

CHARTABELLA

GAME RULES

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ABOUT CHARTABELLA

Chartabella is a series of free paper-based wargames designed for two players. Chartabella offers various themes, each representing a historical period to recreate battles from that era. Everything needed can be freely downloaded and then printed.

All themes have the same rules, but each one comes with its own set of board pieces, game pieces, dies etc. to play multiple battles (scenarios). Each scenario includes an overview that indicates the used board pieces and the starting positions of all game pieces, along with an explanation of the strategic objectives for each player. In addition to the historical and fictional scenarios provided, it is, of course, possible to create your own scenarios. This is entirely scalable: for larger battles, an infinite number of game pieces, board pieces, etc, can be printed as needed.

Chartabella is freely available for personal, home, and educational use. Chartabella is non-profit and is intended solely for educational and recreational purposes. It is not allowed to distribute the games or their components physically or digitally, in their original or modified form, without written permission from the creator. The exception to this rule is the artwork of the game pieces. Many game pieces were created using artwork from contributors to JuniorGeneral.Org. This artwork is under a Creative Commons license, which means that any artwork Chartabella has modified also falls under this license. This applies ONLY to the artwork for the game pieces and not to the game concept, manual, board pieces, etc.

START OF THE GAME

Players first agree to play either a provided scenario or a self-created scenario. Each provided scenario includes information about which side starts, how many game pieces and intervention cards are used, and how victory can be achieved. If playing a custom scenario, both players agree on the details before setting up the game.

Both players then assemble the game board using the board pieces, game pieces, camp tiles and location tiles as indicated in the scenario or as agreed upon. They place the appropriate number of intervention cards in front of them and keep the die within reach. It is advisable to start with one or two provided scenarios first.

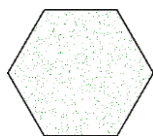
GAME PROGRESSION

Players take turns, with each player selecting and taking actions with two game pieces consecutively in their turn. A player cannot choose the same game piece twice. Alternatively, a player may choose to only take action with one game piece or choose to pass their turn. Please refer to "ACTIONS FOR GAME PIECES" for more details on available actions. Turns continue until one of the players meets the 'loss' conditions specified in the scenario, at which point the other player wins the game.

THE GAME BOARD

The game board consists of one or more board pieces, which are placed lengthwise between the players (rotating backwards is also allowed). By aligning the board pieces lengthwise and widthwise with each other, the game board or 'battlefield' is created. Each board piece consists of multiple hexagonal spaces. Special tiles such as location tiles and camp tiles can be placed on the board pieces. This creates a new game board for each game. Half/incomplete spaces at the edge of the game board are not used.

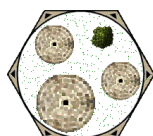
There are various types of spaces (hexes) on the game board:



Meadow space (white with grass-specks)
Can be entered by all game pieces.

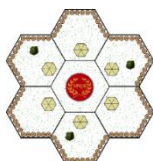


Forest space
Only infantry can move through the forest: Game pieces with horses, elephants, artillery, etc are not allowed to enter a forest tile. Game pieces are safe from projectiles on a forest space.



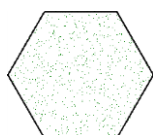
Location tile (Seperate optional tile with small triangles)
Occupying these spaces affects the outcome of battles, see also 'WINNING OR LOSING AN ATTACK'. As for moving game pieces and launching projectiles, the same rules as a forest space apply to a location tile.

(example)



Camp tile (Seperate optional tile)
A camp is a game tile consisting of seven spaces. The outer spaces are enclosed by a wall or palisade. No game piece is allowed to move through the wall either inwards or outwards. If there is no entrance tile, the attackers will have to use a battering ram to breach the wall. See also 'CAPTURING A CAMP.'

(example)



Entrance tile (Seperate optional tile on top of a camp tile)
There is one entrance tile available for each camp, which can be placed on one of the outer camp spaces to indicate that the camp has an opening in the wall or palisade there. This can occur as part of the scenario or after breaching the wall. See also 'CAPTURING A CAMP.'

