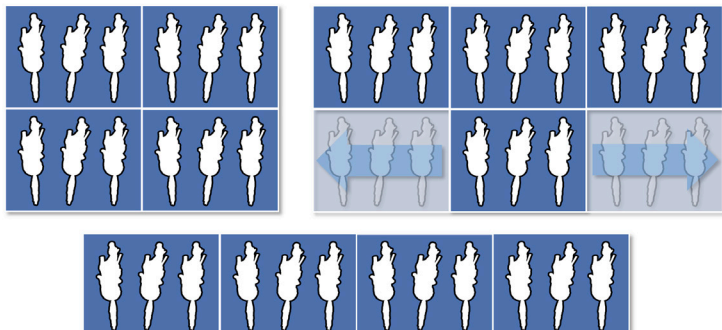


Drilled Linear Horse FAQ v1.0

This guide is to clarify the use of the later Linear Horse (drilled) where they have a unique deployment and set of characteristics. 'Drilled' Linear Horse can deploy in any of the formations

as the early 'Formed' Linear Horse.

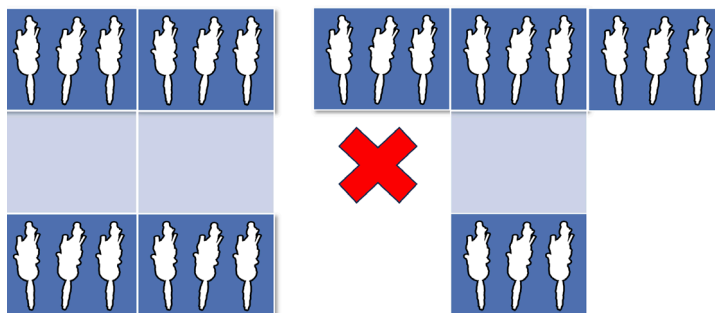


If they deploy in one of these three ways, they are lose all benefits of the later deployment.

You cannot deploy in one of these three ways and then later 'redeploy'. This is a decision made during initial deployment,

Drilled Linear Horse are permitted a 4th deployment type. Where we have *just* 2 bases in the front rank, with *spacers* between the two ranks. When deployed in this fashion the TUG gains the following characteristics

- Free Turn
- No Flank



Spacer Bases

It is recommended that you **do** place physical empty *Spacer Bases* between the ranks as an aide memoir.

- *Spacer Bases* are **not** troop bases.
- Neither friendly **nor** enemy bases can occupy the same area as *Spacer Bases*.
- Enemy cannot target *Spacer Bases*
- Neither friendly **nor** enemy can trace through *Spacer Bases* for Target Eligibility (Shooting)
- If a *Spacer Base* is removed for any reason it cannot be replaced

While a *Spacer Base* is in place, those bases in the **file** counts Free Turn and No Flank.

MF Moves

When an MF move is made (including as a result of Free Turn MF2) remove the *Spacer Base* touching the edge of the base(s) making the MF move, after the move is made.

Casualties

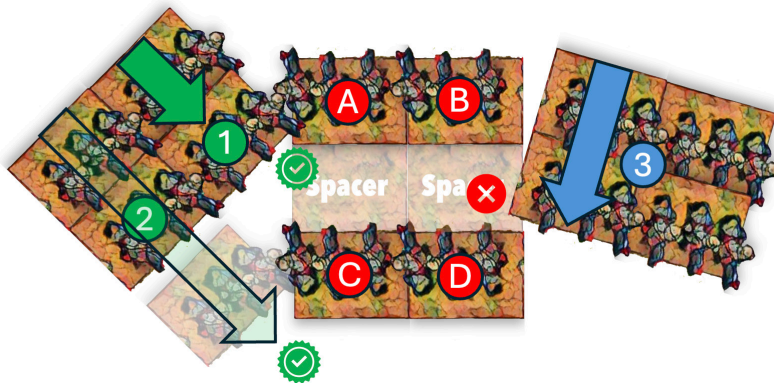
When a base is removed as a result of casualties also remove any *Spacer Base* in that file. That file will therefore no longer Free Turn and No Flank

A rear rank base must then move forward to occupy the space vacated by the base removed (if applicable)

Reforming

Following combat, if any bases are required to move, to make valid formation any remaining *Spacer Base(s)* are removed before the reforming takes place.

