tactic is Frontal Assault, and the Oblique legion has not retreated after the first infantry phase, change the enemy tactic to Broken.
- Enemy defensive values are reduced 20% beginning with the Cavalry Charge phase.
- If enemy retreats, retreat losses are x3, subject to the 20% maximum losses in that phase.

Trumped By: Enemy tactics of Oblique, Organized Withdrawal, or Flee – becomes Standard Battle Plan.

Defensive Tactics:

Legends that choose a defensive tactic forgo the opportunity to force a battle (exception: Counter Attack), but if their foe accommodates them by attacking, their brigades receive a significant 20% bonus for the defensive posture they have assumed. If they take a defensive tactic in the mountains, their missile troops fight at 150% attack values, vs. 50% missile troop attack values for attacking missile troops. A legion must have morale of 70+ to order any defensive tactic other than Flee.

Stand and Defend: The counterpart to the Standard Battle Plan attack tactic. It is a frequent and obvious choice as a good all-around defensive tactic.

Requirements: None

Retreat %: 25% - 40%

Outcomes: NA

Trumped By: NA

Hold at All Costs: This is the defensive side of the Determined Attack tactic. It normally ensures a bloody and decisive engagement will normally ensue – if the enemy attacks.

Requirements:

- Morale > 105;
- Legion experience of Experienced or greater.

Retreat %: 50% - 65%

Outcomes: NA

Trumped By: if Requirements not met, reverts to Stand and Defend.

Organized Withdrawal: A preferred tactic for a legion that would rather not have a decisive engagement just now. It is subject to the Frontal Assault tactic – but the result is only a change to Stand and Defend.

Requirements: Tribune or better leader OR at least one brigade of Elite or greater experience.

Retreat %: 12-27%

Outcomes:

- If Organized Withdrawal legion has > speed than enemy legion, AND retreat has not occurred prior to the first infantry phase, losses to both sides during each phase beginning with first infantry phase are 50% of what they otherwise would be.
- Losses in retreat phase for Organized Withdrawal are 50% normal .
- Morale losses from retreating for Organized Withdrawal are 50% normal.

Trumped By: Frontal Assault unless Organized Withdrawal legion has either a Warlord in Good health or at least one Legendary brigade. (In which case Organized Withdrawal cannot be trumped.) Changes tactic to Stand and Defend.

Counter Attack: An interesting choice: the commander wishes to preserve his 20% defensive bonus if the enemy attacks, but will himself go on the offensive to force a battle if the enemy defends.

Requirements:

- Commander or better leader;
- Legion experience average of Experienced or better.
- Legion morale of 105+.

Retreat %: 25% - 40%

Outcomes:

- If enemy issues an attack order, tactic is treated like Stand and Defend.
- If enemy defends (other than Flee), Counter-attack legion loses defensive value and attacks using Standard Battle Plan
- Trumped By:
 - Enemy issuing Flee ends in no battle and so no troop losses.
 - Enemy issuing Counter Attack results in both sides tactic changed to Standard Battle Plan.

Trumped By: Failing requirements. Tactic becomes Standard Battle Plan.

Ensnare: The most demanding of the defensive tactics. It has high requirements but can deliver spectacular results in the right circumstances. Because it is not usable in plains terrain, and does not require legion speed, heavy infantry oriented kingdoms may find occasion to spring this tactic on unsuspecting opponents sometime during the campaign.

Requirements:

- Commander or better leader;
- Higher ranking leader than enemy leader;
- Legion experience of Experienced or greater;
- Terrain may not be Plains.

Retreat %: 30% - 45%

Outcomes:

- Defensive value are at -25% for attacking legion beginning with cavalry charge phase.
- Infantry and Combined Phase attack and defense values are at +25% for Ensnaring legion.
- Attacking legion losses in retreat are at x2.

- If Ensnaring legion retreats, losses in retreat are at 25% of normal

Trumped By: Probing Attack – changes Ensnare to Stand and Defend.

Flee: A desperate choice, for those scared enough and fast enough to do what it takes to avoid the Frontal Assault they expect from their (likely) far superior foe.

Requirements: Speed rating at least one greater than enemy

Retreat %: See below: retreat generally after archery or cavalry phases.