GAME PIECES

How game pieces move across the board

All game pieces have a facing; it's either forward or backward. They cannot be rotated diagonally or sideways. During actions, they can change their facing, but they always rotate 180 degrees in the other direction. However, they can move diagonally forward or backward. On the base of each game piece, two arrows indicate the facing of the game piece.

The base of each game piece also displays the movement value. This number represents the maximum number of spaces the game piece is allowed to move per turn. Rotating does not affect the movement value.



Example left: Game pieces are facing either forward or backward.

Example right: Game pieces are allowed to move diagonally.

Combat values of game pieces

The game pieces have an attack value displayed in green in the top left corner. Additionally, they have two red defense values: on the left, for the front of the game piece and on the right, for the back. Most game pieces will have a higher defense value for the front, often due to their shields.



Example: A game piece with an attack value of 3, a front defense value of 2, and a back defense value of 1. The movement value is 2.

A charge attack (+ sign)

Some game pieces have a + sign next to their attack value. They can use a straight piece of terrain to build up speed, giving their attack extra power. Therefore, something needs to be added to their attack value: the number of spaces passed in a straight line between the attacking game piece and the defending game piece.



Example above: this cavalry unit can charge.



Example left: A cavalry game piece is attacking a game piece three spaces away. The cavalry has a movement value of 3 and an attack value of 2+. In the attack route, all four spaces (including those of the game piece and the target) are in a straight line. There are then two spaces where speed is gained. The cavalry attacks with a value of $2+1+1=4$.

Example right: The same situation, but now there is a bend in the attack route, and only the last three spaces (including that of the target) are in a straight line. After making the turn, there is only one space where speed is gained. The cavalry then attacks with a value of $2+1=3$.

During a charge, the movement value is never exceeded.

Range value of game pieces

If a blue number is displayed in the top right corner of the game piece, the game piece is allowed to launch a projectile (arrow, spear, slingstone, etc.), and the value indicates the maximum range (number of spaces) of the projectile. For more information on launching projectiles, see "ACTIONS FOR GAME PIECES" and "WINNING OR LOSING AN ATTACK."

Commander game pieces



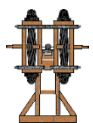
Each army has one or more commander game pieces, featuring one or two yellow commander stars. The number of commander stars active in the game affects the battles; see "WINNING OR LOSING AN ATTACK." Additionally, in most cases (depending on the scenario), when a player's last commander is defeated, they lose the game.

Example: King Darius of the Persians, a commander with two stars.

Special game pieces



Elephant: does not attack just one game piece but while moving eliminates all game pieces (possibly even friendly game pieces) on its path. No dice are rolled; the elephant is unstoppable by any game piece, regardless of its defense value. When elephants fight each other like this, both are removed from the game. They can destroy battering rams from the front.



Artillery: When artillery targets a game piece, no dice are rolled; that game piece is always defeated immediately, regardless of its defense value. Artillery cannot be placed on a forest space, location tile, or in a camp. They can destroy battering rams from the front.



Battering Ram: The battering ram cannot be attacked from the front; only from the rear. Exceptions are elephants and artillery. The battering ram may not attack other game pieces. See also "CAPTURING A CAMP."



Stakes: Can be placed on both meadow-spaces and forest-spaces, at the setup of the game and cannot be moved or removed during the game. No other game pieces can enter a space occupied by a 'stakes' game piece. Game pieces with projectiles can throw or shoot them over the stakes.



Caravan: Ox carts used for transport. When they are not escorted, these game pieces are very vulnerable. They cannot attack. Caravans cannot be attacked by missiles!

ACTIONS FOR GAME PIECES

All possible types of actions (1 through 7) for a game piece:

- 1: Turn around 180 degrees. A game piece can use this action to turn its stronger defense value toward the opponent.
- 2: Move and then optionally turn around.
- 3: Move to the space of an enemy game piece and engage in combat (turning around or launching a projectile is not allowed directly after attacking).
- 4: Move and then launch a projectile (then remain in the direction of the launch).
- 5: Launch a projectile and remain in place, optionally turn around.
- 6: Launch a projectile, then move, and then optionally turn around.
- 7: Launch a projectile, then move to the space of the enemy game piece and engage in combat. This can only be done against the game piece that was the target of the projectile but was not eliminated (and if it is within the range of movement).

