

Clarification of EMTLU and flank/rear attack changes at Challenge 2023

EMTLU

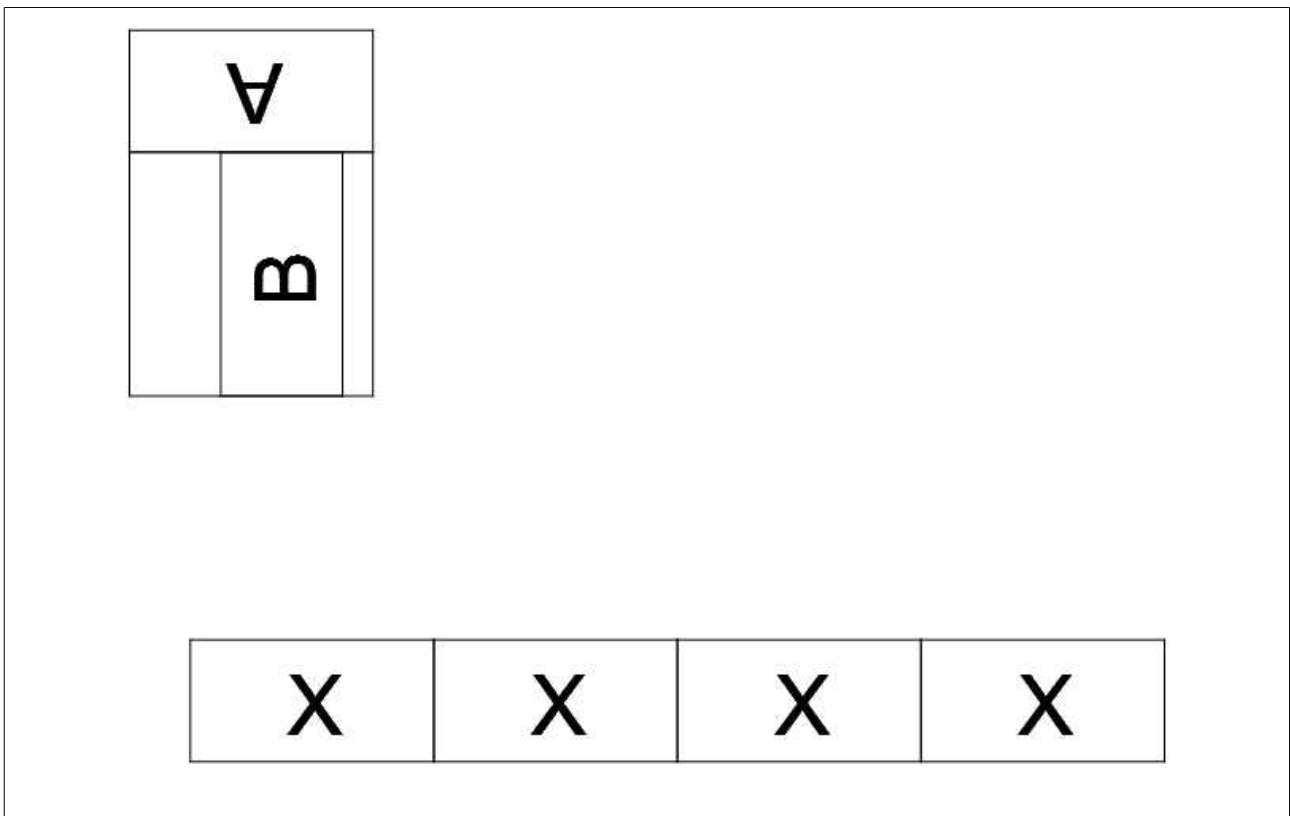
Rule change:

A moving element or group not in contact with enemy can use EMTLU (without needing to be in a TZ) to line up with an enemy flank or rear edge it will contact, or front edge up to 160p ahead. This EMTLU counts as straight forward for the purposes of (a) initiating close combat with an enemy corner, or (b) moving directly towards any enemy exerting a TZ.

Purpose:

To enable attacks on enemy flanks, rears or corners that can currently only be contacted by an attacker that is already suitably lined up and orientated because an enemy TZ prevents lining up while in contact.

Example:



A is facing down the page, B is friendly to A and facing left.

Xs are a group facing up the page, enemy to A and B.

Currently, Xs cannot contact B's flank – they could move straight-ahead to contact, moving towards the TZing element, but they can't EMTLU.

You could spend PIPS shifting sideways with single element moves so that next bound they can move straight-ahead to contact, moving towards the TZing element, and be already lined up. This is in the commentary. However, it is often impracticable with clumsy irregulars.

The change allows group Xs to EMTLU *before* contact and still count the move as straight-ahead, moving towards the TZing element, which allows it to contact B.

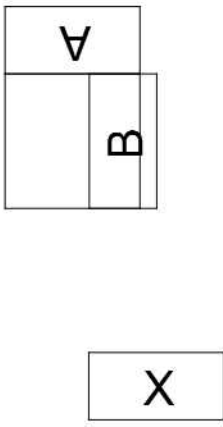
It could line up with B's flank or with A's front. Thanks to the other change (below), lining up with A's front will still allow it to contact B's flank. It may also be desirable or necessary to line up with A's front if B is at an angle and you want to contact B's corner (which normally requires a straight ahead move by a group).

Contacting a flank edge in a TZ

Rule change:

This special rule may allow you to contact an enemy element's flank edge when a TZ would normally prevent you lining up with the element contacted.

