

## Rules supplements for BelloLudi Lace Wars

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### Buildings/villages:

a) Not all occupants of a building can defend on only one side at a time. Defence takes place all around, similar to a square.

-1 dice in ranged combat (but at least 1 die)

b) Cavalry can only attack a building in close combat if the garrison is shaken or disordered.

c) If the defender of a village has to retreat, the attacker can move into the building, but is then disordered.

d) When voluntarily leaving the building, roll 1 command die: **B** = remains in base contact with the building and is disordered 0 = remains in base contact with the building 1-3 = can move ½ movement range

### Forest:

a) Forest disorganises formations, reducing their efficiency. -1 dice in close combat and ranged combat (but at least 1 die)

b) When voluntarily leaving the forest, roll 1 command die: **B** = remains in base contact with the forest and is disordered 0 = remains in base contact with the forest 1-3 = can move ½ movement range

### Charge:

Cavalry is disordered after the first pursuit movement / overrun.

### Generals (general):

Generals can join a unit under their command with disorder at the start of the command phase by placing themselves in base contact. Before the first order is given, the general can try to remove the disorder by making a rousing speech.

Roll a command dice

**B** = The unit remains disordered and retreats one movement with the general; the general can no longer give orders and cannot disengage from the unit until the disorder is removed.

0 = The unit remains disordered, the general can give exactly 1 more order to exactly 1 other unit and cannot disengage from the unit until the disorder is cancelled

1-3 = The unit is no longer disordered, the general can issue orders normally

### Special generals (divisional generals):

Division generals stand between the brigadier generals and the army general. Several brigadier generals are subordinate to a division general. Like the army general, he can also lead his own brigade. A division general can re-roll 1 command die in his division, give 1 rally order or join a unit of his division to remove a disorder.

#### Loss of generals:

Generals cannot normally be targeted by attacks. However, they can be lost under 2 circumstances.

a) An enemy unit moves completely over a general's base with an attack move (Charge). Roll a command die: **B** = The general was overrun and counts as a loss 0 = The general could join the nearest allied unit, even if it does not belong to his command 1-3 = The general can move 1 movement towards his own edge of the board to safety

b) A unit to which a general is attached suffers losses in melee or ranged combat. Roll a command die: **B** = The general was hit and counts as an additional loss 0-3 = The general was not hit.

A general who is considered lost can (of course) no longer issue orders. To appoint a successor, a commander card must be played on the general. If playing without cards, roll a command die at the start of each turn: **B**, 0 = no successor could be found yet 1-3 = a successor has been appointed. Place him within ½ movement of a unit under his command.

#### Broken brigades

Since these house rules have added additional triggers for disorder, it is necessary to adjust the rules for broken brigades. Units with disorder no longer automatically count when checking whether a brigade is broken. Instead, a brigade is broken if there are fewer units in play than shaken. A command die is rolled for units with disorder

**B** = counts as shaken during the check 0 = does not count at all during the check 1-3 = counts as ordered during the check