In short, game pieces can attack each other in two ways:

- Melee: man-to-man combat on the defender's space.
 - Projectiles: throwing or shooting projectiles (spears, arrows, stones, etc.) from a distance.
- And it may be possible to also engage in melee after launching a projectile (action 7).

Comments on melee

A game piece may not enter a space where another game piece is already present unless it is engaging in melee with that game piece.

A game piece can move in any direction, but will turn in the direction of movement (always looking 180 degrees forward or backward). A game piece cannot move more spaces than indicated on its base. In melee, the space where the opponent is located must fall within this distance, and the movement ends in this melee. After winning a melee, the game piece may not move further or rotate in the same turn.

Comments on launching projectiles

Only when a blue number is displayed in the top right corner of the game piece may the game piece launch a projectile (arrow, spear, slingstone, etc). Note that the attack strength of the projectile is always 2; this is not indicated on the game pieces. The maximum distance (number of spaces) the projectile can travel is indicated by the blue number. This can be in any direction, and it can be thrown or shot "over" other game pieces. There is no limit to the number of projectiles per game piece in the game.

Projectiles and forest spaces (also applies to location tiles!)

Projectiles cannot be launched at a game pieces on a forest space. Game pieces on forest spaces may launch projectiles towards a piece on a meadow space. Projectiles cannot be launched "over" forest spaces, but they can be launched "around" forest spaces in a curve, if the number of spaces (blue range value) allows for it. There is one exception: when there is a forest space exactly between two game pieces, they may not target each other with projectiles, even if the number of spaces (three) would allow for it (around the forest space).

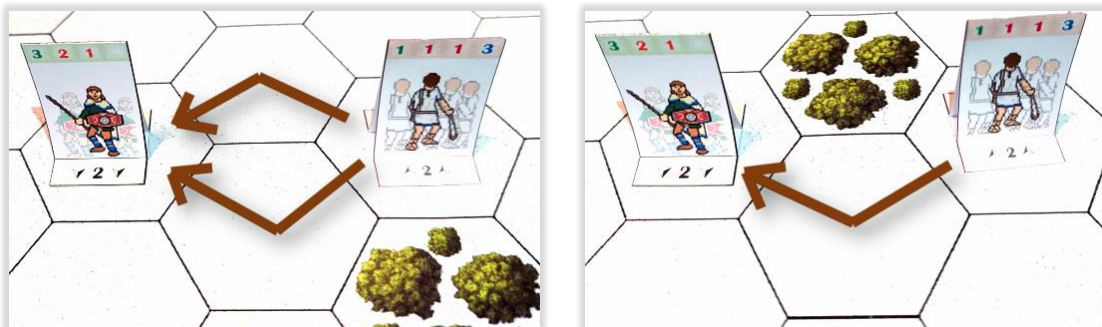


Example left: The slinger can hit the spear thrower from the forest, but not vice versa because the slinger is on a forest space.

Example right: The slinger (range value 3) can hit all infantry but not the cavalry because there is a forest space exactly between them.

Launching projectiles from a space next to the opponent:

When a game piece is positioned next to and at the same level as the enemy game piece, the player may choose whether the projectile hits the front or the back. However, if a forest space or location tile is between them, they cannot hit the game piece from that direction.



Example left: The slinger can choose whether to hit the infantry from the front or the back.

Example right: Due to the forest space, the slinger can only hit the opponent from the front with his sling. (However, he could engage the opponent in a melee attack from behind on foot, through the forest.)

WINNING OR LOSING AN ATTACK

Melee:

When a game piece enters the space of an enemy game piece, the attacking player rolls the die.

- If the symbol with crossed swords is rolled, the attacking player compares the attack value of the attacking game piece (green) with the defense value of the defending game piece (red). The player determines whether the defending game piece is attacked from the front or back (see 'Combat value of game pieces').

- If the attack value is higher than the defense value, the attacking game piece wins the battle.

- If the attack value is lower than the defense value, the attacking game piece loses the battle.

- If the attack value is equal to the defense value, the attack ends in a draw.