Examples

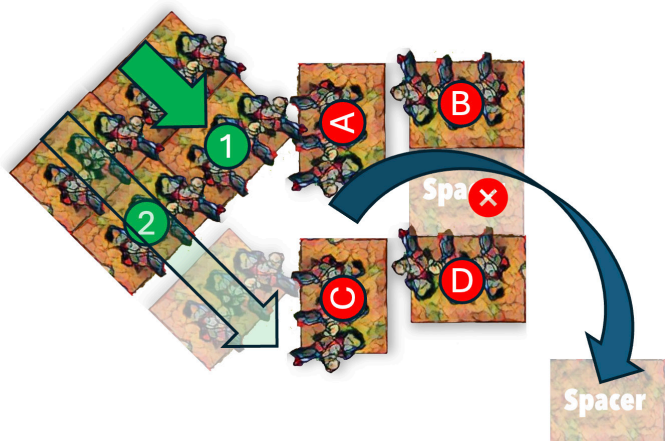


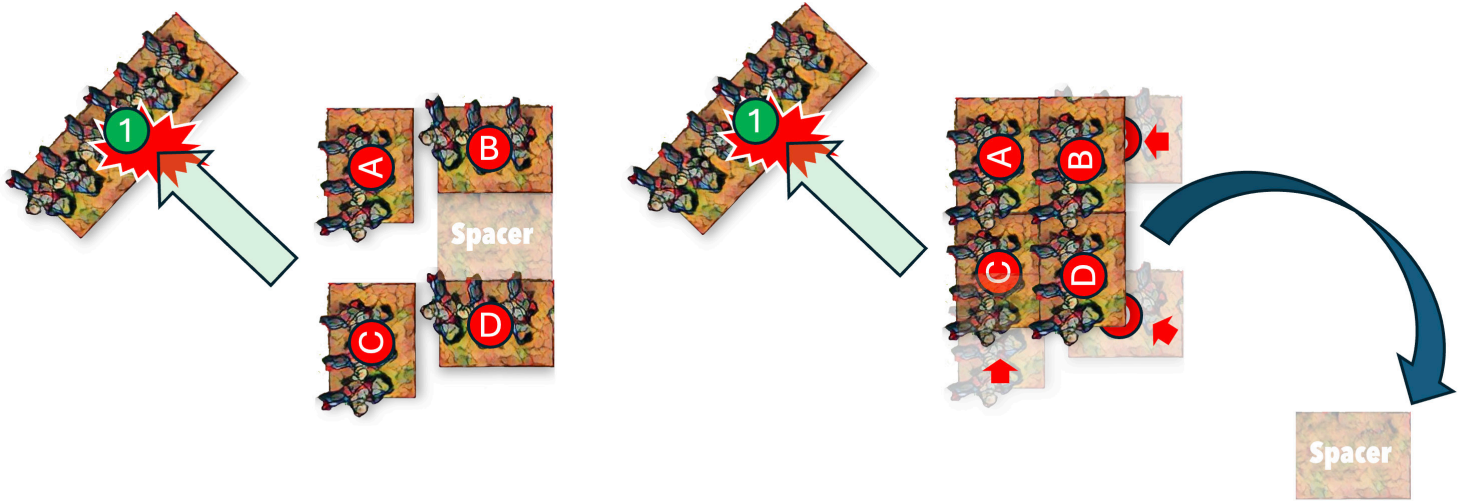
In this example Blue 3 cannot move or charge at this angle because it would cross the Spacer base between B & D

Green 1 can charge as it would contact A. In addition 2 could press forward into C

