

## Armchair Warlord Movement Phase Actions

Armchair Warlord has two movement phases during each player turn. The main one is called the *1st Land Movement* phase, in which all units that are capable of moving can move. Later, after the Combat phase, you have another movement phase, called *Exploitation Movement*. During this phase, only mechanized, armored and supply units can move. In either of these phases, movement allowances for each unit are calculated automatically, to include adjustments for things like supply and weather effects. To move a unit, simply click on one on the map. The unit turns white to show that it is the current focus.



Armchair Warlord will then display green target markers in all hexes the unit can reach. If you decide not to move the unit once you see the possible targets, you can clear the targets by clicking in an open hex without a target.



To make a move, simply click on a target marker, and the unit will be moved there.

## Fading

You'll notice that the moved unit has slightly changed its colors. This is what we call fading in Armchair Warlord. Fading shows that the unit has used some or all of its movement allowance. This makes it easy to know which units haven't moved. Any unit that has used part of its movement allowance will have its background color changed partway to match the color of its unit symbol.



When the movement allowance is completely used, the background is changed most of the way, and the unit symbol is changed to the original background color.





## Stacking

As in many other wargames, multiple units can be stacked in the same hex. However, unlike many other games, there are no stacking limits in Armchair Warlord. You can have as many units as you wish in a single hex. A constraint is applied to this during the Combat phase, however, where limits are placed on the number of units that can attack from one hex to another. That will be covered in another presentation.

The program tells you there is a stack in a hex by showing one partially displaced underlying unit. This is the same for all stacks, no matter how many other units are in the hex.

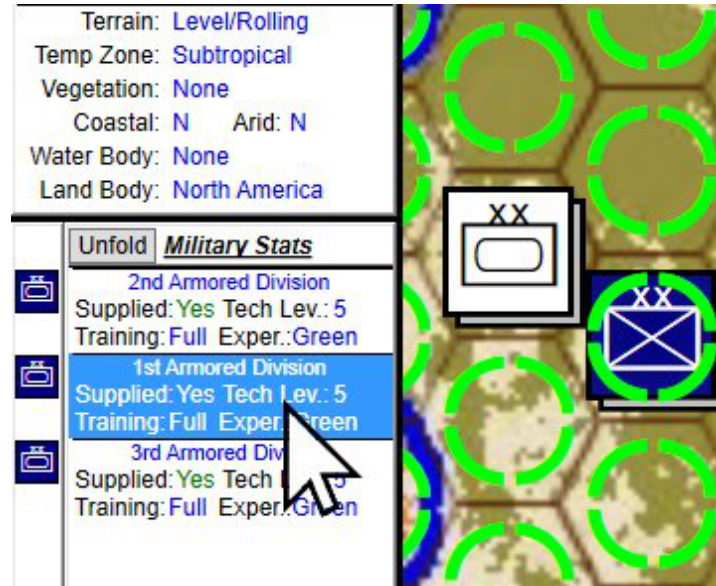


There's no need to show more units this way, because the Hex Reports show you all the units in the hex. In this example we clicked the top unit, which caused movement target markers to be displayed. If you don't want this, you can simply click just to the left of the unit, but still within the boundaries of the hex. Only the Hex Reports will still load.

Column: 145 Row: 84	
<u><b>Terrain Stats</b></u>	
Terrain: Level/Rolling	
Temp Zone: Subtropical	
Vegetation: None	
Coastal: N Arid: N	
Water Body: None	
Land Body: North America	
<input type="button" value="Unfold"/> <u><b>Military Stats</b></u>	
	2nd Armored Division Supplied: Yes Tech Lev.: 5 Training: Full Exper.: Green
	1st Armored Division Supplied: Yes Tech Lev.: 5 Training: Full Exper.: Green
	3rd Armored Division Supplied: Yes Tech Lev.: 5 Training: Full Exper.: Green



You can select units lower in a stack for movement by clicking on them in the Hex Reports.



You don't have to move units one at a time, however. You can select all the units in a hex by right clicking on the top unit of the stack, or by right clicking in the Hex Report.



This will cause a pop-up menu to display, which will allow you to select the entire stack. Movement target markers will be displayed, just like with single unit movement. Note that the movement range will be restricted to the slowest unit in the stack.