- If the symbol of the player's own side is rolled, the game piece wins the battle regardless of attack or defense values!*

- If the symbol of the opposing side is rolled, the game piece loses the battle regardless of attack or defense values!*

- If the blue triangle symbol is rolled, the players determine who occupies the most location tiles on the game board. That player wins the melee regardless of attack or defense values!*
- In case of a tie, the rules for crossed swords apply.

- If the yellow star symbol is rolled, the players determine who has the most commander stars in the game. That player wins the melee regardless of attack or defense values!*
- In case of a tie, the rules for crossed swords apply.

* Unless the opponent plays an intervention card, see Intervention Cards.

If the attacking piece wins, it takes the place of the defending game piece, which is removed from the game.

If the attacker loses, the attacker is removed from the game, and the defender remains in place.

If the melee is a draw, the defender remains in place, and the attacking piece stays on the adjacent space from where it came.

Launching a projectile:

When a game piece launches a projectile at an enemy game piece, the attacking player rolls the die.

-If the crossed swords symbol is rolled, the projectile value of the attacking game piece (which is always 2 and is not indicated on the game piece!) and the defense value (one of the red numbers) of the defending game piece are compared. The player determines whether the defending game piece is attacked from the front or back (see 'Combat value of game pieces').

If the defense value is lower than 2, then the defending game piece is hit by the projectiles.

If the defense value is higher than 2 or equal to 2, then the defending game piece remains unharmed.

-If the symbol of the player's side is rolled, the defending game piece is hit regardless of the defense value!*

-If the symbol of the opposing side is rolled, the defending game piece remains unharmed, regardless of the defense value!*

-If the blue triangle symbol is rolled, the players determine who occupies the most location tiles. If this is the attacking player, then the defending game piece is hit regardless of the defense value!* If this is the opposing player, then the defending game piece remains unharmed, regardless of the defense value!* In case of a tie, the rules for crossed swords apply.

-If the yellow star symbol is rolled, the players determine who has the most commander stars in the game. If this is the attacking player, then the defending game piece is hit regardless of the defense value!* If this is the opposing player, then the defending game piece remains unharmed, regardless of the defense value!*

In case of a tie, the rules for crossed swords apply.

* unless the opponent plays an intervention card, see Intervention Cards.

When the defending game piece is hit, it is removed from the game. The attacking game piece remains in place. If the defending game piece remains unharmed, both pieces remain in place.

Optional: Tipping over defeated game pieces

For a more dramatic battlefield appearance, players may agree not to remove defeated game pieces from play but instead tip them over and leave them laying down on or near the location where they were defeated. Game pieces still in play may be placed on top of the laid-down pieces if necessary. This may make the game board less clear.

Intervention cards

In each scenario, both players start with a predetermined number of intervention cards (crossed swords). Players place these cards in front of them. When a player rolls a blue triangle, a yellow star, or a symbol of their own or opposing party with the die, and as a result, one of them is about to lose a game piece, that player may choose to play an intervention card at that moment. Instead of following the rules of the rolled symbol, the rules of crossed swords are then followed. The played intervention card is then removed from the game. The challenge is to save the intervention cards for the right moment.

CAPTURING A CAMP

A camp tile consists of 7 spaces. The outer spaces, like a forest space, can only be entered by infantry, but the innermost tile is considered a normal meadow tile. On the outside of the camp, there is a wall or palisade that protects the camp from the outside world. At the start of the game, there may be defending game pieces inside the camp. Game pieces may not move through the wall, neither inwards nor outwards. Game pieces inside the camp may fire projectiles outside over the wall, but game pieces outside the camp may not fire projectiles over the wall inside. To break through the wall from the outside, the attacker needs a battering ram game piece. The battering ram must be driven up against a wall of choice on an adjacent tile. In a subsequent turn (as an action), the ram breaks through the wall: the battering ram game piece is removed from the game, and an entrance tile (a separate meadow tile) is placed on the relevant camp space. If there was an enemy game piece in the camp on the rammed camp space, it is also removed from the game. By placing the entrance tile, an opening is created in the wall, where game pieces can move both inside and outside. Projectiles can also be fired inside as long as they do not pass through a wall. When there are only attacking game piece(s) left in the camp, the camp is considered captured.



