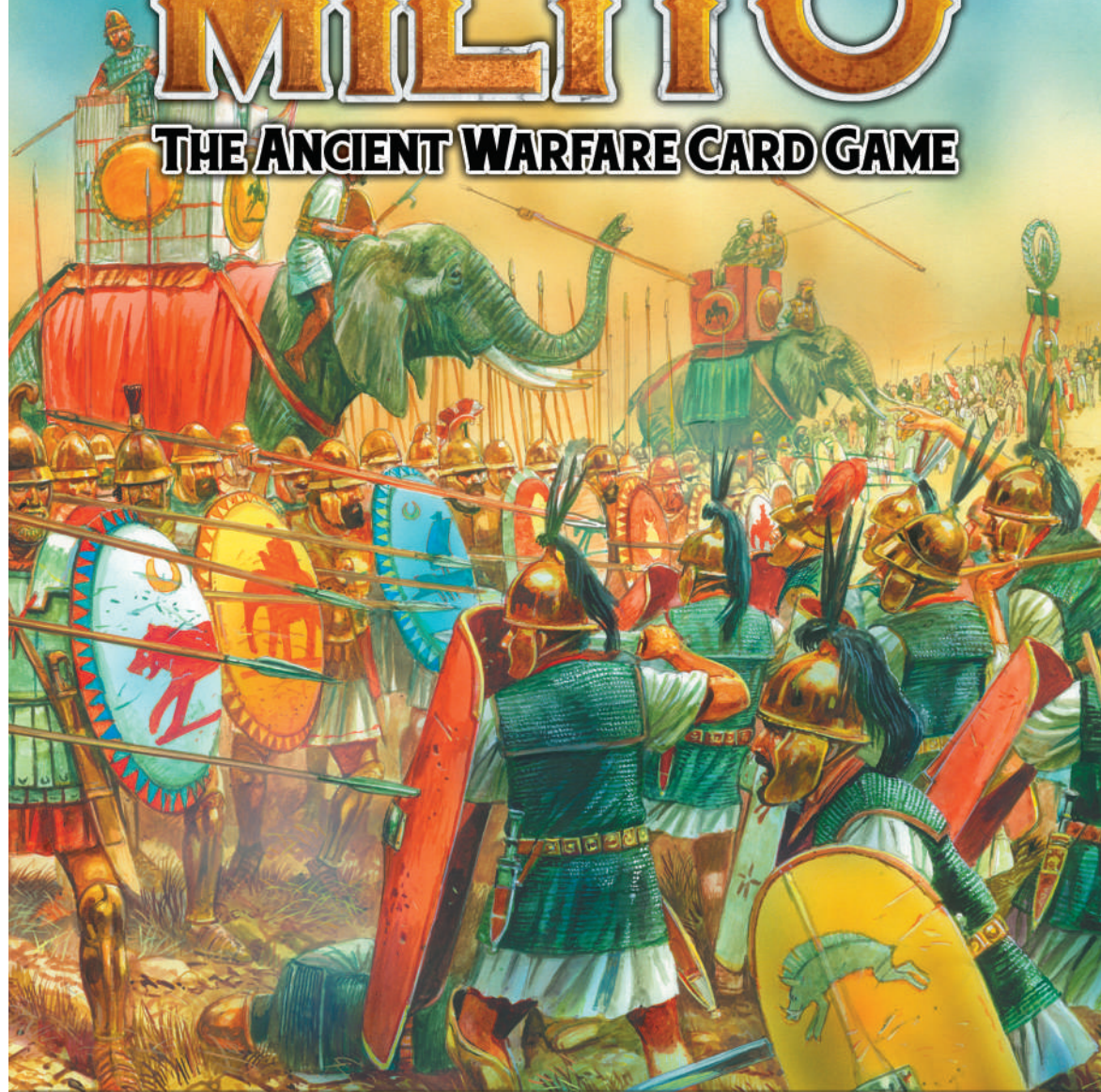


MARTIN WALLACE'S

MILITO

THE ANCIENT WARFARE CARD GAME



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INTRODUCTION

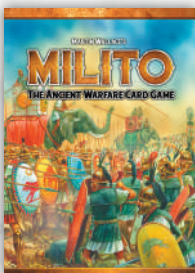
Milito is a card-based, diceless wargame putting you at the head of an Ancient army, making the key tactical decisions that will win or lose you the battle. Commanding a combination of troops unique to your own army, you'll play unit cards to take control of the battlefield.