Outcomes:

- Fleeing legion Leaders have only 25% the normal chance of being killed or wounded.
- No chance for leader promotion or new leaders emerging for Fleeing legion.
- Fleeing legion attack values are 20% of normal for all phases.
- Fleeing legion defense values are 50% of normal for all phases.
- If enemy uses Counter Attack as tactic, no battle ensues.
- If fleeing legion has speed rating two or more levels faster than attacking legion, the battle goes to the Retreat phase after short range archery. Fleeing legion suffers 150% of retreat losses in retreat phase if speed is two levels above attacking legion, otherwise normal retreat losses if speed rating is three or more greater.
- If fleeing legion speed rating is only one rating higher than enemy the battle continues to the cavalry charge phase, and then moves to the retreat phase. Losses in retreat phase are double, subject to the 20% maximum in retreat phase.
- Leaders and other characters that are not killed in the engagement can survive as a patrol even if all brigades are destroyed, unlike other tactical choices wherein the characters are killed (other than possibly leaders with an armor artifact).
- The King's Influence of the king controlling the Fleeing legion decreases by 2 as a result of the shame of Fleeing from battle.

Abstracted Tactics

Players do not actually issue these tactics, rather they are events that can occur that alter tactics or appear in lieu of a tactic being issued.

Entrench: A group may not attack or defend against a specific legion in the same turn it issues an order to Entrench. In Fall of Rome players will not wish to issue an order to Entrench. However, a player who misses a turn and has enemy legions in the same area (hex) will have the program issue an entrench order to those legions to save them from being surprised. (Note players who submit orders can have their legions surprised if they neglect to issue a command to attack or defend order.)

Requirements: Legion morale of 80 or higher.

Retreat %: 30% - 45%

Outcome: The Entrenching group loses 5 points morale upon executing the order.

Broken: This is not a tactical selection, rather it is what some attacking tactics will be converted into in the event the ordered tactic fails. When an attacking tactic specifies in a given case that the ordered tactic converts to Broken, this is what happens:

Retreat %: 40% plus or minus the modifiers

Outcomes:

- Beginning with the phase the tactic becomes Broken, the Broken legion gets a negative 25% modifier to both attack and defense values
- If the Broken legion retreats, losses in the retreat phase are multiplied by 3 (3x), subject to the 20% maximum Retreat Phase losses.

Surprised: This is not a tactical selection, rather this is the default for legions which are attacked and have issued no corresponding Attack, Defend, or Entrench order.

Retreat %: 40% - 55%

Outcomes:

- All attack phase and defensive values of the Surprised Group are reduced by 50% beginning with the first phase and continuing until Retreat
- If the Surprised legion retreats, its retreat phase damage incurred is 3x normal, subject to the 20% maximum.

PC Battles and Tactics

Battles:

Notes on PC Battles:

If a PC is successfully conquered its base gold production, supply production, census, and defense are each reduced by a small amount (typically 10% or less). Plundering does more damage to PC's.

- A legion that has retreated during legion to legion combat may not assault a PC in the same turn.
- Each previous legion vs. legion battle that a legion has fought reduces its defense by 15%.
- A legion may not attack a PC if there is a legion greater than Patrol size (i.e., containing at least one brigade) in the same area (hex) belonging to the same kingdom that controls the PC that has not been driven off (retreated) during the turn. Stated differently, a PC may only be attacked if all legions containing at

least one brigade in that area of the same kingdom as the PC have retreated during the turn.

- Up to the three highest ranking Good health leaders of the same kingdom as the PC that are inside the PC (not in a legion outside the PC) add their leadership bonus to the PC.
- Brigades inside the PC add their value vs PC to the strength of the PC. Brigades inside a non-fortified PC get a 20% defense bonus, those inside a fortified town or citadel (fortified city) get a 40% defense bonus. For example, if a Visigoth town has a strength of 8000 and a defense of 1.05, and inside is a Visigoth brigade with a value of 2725 vs PC and a normal defense value of 2.0, the defense for the brigade would be adjusted to 2.4, and the total strength now for the PC would be a starting value of 10,725 and the weighted average for the defense would be $(1.05 \times 8000/10725 + 2.4 \times 2725/10,725) = 1.39$. The leadership bonus (if any) would then modify this - for example, if a general (rank 10) was within this PC, then he would add 0.1 to defense making it 1.49 and the 10% to the attack value $10,725 \times 1.1 = 11,798$.
- Defenders of the PC have a little random variability for any given battle on their overall preparedness for battle. This can change their defensive strength by up to 15% either positively or negatively. If the PC is a capital, the defenders are always at maximum preparedness.
- If the PC falls as a result of the attack, all characters other than Agents in the PC not of the conquering kingdom face a die roll: 50% they are caught and executed, 50% they relocate to their own capital, regardless of range. Agents have a base chance of being caught and killed of 60% minus their level of experience, down to a minimum 10% chance. So a Level 4 agent would have a base 40% chance of being caught and killed. Agents not caught “go underground”, and should be removed from any pre-existing intelligence of the PC.