Example left: the battering ram can ram the wall (palisade) both straight ahead and diagonally. The slinger can hit the infantry over the wall, but not the battering ram; it is invulnerable from the front.

Example right: next turn, the battering ram has rammed the wall and has been removed from the game. The slinger who was on this tile has also been removed from the game. In place of the wall, there is now an entrance tile, allowing game pieces to enter and exit the camp.

APPENDIX 1: TACTICAL EXAMPLES



Example left: the infantry moves in the first action to allow the cavalry (attack strength 3+) to perform a charge in the second action. The total charge attack strength is $3+1+1=5$ and will likely defeat the opponent (defense strength 3), depending on the dice roll.

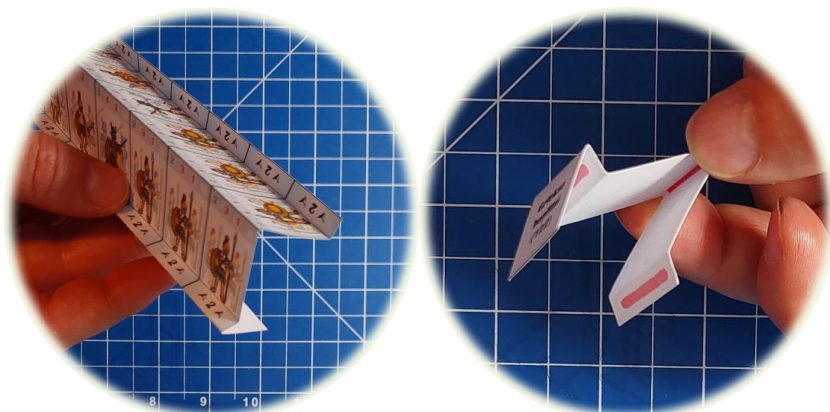
Example right: the cavalry (attack strength 2, range value 2, movement value 4) has three options:

A: First, attempt to eliminate the infantry by throwing its lance, and then, if this fails, attack the infantry from behind with a melee attack. The infantry has a defense strength of 2 in the front and only 1 in the back.
B: Ride past the infantry and throw its lance at the infantry's back. If the dice roll is not in the cavalry's favor, the cavalry won't be defeated. The infantry will likely defeat the cavalry in the next turn, but this will cost the opponent an action.
C: Throw its lance at the infantry's front and then move to a space out of the infantry's reach. This is the safest choice but also has the lowest chance of success.

The best choice depends on the overall circumstances in the game.

APPENDIX 2: FOLDING THE GAME PIECES

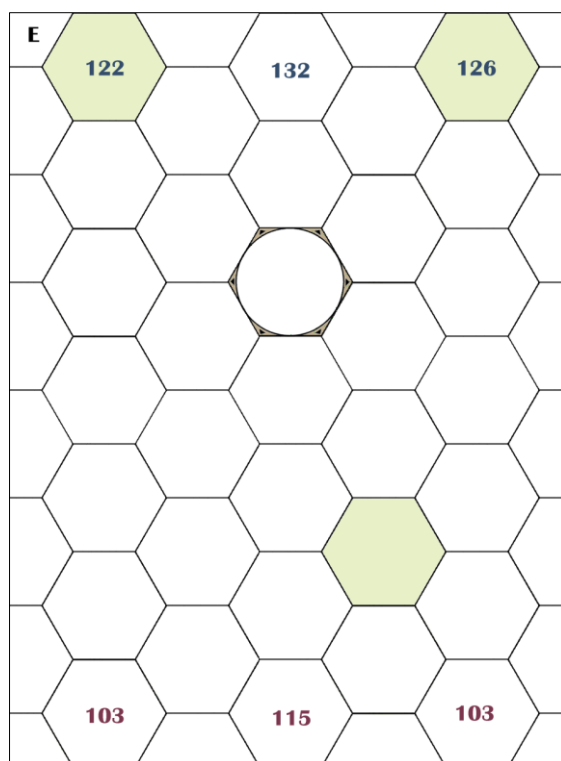
1. Print the game pieces.
2. Score along the fold lines with a blunt knife to help folding.
3. Cut or trim the game pieces all around, but keep them connected.
4. Fold the game pieces all at once (see example on the left).
5. Cut or trim them individually.
6. Glue them together, applying glue to the three marked red spots (as shown in the example on the right).