Each card in your hand represents one of your army's units, which has the same strengths and weaknesses as its historical counterpart. Units are rated for speed, attack strength, defence strength, and other modifiers based on battlefield performance. Leader cards offer combat and placement bonuses and have their own special abilities.

The battlefield comprises five columns, each represented by a terrain card. Control three or more columns at the start of your turn to win the game!

COMPONENTS

1 x rulebook



1 x terrain deck
of 9 cards:

- 6 x Plain
- 1 x Hill
- 1 x Rough
- 1 x Wood



6 x army decks of 31 cards each:

- Achaemenid Persian
- Alexandrian Macedonian
- Ancient British
- Carthaginian
- Imperial Roman
- Republican Roman



THE CARDS

There are four types of card in Milito: **Order of Battle** cards, **Unit** cards, **Leader** cards, and **Terrain** cards.

ORDER OF BATTLE CARDS

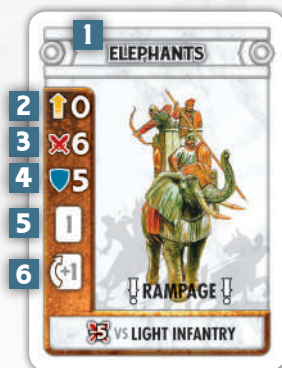
Each army has one **Order of Battle** card that shows the composition of the army (how many of each card are in the army's deck). They are not used in game play.

REPUBLICAN ROMAN	LEADERS
8 X LEADERS	2 3
7 X HEAVY INFANTRY	2 2 +1 if defending.
4 X LIGHT INFANTRY	2 2 If combat is lost you win. If opponent's card also says this, combat remains tied.
3 X SPEARS	2 2
3 X MEDIUM INFANTRY	2 2
3 X MEDIUM CAVALRY	2 2
2 X ARCHERS	1 2 +2 if played with Heavy Infantry.
	-1 1

UNIT CARDS

Each army has 22 unit cards. Each type of unit in an army is based on their historical counterpart. Units have the following indicated on them:

- **Unit type (1):** This shows the unit represented by the card – for example, Light Infantry or Elephants.
- **Speed (2):** The higher this value, the more manoeuvrable the unit is.
- **Attack strength (3):** You use this value when the unit is attacking.
- **Defence strength (4):** You use this value when the unit is defending.
- **Deploy penalty (5):** This indicates the number of cards that must be discarded from your hand to place the unit in a column of the battlefield.
- **Flank penalty (6):** This indicates that an additional card must be discarded from your hand to place the unit



if it is being placed in a flank column.

- **Combine ability (7):** This indicates that the unit can be placed with any other unit.
- **Attack modifiers (8):** These modifiers apply when the unit is attacking units of the type shown.
- **Defence modifiers (9):** These modifiers apply when the unit is defending against units of the type shown.

CLARIFICATIONS OF UNIT TYPES

- Archers and Slingers are not Light Infantry.
- Companions are Cavalry, but are not Light, Medium, or Heavy Cavalry.
- Elephants and Chariots are not Cavalry.
- Imperial Roman Auxiliary Infantry are not Medium Infantry.
- Warband Medium Infantry are Medium Infantry.



LEADER CARDS

Each army has eight Leader cards. Leaders have the following values:

- **Combat value (1):** If the Leader card is played in combat as a bonus card then this value is added to the attack/defence strength of your units involved.
- **Place unit ability (2):** If the Leader card is played to place units then it counts as this many cards towards the cost of placement.
- **Special effect (3):** If there is text at the bottom of the Leader card then this will describe a special effect. This effect is always applied if possible, no matter what the card is played for.



There are two important points to note about Leader cards:

- Leaders are always discarded, never destroyed.
- Leaders cannot be played into a column – only from your hand to place units or as a bonus card in combat.

TERRAIN CARDS

Terrain cards are laid out to represent the battlefield being fought over. There are four types of terrain: **Plain**, **Hill**, **Rough**, and **Wood**. Any special rules for the terrain type are shown on the card.

Each terrain card has an edge marked 'Control'. When a player controls a column, the terrain card's 'Control' edge is turned to point towards that player.

The terrain types are:

- **Plain:** No effect on game play.
- **Hill:** The defender gains a modifier of +1 if he already controls the column. If a player controls a hill column and he has one or more Archer units deployed there then he gains +1 per Archer unit in this column and any adjacent column in both attack and defence; this is in addition to all other combat or supporting unit modifiers.
- **Rough:** When deploying a unit in this column, you must discard one extra card from your hand.
- **Wood:** All units apart from Auxiliary Infantry, Medium Infantry and Light Infantry suffer -2 when attacking and defending in this column. Light Infantry gain a modifier of +1 when attacking and defending in this column.