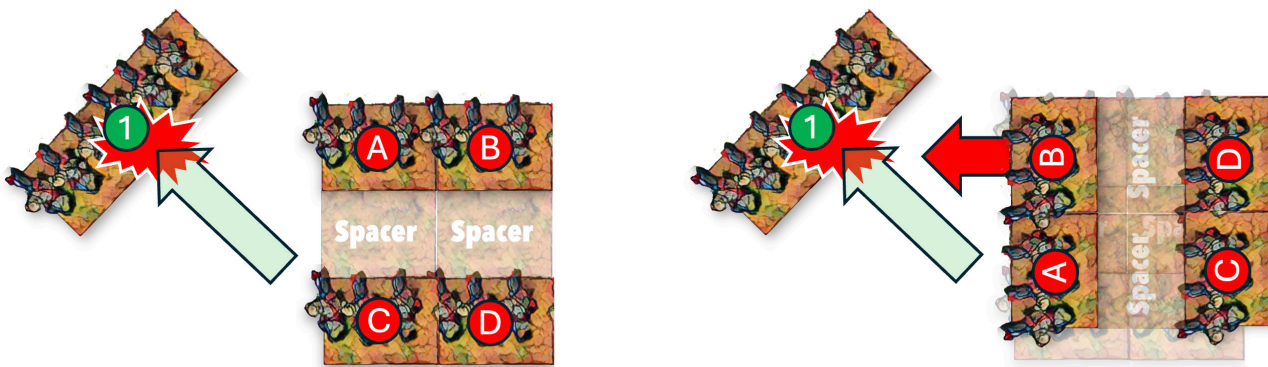
As A & C are separated by a Spacer Base, then they do qualify as No Flank and Free Charge.

Continuing this example Red A & C have the choice. They have No Flank, so the charge itself is treated as a frontal charge. However, they could in addition Free Turn (as in the example - right). This has no benefit in the impact, however, it does mean in the subsequent fighting phase their opponents would not get the +1 'for fighting against a side edge'. This does come at the cost of losing their spacer base though. So a decision does have to be made.

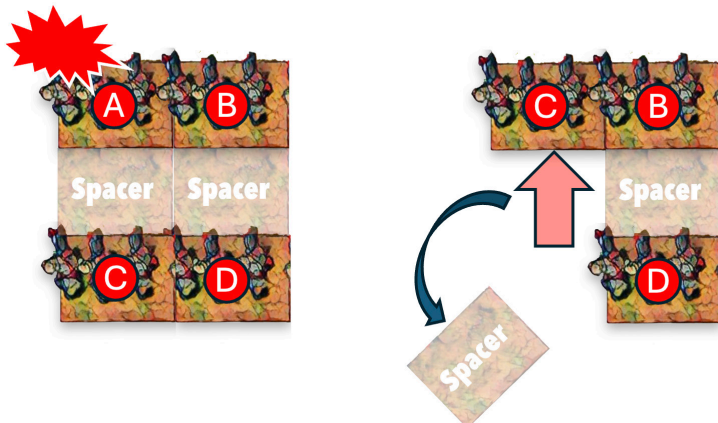




Let us suppose that Ref repulses Green charge, breaking them. Green routs away. As soon as the combat ends Red must reform as it is not in a legal formation. Because a base will have to move as part of that reformation all Spacer bases are removed. Red could choose any base to reform on choosing A. So B,C & D must turn/move by the minimum to end in a legal formation.



In this example Red chose not to 'Free Turn' and still broke their opponents. In this case they do not have to reform (as they are in a legal formation) But they do need to pursue. By moving directly ahead they cannot contact the enemy so they must wheel/turn. In this case they turn and contact the routers. In this scenario they keep the Spacer Bases.



In this example Red is shot and has to lose a front rank base. Base A is removed. The spacer between A & C is removed also. Base C moved up to take the space vacated by A.

This leaves the following

- File C has **no** Free Turn and No Flank
- File B/D still has Free Turn and No Flank.