CHARTABELLA – ALEXANDER IN PERSIA – SCENARIO 1 “GRAIN”

Macedonian troops visit a farm to collect grain for the army. Suddenly they come face to face with some Persian units.

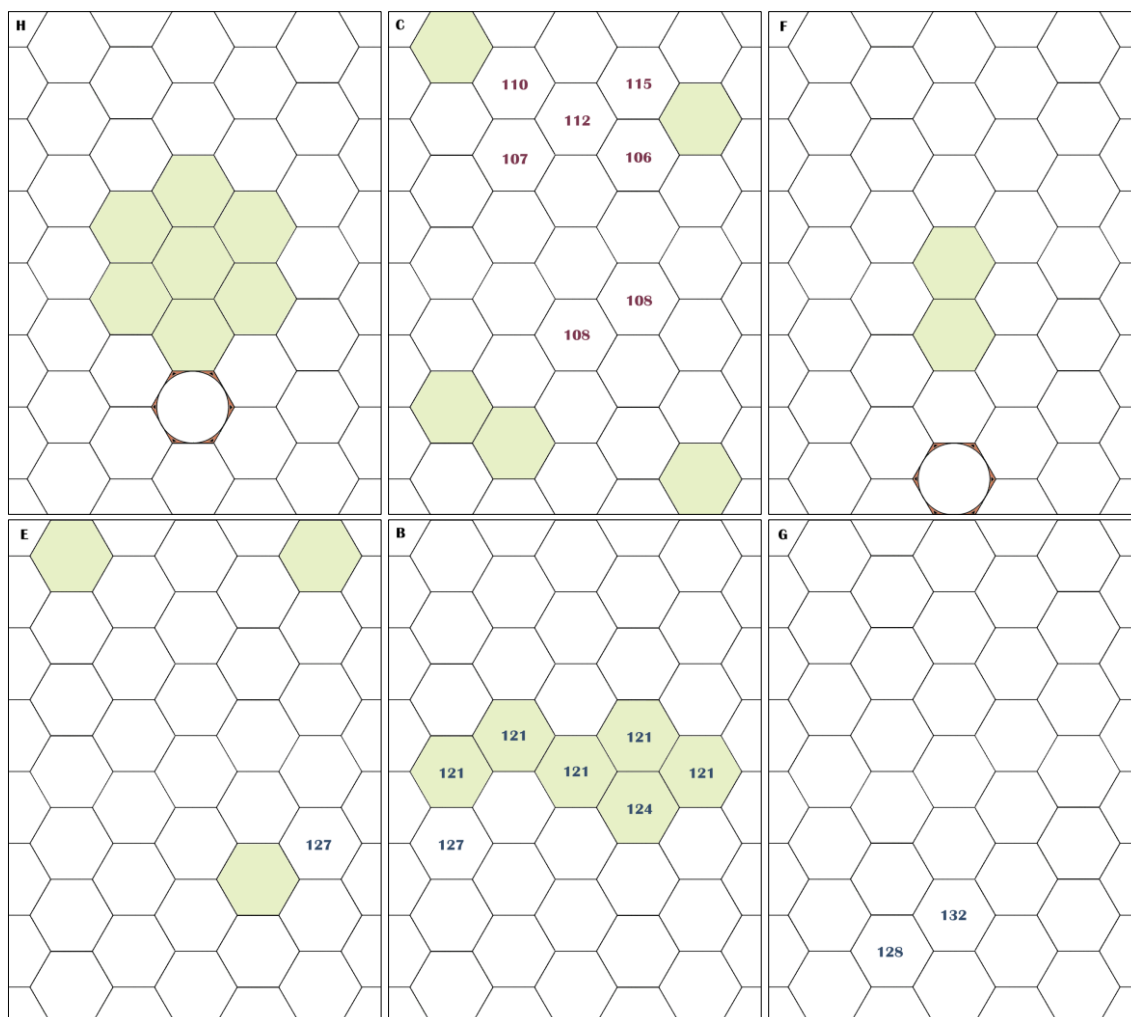
Persian army (first turn)	Macedonian army
Prints needed: startset 2x 103 Immortals 1x 115 Commander	Prints needed: startset 1x 122 Greek hoplitai 1x 126 Agrianian peltasts 1x 132 Commander
Intervention cards: 0	Intervention cards: 0
Loses when either: - the commander has been eliminated - the player gives up	Loses when either: - the commander has been eliminated - the player gives up
Instructions: Use the brown location tile 'farm'. Remember, cavalry (horses) may not enter a location tile or forest space. Game pieces are safe from projectiles (Peltasts) when on a location tile or forest space. With only a few game pieces available, the game is short, and luck plays a significant role.	