SETTING UP MILITO

Each player chooses an army and takes the corresponding deck of cards. Remove the Order of Battle card from each deck, to use as a reference during play, and shuffle the remaining cards into a face-down draw deck. Draw nine cards from this deck to form your starting hand.

Determine who will be the first player by flipping a coin.

We recommend the classic match-up of Republican Roman and Carthaginian armies for your first game of Milito.

The battlefield comprises five columns, with one terrain card in each column. To set the battlefield up, shuffle the terrain cards and place them face down to make a deck. Draw five terrain cards and arrange these in a line across the middle of the playing area, sideways so that the edge marked 'Control' is not pointing to either player. Any non-Plain cards must be placed on the flanks; it may be necessary to place a non-Plain card in a column one in from a flank. The remaining columns should be filled with Plain cards. The two end columns are referred to as 'flanks' or 'flank columns' in the rules.

CLASSIC MILITO MATCH UPS

It is possible to choose any two armies from Milito to fight against one another. However, the following armies are well matched historically:

- Carthaginian and Republican Roman
- Achaemenid Persian and Alexandrian Macedonian
- Imperial Roman and Ancient British



DECK MANAGEMENT

As the game progresses, players will place cards into a discard deck and a destroyed deck:

- If a card is 'discarded' it is placed on the discard deck, which will be reshuffled and reused during play.
- If a card is 'destroyed' it is permanently removed from play.
- Remember that Leader cards are always discarded, never destroyed.

Each player should create his own discard and destroyed decks next to his draw deck. Both decks are placed face up and may be perused at any time, but only by the deck's owner. If a player needs to draw a card and his draw deck is exhausted then he shuffles his discard deck to create a fresh draw deck.

PLAYING MILITO

SEQUENCE OF PLAY

Milito is played over an unspecified number of turns. Players alternate taking turns, starting with the first player. The game continues until one player meets the victory condition of controlling three columns at the start of his turn.

During a player's turn he must complete each of the phases shown below, in the listed order. Each phase must be completed before proceeding to the next phase:

- **Phase 1: Victory Check**
- **Phase 2: Advance**
- **Phase 3: Flank Attacks**
- **Phase 4: Player Actions**
- **Phase 5: Draw Cards**

Play continues until one player has won the game.

PHASE 1: VICTORY CHECK

If the active player has control of three or more columns then he immediately wins the game.

The orientation of the terrain card in the column indicates who controls it: a terrain

card's 'Control' edge is turned to point towards the controlling player. If neither player controls a column, the terrain card is placed sideways on in a neutral position.

PHASE 2: ADVANCE

The active player takes control of every column where he has unopposed units (i.e. the opponent has no units in that column). Turn the terrain card so that the 'Control' edge points towards the active player.



PHASE 3: FLANK ATTACKS

Flank attacks are resolved before a player's other actions. An opponent's units are eligible to be flank attacked if all the following conditions are met:

1. The active player has one or more units in the column he wishes to attack.
2. The active player has one or more unopposed units in an adjacent column (the 'flanking column').
3. The next column along from the flanking column either has no enemy units in it or is beyond the edge of the battlefield.

These conditions must be met at the beginning of the phase – a flank attack cannot be performed if the conditions are met only as the result of a successful flank attack on another column.

The attacker must decide whether he wishes to attack from the opposed column or from the flanking column. Once a flank attack has been declared it is resolved as per the rules described under the heading 'Action: Attack', with an additional bonus of a +2 combat strength modifier to reflect the effectiveness of a flank attack.

PHASE 4: PLAYER ACTIONS

The active player may now perform as many actions as desired, until he is no longer able to take further actions or chooses to pass (ending his Player Actions phase). The actions available are:

- Place unit
- Attack

These actions can be performed in any order and repeated as desired. For example, a player may place a unit, attack, place two units, then make more attacks, and so on.

ACTION: PLACE UNIT

The active player places one or more units from his hand into one or more of the five columns of the battlefield, on his side of the terrain cards. After placing units he must pay any associated cost shown on the column's terrain card or on the card of the unit being played:

- If the unit is being placed in a column containing Rough terrain then you must discard one extra card.
- If the unit being placed shows a deploy penalty on its card then you must discard the number of cards indicated.
- If the unit being placed shows a flank penalty on its card and you are placing it in a flank column then you must discard the number of cards indicated.

These costs are cumulative: A unit with a deploy penalty of 1 and a flank penalty of 1 pays two cards to be placed in a flank column. If that flank column is also Rough terrain, the cost to pay would be three cards.