The Phases:

PC battles have the following phases:

- Long Range Archery. The PC defenders have advantages using their battlements and other high points to direct fire.
- Short Range Archery.
- Storm phases are then consecutive until the PC is either conquered or the attacking legion retreats. Storm phases are like combined phases in Legion vs. Legion battles in that all classes of warriors (infantry, cavalry, and missile troops) are involved in each storm phase. Storm phases are repeated until either the PC is conquered or the legion retreats.

Breached: During the course of the PC battle, the PC may become breached. This means the attackers have broken through the main defensive barriers and so the defenders lose the positional advantage they previously had, and in fact are now at a severe disadvantage as they are poorly positioned to meet the attackers.

End of Battle Events: At the end of any phase in which either the attacker has losses exceeding their retreat threshold or the PC is conquered, the battle changes to the End of Battle Events, where various events such as leaders perishing, emerging, or gaining rank, and brigades being eliminated or perhaps gaining experience are revealed.

The Tactics:

Assault: This is the standard tactic for attacking PC's. It does not unduly risk either the leaders or the brigades in the attack.

Retreat percentage: 25% - 40%.

Requirements: Morale of 80 or greater.

Storm: A more aggressive tactic for conquering PC's. The attacker risks higher casualties in order to have greater assurance of achieving the objective.

Retreat percentage: 45-60%

Requirements: Legion must have either a General or higher ranking leader OR legion morale of 105 or more (otherwise becomes Assault).

No Quarter: The attackers will murder any suspicious or suspected enemy characters once they conquer the PC. If they conquer, the chance of characters escaping is half of what it normally would be. The defenders fight hard to prevent this, and the citizens of the region resent the attacking kingdom for the action.

Retreat percentage: 40% - 55%.

Requirements:

- Commander or higher ranking leader;
- Legion must be of Experienced or higher experience.

Outcomes:

- PC defensive value is increased 20-30% (die roll) due to the knowledge by the defenders of the mercilessness of the attackers should they triumph.
- PC not breached until about 20% more damage is taken than is normally required for a breach.
- If the PC falls (legion wins), all characters other than agents in the PC not of the attacking legion's kingdom face a 75% chance of execution, ie, their chance of relocating to the capital is half of what it is with other tactics. Agents also have only half the chance of relocating underground they normally have (dependent upon their Level) and so an increased chance of being caught and executed. The King, if in the PC, faces the same odds as other nobles.
- If the PC falls, the census reduction from the battle is 300% of normal.

- The Regional Reaction (RR) of the legion attacking using No Quarter decreases by 0.4.

Barbarism: The attackers have no moral compulsion to display any decency and in fact will determine what atrocity they might commit will have the biggest negative impact on the will of the defenders to persevere.

Retreat percentage 40% - 55%.

Requirements: A General or higher ranking leader OR legion morale of 105+ (otherwise becomes Assault);

Outcomes:

- Attacking legion's Regional Reaction (RR) is raised (worsened) by 0.5 -0.8 (die roll) in the region of the PC being attacked due to outrage of the citizens.
- The King's Influence of the legion using Barbarism's declines by 2 due to unreliability.
- The defense value (loss divider) of the PC is reduced 20-30% (die roll) for the battle due to the defenders loss of heart.

Trojan Horse: The tactic name is inspired by the famous event in the Iliad, but it represents those most clever ruses and devices that change the balance in a manner completely unexpected by the enemy, executed by a brilliant commander and his elite warriors.

Retreat percentage 25% - 40%. The legion's commander invents a deception that cheats the PC out of some of its defense, but the emphasis on guile reduces the commitment to the attack (so the 30-45% retreat).

Requirements:

- Requires a (good health) Marshal or better as legion commander.
- Legion must have at least one brigade of Elite or greater experience

Outcomes:

- Thwarted – if PC has a Commander or higher ranking leader in Good health.
- Reduce the legion's defense and attack values in all phases by 25
- If qualified (Marshal or better and higher ranking leader than PC) and not Thwarted by PC Commander or better, then there is a die roll. Chance of success is $50\% + - 2\%$ for each leadership point in top three good health leaders (same as command bonus) in Trojan Horse legion $> 10 +$ command bonus in PC. So a legion with a Marshal (15) and a General (10) facing a PC with a Centurion would have $50\% + (25 - 15) \times 2\% = 70\%$ chance of success. Maximum chance is 95%. If the die roll is successful, the PC defenses are breached (defense value reduced by 50%) with the first storm phase (right after short range archery).