You can remove a unit from the stack by holding down the Control key on your keyboard, and clicking on the unit in the Hex Report. You can add it back the same way.



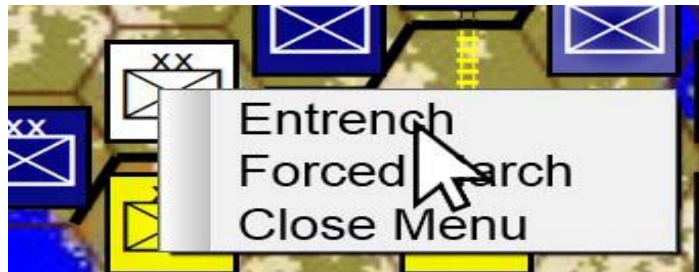
Now you can move the entire stack by clicking on a target marker.

If you move units into another hex that already has units in it, any unmoved units will be at the top of the stack, with faded units being placed lower in the stack.



### Special Infantry Functions

Infantry units have other functions that appear on the pop-up menu. For example, they can sometimes entrench, which gives them a greater defense strength. Entrenched units cannot move, however, until they detrench.



Infantry units can also sometimes conduct a forced march, which gives them extra movement points, but carries a risk of the unit disintegrating.

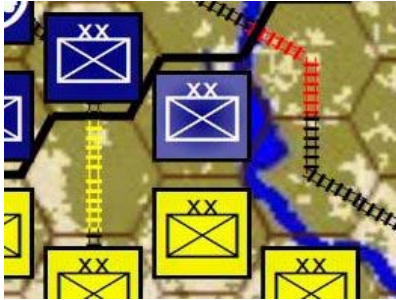


### Rail Movement

The pop-up menu may also allow units on in-service rail lines to use rail movement, if any rail capacity is available. Rail movement is only available during the *1st Land Movement* phase.

Movement target markers are shown, just like with regular movement. If you see a target marker shaped like a railroad engine, this means that there is not enough rail movement range to detrain a unit being moved to that hex. The unit will have to be detrained during your next game turn. It will not be available to attack during this game turn, and will have a reduced defense strength if attacked by an enemy.

Rail movement can only be made to hexes with rail lines that are in service, which is shown by rail lines colored black. Yellow rail lines show hexes where there is no service, usually due to proximity of enemy units. Red rail lines show hexes where the line has been damaged or cut by enemy action. These hexes can be fixed by using another special unit, called a Rail Repair unit.



### Special Units

Rail Repair units use their movement allowance to move, which is shown by regular movement target markers, and also to repair damaged rail hexes, shown by the same rail repair symbol as on the rail repair unit.



Other types of special units affect supply. While Armchair Warlord automatically calculates your supply net for you, you are responsible for extending your net using certain units. There are two different Supply units. The first is a supply delivery command, or SDC, shown with a truck symbol.



An SDC provides supply to friendly combat units. Each one can supply up to 10 units within a movement range that is dependent on tech level. The game in this presentation has a World War II era tech level, which means a supply range of 10



movement points. If there are too many units to be supplied, or those units are at too great of a range, they can end up being in partial supply, or out of supply altogether. As with other wargames, poor supply reduces movement allowance and combat strength.

It's important to remember, SDC's can only provide supply when they are located on a friendly, in-service rail line. SDC's can move on their own, with a single hex movement allowance, or they can use rail movement. An SDC moved by rail to a place where it remains entrained will not provide supply until it has been detrained.

The other type of special supply unit is a Supply Dump.



Supply Dumps work the same as SDC's, except that they can function away from rail lines. However, when they are not on a rail line, they must be able to trace their own supply path to an SDC or Supply Dump that is on a rail line.

While Armchair Warlord traces supply paths automatically for you, it's important for you to know about a certain limitation on how those paths can be traced. Armchair Warlord is again similar to many other wargames in that it allows combat units to have an influence on neighboring hexes. This is called a Zone of Control, or ZOC. Aside from impacts on movement and on combat with other units, a ZOC can also prohibit the tracing of a supply path by opposing players. This is only the case in open hexes, however, so you can expect Armchair Warlord to trace supply paths through hexes with enemy ZOC as long as you have a combat unit in those hexes.



Now you know the actions you can take during movement phases!