Discard any cards from your hand to pay the necessary cost. Leader cards may be discarded, counting as the number of cards shown on the Leader card's 'Place unit' ability. Leaders cannot be placed in columns; they are only used to pay for other units to be placed and in combat.

A player can have up to two units in one column. Both of these units must normally be the same unit type. However, a unit with the 'Combine' ability can share a column with any unit. The order of units in a column is not important.

Before placing units in a column the active player can discard any of his units already in that column. These are placed on the active player's discard pile.

ACTION: ATTACK

The active player declares the column in which he wishes to attack. This attacked column must have units belonging to both sides in it. An attack is resolved in the following order:

1. If either player has more than one unit type in the column, he must declare which unit he will fight with and which will act in support. The active player announces this first.
2. The attacker (active player) must either select one card from his hand or draw the top card from his draw deck. This card is called a bonus card and it remains hidden from the defender for the moment.
3. The defender now has the option to withdraw all his units from the column. He can only do this if all the units in his column have a higher 'Speed' value than the highest 'Speed' of the attacking units. See the Attack Outcomes Chart for the outcome of a withdrawal.
4. If the defender does not withdraw then he has the option to play a bonus card, either selecting one from his hand or drawing the top card from his draw deck. Each player now reveals his bonus card and calculates his final combat strength as follows:
 - Unit attack/defence strength: Gain the 'Attack' value of your fighting unit if you are the attacker, and the 'Defence' value of your fighting unit if you are the defender.
 - Unit combat modifiers: Apply all applicable modifiers for the fighting units (attack modifiers for the attacker and defence modifiers for the defender).
 - Supporting unit: Gain a +1 modifier if you have a supporting unit. The supporting unit's 'Attack'/'Defence' value and combat modifiers are not used.
 - Bonus card: Apply the 'Combat' value of your bonus card if it is a Leader. A non-Leader bonus card has a value of zero.
 - Terrain modifiers: Apply any modifiers indicated on the column's Terrain card (applies to Hill and Wood only).
 - Leader special effect: Apply any applicable modifier shown on the Leader card's 'Special effect'.

- 5.** The player with the highest combat strength is the winner. See the Combat Outcomes Chart for the outcome of combat.

Two important rules to remember during combat are:

- Attack modifiers are only used when attacking, and defence modifiers are only used when defending. They have no effect at other times.
- Modifiers on a unit card played as support in combat have no effect – a support card only ever gives a +1 modifier in total.

ATTACK OUTCOMES CHART

Result	Outcome for units	Status of column
Defender withdraws	Defender's units are discarded. Attacker's units remain in the column. Attacker's bonus card is discarded.	If attacker already controls, no change in status. Otherwise, set to neutral.
Defender wins	Defender's units remain in the column. Attacker's units are destroyed. All bonus cards are discarded.	If defender already controls, no change in status. Otherwise, set to neutral.
Tied	All cards are discarded.	Set to neutral.
Attacker wins	Defender's units are destroyed. Attacker's units remain in the column. All bonus cards are discarded.	Attacker gains control.

ELEPHANT RAMPAGE

If a player has one or more Elephant units destroyed then he must also draw one card per Elephant unit lost from the top of his deck. These cards are also destroyed. This penalty does not apply if the Elephants are discarded rather than destroyed.



PHASE 5: DRAW CARDS

The active player draws three cards from his draw deck into his hand if he has not yet reshuffled his discard pile, and four cards after the first reshuffle.

The active player cannot have more than nine cards in his hand at the end of his turn. This may mean drawing fewer than three/four cards.

WINNING MILITO

The game ends when the active player controls **three or more columns** at the very start of his turn (phase 1). The active player wins the game.

ATTACK OUTCOMES CHART REMINDER

Result	Outcome for units	Status of column
Defender withdraws	Defender's units are discarded. Attacker's units remain in the column. Attacker's bonus card is discarded.	If attacker already controls, no change in status. Otherwise, set to neutral.
Defender wins	Defender's units remain in the column. Attacker's units are destroyed. All bonus cards are discarded.	If defender already controls, no change in status. Otherwise, set to neutral.
Tied	All cards are discarded.	Set to neutral.
Attacker wins	Defender's units are destroyed. Attacker's units remain in the column. All bonus cards are discarded.	Attacker gains control.

CREDITS

Game Design: Martin Wallace • Additional Development: Will Townshend and Dan Mersey • Artist: Peter Dennis • Graphic Design: Henri Kermarrec • Game Production: Dan Mersey • Executive Producer: Will Townshend

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