Investigating Unusual Sightings

In Fall of Rome there are eighteen areas undiscovered at the beginning of the game that contain an Unusual Sighting – an odd convergence of conditions. These locations hold an Artifact of power, and are protected by a Guardian. Typically, the locations also contain several thousand gold. In order to recover the artifact, the leaders of a legion (including a patrol) investigate the sighting, risking their lives and confronting the Guardian in mortal combat. The Guardians should not be underestimated.

Any number (minimum one) of leaders can contribute to the investigation of an unusual sighting – it is not limited to the top three ranking leaders as in legion or PC combat.

Only leaders who are in Good Health at the beginning of the unusual sighting investigation can contribute to the investigation. However, if all leaders participating in the investigation are killed, so are any previously wounded leaders.

Leaders have the following qualities that contribute to the investigation of the Unusual Sighting:

- Hit Points. This is equal to the leader's rank. Example: a Tribune has 12 hit points.
- Damage Divider (defense). This is equal to the leader's rank divided by 5. Example: a Tribune has a damage divider of 2.4.
- Damage Dealt. This is equal to the leader's rank. A Tribune deals 12 points of damage when he hits.
- Chance to Hit. This is a die roll made each round for each leader. The chance to hit is equal to $50\% \times \text{Leader Rank} / 10$. Example: a Tribune's Chance to Hit is equal to $50\% \times 12 / 10 = 60\%$.

Guardians have similar qualities that will be pre-defined, except that Guardians will have a damage range that will be inflicted. Example: a Guardian may be listed as Damage Dealt of 7-12. Each time the Guardian scores a hit, make a die roll to determine the exact amount of damage dealt on that occurrence.

Guardians have an additional quality – number of attacks per turn. This is how many die rolls to score a hit the Guardian gets per round. Leader characters always get one chance per round.

In addition to the leader characters, players investigating unusual sighting take “a dozen warriors hand picked for their valor.” These dozen count as one possible target. They have a total of 12 hit points, they have a 50% chance to score a hit, and they inflict 5 points of damage if they hit.

Each time a Guardian attacks there is an equal chance he will attack any possible target on the player's side.

Each round wounds may be inflicted to both leaders and the Guardian, or either/both may be killed. When a Leader or Guardian receives damage up to 25% is a light wound. Wounds that total 25-60% are serious wounds. Wounds totaling over 60% are critical wounds. If a leader receives 100% or more of hit points, it is dead.

Light wounds and serious wounds have no effect during combat, other than being reported in the encounter report. When a leader has received a wound or wounds that total 60% - 99% (Critical wounds), his chance to score a hit are reduced by 50%. Example: a Tribune who had suffered two wounds that total 65% is Critically Wounded and now has only a 30% to score a hit. Additionally, a Critically Wounded leader who does score a hit inflicts only 50% of the normal damage. This is also true for the Dozen - they reduce their chance to hit and damage by 50% once they have received 60% damage.

A Guardian who has received Critical Wounds also has his chance to hit reduced by 50% each attack and the damage inflicted is the minimum of his Damage Dealt range.

All phases in an Unusual Encounter are the same: all participants get their attacks in, and in the case of the Guardian, the program assigns a target for each attack within the investigating party. Wounds are assessed in the phase they occur and effect subsequent phases (unlike the other battle types where leader wounds don't resolve until the end of battle).

Artifacts equipped on Leaders in Unusual Encounters. For all artifact classes, apply the Leader Bonus to the rank of the leader. So a general (rank 10) with a Power 2 weapon like Spear of Achilles, which has a 40% leader bonus, means the general is treated as rank 14 for the battle, for purposes of determining hit percentage, damage he can take, and chance to hit..

The Unusual Encounter Tactics

The tactics in Unusual Sightings are simple. There are no special requirements. Essentially, they reflect a level of commitment to the objective – how much blood of theirs they will allow spilt before they withdraw. However, Guardians are often overwhelming in their ferocity and can wreck havoc in a single round – so there is no guarantee even in the Measured tactic that any leaders will survive.

Measured: – will attempt to withdraw if two or more leaders have received Serious wounds (or worse);

Ambitious: – will attempt to withdraw if three or more leaders have received Critical wounds (or worse);

Blaze of Glory: – there will be no retreat. Either the Guardian is defeated and the artifact recovered, or everyone dies in the attempt.