

Leader Casualty Checks and Evasion – Official Ruling

By Richard Borg – January 24, 2008

The following text was sent in email by Richard Borg to JAF

Key Summary

When must a leader evade?

- **A leader must evade when a leader is with a unit that has all its blocks eliminated, after all the unit's blocks are removed, the leader must evade.**

There are a number of situations when a unit's blocks may be lost: range combat, close combat and failure to complete a retreat (see details below). Other situations that are not detailed here include but are not limited to: evading unit, elephant rampage, occupying an elephant's retreat path, rolling fire, sunk in marsh.

Some situations will require a leader casualty check prior to the leader evade.

Details

1. When a leader is alone in a hex and is attacked in range or close combat, if the leader is not hit and eliminated, the leader must evade.
2. A unit with an attached leader that loses one or more blocks in combat (range or close combat), but the unit is not eliminated, after the unit's blocks are removed, there is a leader casualty check (2 dice). But because the unit still has blocks remaining, the leader may not evade.
3. A unit with an attached leader that loses one or more blocks in combat (range or close combat) and the unit is eliminated, after the unit's blocks are removed, there is a leader casualty check (1 die). If the leader is not eliminated by the casualty check, the leader must evade.
4. When a unit with an attached leader is attacked and does not lose any blocks from the combat dice rolled but is forced to retreat from flags rolled, and it loses one or more blocks because it cannot complete its entire retreat movement but is not eliminated, after the retreat loss blocks are removed, there is a leader casualty check (2 dice). Because the unit still has blocks remaining, the leader may not evade.

5. When a unit with an attached leader is attacked and does not lose any blocks from dice rolled in the combat but is forced to retreat from flags rolled, and the unit loses one or more blocks and is eliminated because it cannot complete its entire retreat movement, after all the unit's blocks are removed, there is a leader casualty check (1 die). If the leader is not eliminated by the casualty check, the leader must evade.

6. When a unit with an attached leader is attacked and the unit loses blocks from the combat dice rolled, after the combat loss blocks are removed, there is a leader casualty check (2 dice). If the leader is not eliminated, the leader may not evade and must remain with the unit. Now if the unit is also forced to retreat but cannot complete its entire retreat movement and is not eliminated, after the retreat loss blocks are removed, the leader may not evade because the unit still has blocks remaining. Another leader casualty check is not required because only one leader casualty check is made during any combat sequence and the loss of blocks from combat and the retreat, are due to the same dice roll combat sequence.

7. When a unit with an attached leader is attacked and the unit loses blocks from the combat dice rolled, after the combat loss blocks are removed, there is a leader casualty check (2 dice). If the leader is not eliminated, the leader may not evade and must remain with the unit. Now if the unit is also forced to retreat but cannot complete its entire retreat movement and is eliminated, after the retreat loss blocks are removed, the leader must evade. Note retreat movement that was not completed by the unit that was eliminated has no effect on the leader. Another leader casualty check is not required because only one leader casualty check is made during any combat sequence and the loss of blocks from combat and the retreat, are due to the same dice roll combat sequence.

Other details to Remember

A leader on his baseline hex that must evade is removed from the battlefield. Your opponent does not gain a Victory Banner when a leader evades from the battlefield.

A leader's evade will turn into an escape, when the leader's evade path is occupied by enemy units or leaders.