

# Tacticum

QUESTIONS &  
ANSWERS #1



**“Okay, candidate, apparently it will take more explaining for you to get with the program. But you have made the right choice and are asking questions. I’m Centurion Antonius and will be your instructor today; Hey! Eyes front!”**

*Special thanks to the following candidates for there enthusiasm for Tacticum; Randy & John, serving in the US Air Force, John & Paul from the Joe Mugs gaming group and from David, who purchased the first one at Imagicon and then truly beat me senseless at PlayOnCon a month later!*

**QI:** Didn’t see anything in the rules for how turns happen. From the examples we decided it was one unit move per turn.

**Centurion:** On your turn you either move a Unit, a Square or a Column. That will be 10 push-ups for every time you have already seen me play.

**QII:** Can you flank diagonally?

**Centurion:** No. Now jump the line twenty times Candidate!

**QIII:** Is there a limit to the number of units in a line that can be captured through flanking? We decided no because of the example with a double capture.

**Centurion:** No limit. You always have to protect your flanks! And who is this “we decided”? I’ll tell you when you have decided something! When you learn to protect your flanks this rule will change in future lessons.

**QIV:** In scenario number 1 the “defender” can win by exiting one of the corners. Does this mean the literal single corner space? The space that a unit can’t be captured in? If so, how does the defender ever exit when white can just leave two pieces in place to guard?

**Centurion:** Very good. Most Candidates just say it can’t be done; you just might make it through another week of training.

- I. The "escape" corners cannot be occupied by the defenders and in fact the escape corner acts as a unit for the escaping team. So, a defender can be captured if its back is against the corner escape square.
- II. This also means that in the starting setup the escape corners are NOT occupied. I’ll have a talk with the scribe about fixing that diagram.

**QV:** Can a column capture other pieces from a square after they have “broken” it and captured the first?

**Centurion:** Columns only break Squares. Otherwise they are just 3 individual units when being attacked.

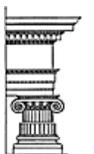
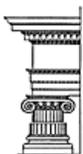
**QVI:** Can the standard be part of a formation?

**Centurion:** Correct, it has all the abilities of a unit. If it is in a group that is getting captured, it remains and the other units are removed.

**QVII:** What happens when you end up with an extended square (2x3)? Does it still count as a square? What would apply to a square with an extra unit or two sticking out; column? Square?

**Centurion:** Excellent! This is where you will really learn the tactical advantages for rapid formation changes. You must be prepared to use the best formation for the situation at hand.

- I. So in a 2x3, none of the units could be captured since any of them can be shown to be part of a square. Likewise, a column could launch out of a 2x3 to attack (then all 6 units are on their own) or help form a square nearby.
- II. Overall what you are asking here is the really neat part of the game - emergent patterns and tactical maneuvers. Part of the effectiveness of the roman legions was their ability to change formations quickly to best defend or attack, based on terrain, enemy formations, weapons, etc. Say you had a block of 3x3; columns could break off in any directions or a square could move to anchor the flank.



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**QVIII:** To immobilize; does only the standard have to not be able to move or the whole army? We had a situation where the standard couldn't move but another piece could and it captured a piece that freed up the standard. Was the game over or the standard is free?

**Centurion:** This would have been game over - if the standard is ever in a position where it cannot move on that players turn the opponent has won. The commander has to stay mobile to ensure proper command of the engagement. So, particularly when trying to demonstrate your abilities through this game to senior centurions, you would have failed.

**QIX:** Can the standard be involved in capturing? i.e. one of the flankers.

**Centurion:** Yes, they can capture. Didn't I already tell you they were just like any other Unit?! Right, that does it. You will be signing the Legion's anthem for the first half of mess tonight.