CHARTABELLA – ALEXANDER IN PERSIA – SCENARIO 2 “THE CARAVAN”

A Persian military convoy is en route to deliver supplies to the Persian army. A small Greek force is dispatched to intercept the wagons. A battle ensues in a barren valley.

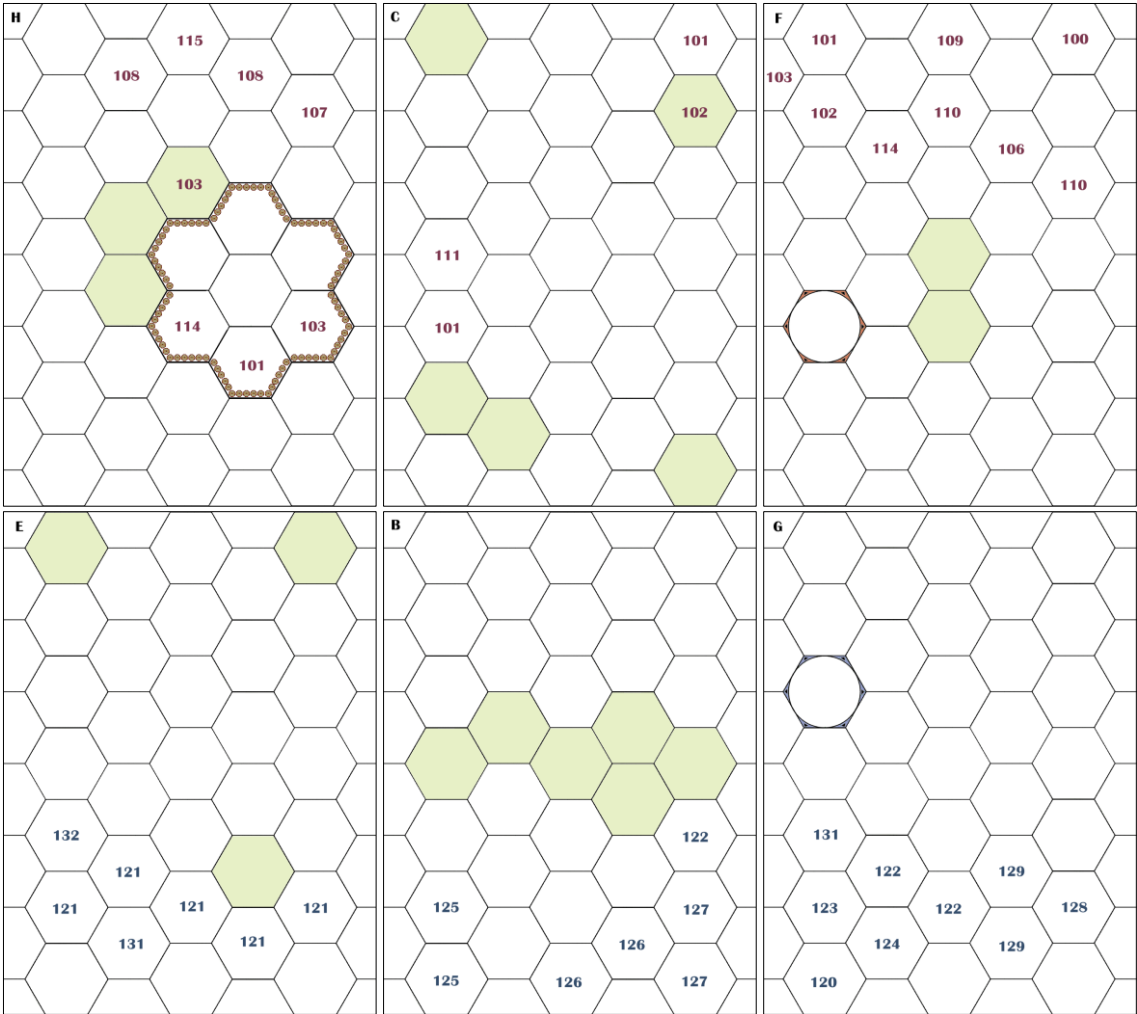
Persian army (first turn) Prints needed: startset 1x 106 Skythian cavalry 1x 107 Parthian cavalry 2x 108 Sogdian cavalry 1x 110 Bactrian cavalry 1x 112 Caravan 1x 115 Commander	Macedonian army Prints needed: startset 5x 121 Pezhetairoi 1x 124 Hypaspistai 2x 127 Cretan archers 1x 128 Podromoi 1x 132 Commander
Intervention cards: 1	Intervention cards: 1
Loses when either: - the caravan has been eliminated - the commander has been eliminated - the player gives up	Loses when either: - the commander has been eliminated - the player gives up
Instructions:	