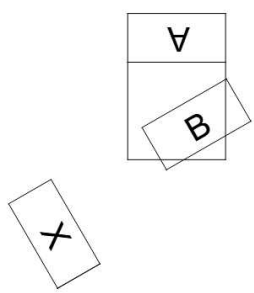
However, it does not apply to “legitimate” TZ protection. If a hypothetical friendly element was already lined up with the enemy element's flank edge to be contacted, and moved straight ahead, would the contact be allowed? If NO, then this flank edge is protected, you cannot use this special rule to contact it.



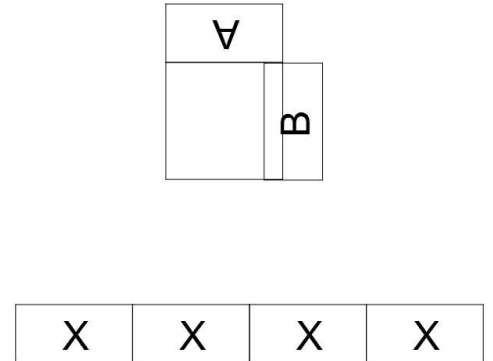
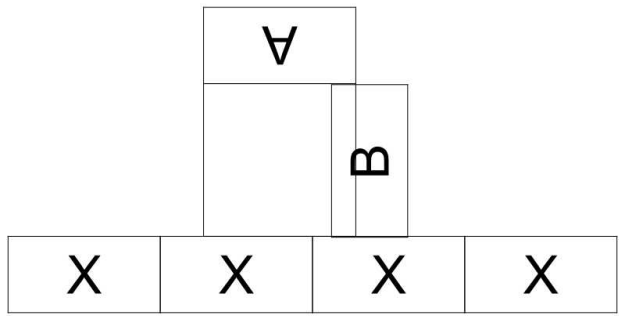
In this example, X is the hypothetical friendly element already lined up with the enemy element B's flank edge.

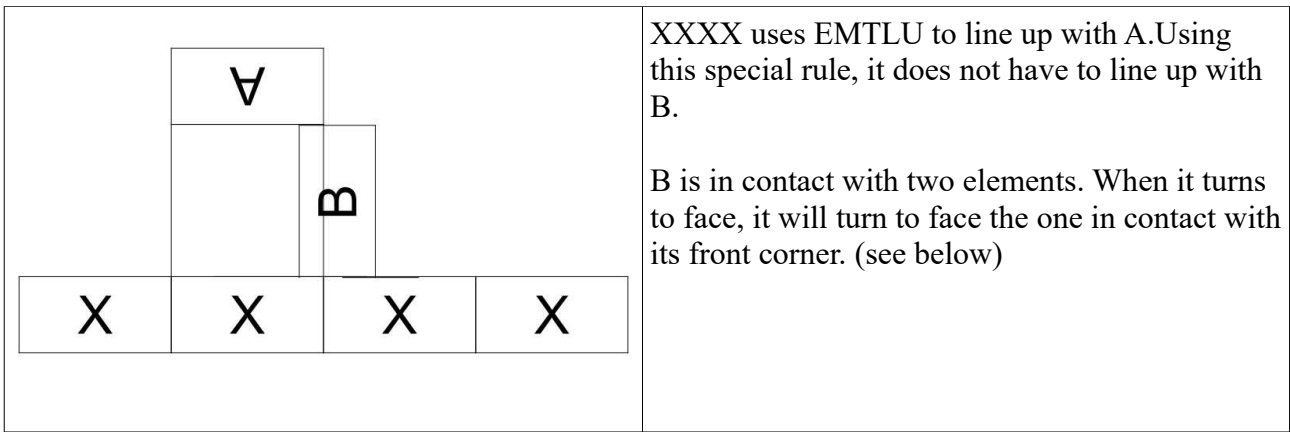
If it moved straight ahead, it would be moving straight towards the TZing element (A) and therefore this would be permitted in the TZ with the standard rules.

This means the flank is not “legitimately” protected and you might be able to use the special rule to contact it.

	<p>In this example, X is the hypothetical friendly element already lined up with the enemy element B's flank edge.</p> <p>If it moved straight ahead, it would not be moving straight towards the TZing element (A) and therefore this would not be permitted in the TZ with the standard rules.</p> <p>This means the flank is “legitimately” protected and you cannot use this special rule to contact it.</p> <p>(you might be able to use the “distant EMTLU” special rule to contact it on a corner or its rear edge)</p>
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This special rule allows an attacking element or group to initiate front-to-flank combat when the attacker is already lined up with the TZ-ing element; or lines up with it and makes/remains in contact with the enemy flank edge. (If it was a group move, the element ending in flank edge contact and the one lining up in the TZ may be different).

	<p>Example: Starting position.</p> <p>The flank of B is not “legitimately” protected.</p>
	<p>XXXX advances and contacts B's flank. It is now in A's TZ.</p>



This rule does not allow you to ignore other TZs affecting you before you reach the one you are lining up in.

If the contact is allowed: when “turning to face” happens in the turn sequence, the contacted enemy lines up in front edge to front edge combat with the element in contact (the one in contact with its front corner if there is a choice).

Note: The normal exemptions from turning to face a flank contact (e.g. front edge is in combat) apply. If the enemy does not turn because another friendly element is in close combat with another edge, the attacker is treated as in close combat with it.

Purpose: Correction of a rules-anomaly that can prevent elements being legally-contacted because the need to line up with the contacted element conflicts with TZ restrictions.