CHARTABELLA – ALEXANDER IN PERSIA – SCENARIO 3 “THE PERSIAN CAMP”

While marching eastward, the Macedonian army encounters a Persian camp. Battering rams are prepared, but unexpectedly, Persian troops appear on the horizon.

Persian army (first turn) Prints needed: startset 1x 100 Commander “Darius” 4x 101 Persian infantry 2x 102 Greek mercenaries 3x 103 Immortals 1x 106 Skythian cavalry 1x 107 Parthian cavalry 2x 108 Sogdian cavalry 1x 109 Scythian cataphracts 2x 110 Bactrian cavalry 2x 114 Mardian archers 1x 115 Commander	Macedonian army Prints needed: startset 1x 120 Commander “Alexander” 5x 121 Pezhetairoi 3x 122 Greek hoplitai 1x 123 Royal Hypaspistai 1x 124 Hypaspistai 2x 125 Thracian infantry 2x 126 Agrianian peltasts 2x 127 Cretan archers 1x 128 Podromoi 2x 129 Thessalian cavalry 2x 131 Battering ram 1x 132 Commander
Intervention cards: 2 Loses when either: - the camp has been captured by the Macedonians - all commanders have been eliminated - the player gives up	Intervention cards: 2 Loses when either: - both battering rams have been eliminated before they have breached the wall - all commanders have been eliminated - the player gives up
Instructions:	



CHARTABELLA – ALEXANDER IN PERSIA – SCENARIO 4 “BATTLE OF GAUGAMELA”

1st October 331 BC... the plain of Gaugamela.

Alexander the Great will finally meet his great rival, Darius III, on the battlefield.

The Persian "King of Kings" has assembled the largest army the world has ever seen, with the aim of halting the young Macedonian. It is the last chance to prevent Alexander from ruling from Greece to the Himalayas.

Persian army (first turn)	Macedonian army
Prints needed: startset + 1x expansion 1x 100 Commander “Darius” 8x 101 Perzian infantry 5x 102 Greek mercenaries 7x 103 Immortals 2x 106 Skythian cavalry 2x 107 Parthian cavalry 4x 108 Sogdian cavalry 2x 109 Scythian cataphracts 4x 110 Bactrian cavalry 2x 111 Indian elephants 4x 114 Mardian archers 3x 115 Commander	Prints needed: startset + 1x expansion 1x 120 Commander "Alexander" 11x 121 Pezhetairoi 7x 122 Greek hoplitai 2x 123 Royal Hypaspistai 2x 124 Hypaspistai 4x 125 Thracian infantry 4x 126 Agrarian peltasts 4x 127 Cretan archers 2x 128 Podromoi 4x 129 Thessalian cavalry 3x 132 Commander
Intervention cards: 3	Intervention cards: 3
Loses when either: - all commanders have been eliminated - all location tiles are occupied by the enemy - the player gives up	Loses when either: - all commanders have been eliminated - all location tiles are occupied by the enemy - the player gives up
Instructions: Feel free to print more armies and game pieces to make the battle even larger...	

