

# Devil's Horsemen

## COMBAT TABLES

### MISSILE RANGE AND RESULTS CHART (10.1)

Missile Type	Range in Hexes						
	1	2	3	4	5	6	7
(B) Simple Bow	5	4	-	-	-	-	-
(C) Composite Bow, Mounted	9	7	4	2	-	-	-
(C) Composite Bow, Foot	9	8	5	3	1	-	-
(CB) Crossbow, Mounted	9	4	-	-	-	-	-
(CB) Crossbow, Foot	9	7	4	-	-	-	-

# = If the Missile die roll is the same as or lower than the indicated number at that Range, the top unit in the target hex receives ONE Cohesion Hit. If die roll is '0' and leader in target hex, check for leader casualty as per 8.19.

#### Die roll Additions/Subtractions (All are cumulative)

- +1 if unit moved/will move
- +1 if cavalry unit is Disordered

- +1 if target is in a Woods hex
- 1 if unit fires at a target unit on a lower elevation
- 2 Shower Fire (Mounted)
- 3 Shower Fire (Foot)
- ? Fire vs. Armor Effects; see Chart, below

#### For Simple GBoH only:

- +1 for each cohesion hit the firing unit has incurred

### FIRE vs. EFFECTS CHART (10.2)

Target Armor Type	Arched Fire [a]		Direct Fire		
	Simple Bow	Composite Bow	Simple Bow	Composite Bow	Crossbow
Cataphracted HC	+1	0	+3	+1	-1
Knights	+2	+1	+3	+2	0
HC	+1	0	+2	+1	-1
Mongol LC [b]	+1	0	+1	0	-1
All other LC	0	0	0	0	-2
HI	+1	-1	+2	+1	0
MI	+1	-1	0	0	-2
LI	0	-1	-1	-1	-3

a = At ranges of 2 hexes or more, only. Use Direct column for adjacent attacks

b = This takes into account the silk underwear Mongol LC wore, the silk reducing the often disastrous effects of withdrawing the missile from the wound.

#### Missile Availability Die rolls

- **Archers:** an unadjusted Fire die roll of '9' results in a Missile Low
- **Crossbows:** an unadjusted die roll of '6-9' results in a Missile Low
- **Mounted Shower Fire:** an unadjusted Fire die roll of '8-9' results in a Missile Low
- **Foot Shower Fire:** an unadjusted Fire die roll of '7-9' results in a Missile Low

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### SHOCK SUPERIORITY CHART (10.3)

<i>Defender</i>	<i>Attacker</i>								
	Cat HC*	HC* KN*	Dm KN	UnHrsd KN	LN*	LC	HI*	MI*	LI
Cataphracted HC	-	-	-	DS	-	DS	-	DS	DS
HC and Knights	-	-	-	DS	-	-	-	-	-
Dsmtd Knight	-	-	-	-	AS	-	-	DS	DS
Unhrsd KN	AS	AS	-	-	AS	-	-	-	DS
LN	-	-	-	DS	-	-	-	-	-
LC	AS	AS	-	-	AS	-	-	-	-
HI	-	DS	-	-	DS	DS	-	-	-
MI	AS	-	-	-	-	DS	-	-	-
LI	AS	AS	AS	AS	AS	-	AS	-	-

\* = These units must attack if they have Moved

**AS = Attacker Superior:** Double the defender's Cohesion Hit result from the Shock CRT.

**DS = Defender Superior:** Triple the attacker's Cohesion Hit result from the Shock CRT.

- = **No superiority:** Cohesion Hits normal for both sides.

**Notes:**

- Regardless of weapons/armor type, any unit that attacks an enemy through its flank or rear hex sides is Attack Superior.

- Any unit that attacks an enemy unit In Column is automatically Attack Superior [see 6.45]

### CLASH OF SPEARS AND SWORDS CHART (10.4)

<i>Aspect</i>	<i>Defender Type</i>	<i>Attacker Type</i>						
		Cataphract HC	HC/KN	LN	LC	HI	MI	LI
<b>FRONT</b>	Cataphract HC	7	6	6	5	8	7	6
	HC/KN	7	7	6	5	8	7	6
	LN	9	9	8	7	10	9	8
	LC	9	9	8	7	10	9	8
	HI	6	6	5	4	7	6	5
	MI	7	7	6	5	8	7	6
	LI	8	8	7	6	8	8	7
<b>FLANK</b>	Cataphract HC	8	7	7	6	9	8	7
	HC/KN	8	8	7	6	9	8	7
	LN	9	10	8	7	10	9	8
	LC	9	10	8	7	10	10	8
	HI	9	9	8	7	10	10	8
	MI	8	8	7	6	10	10	9
	LI	8	8	7	6	9	8	7
<b>REAR</b>	Cataphract HC	9	9	8	7	10	9	8
	HC/KN	9	10	8	7	10	9	8
	LN	10	12	9	8	11	10	9
	LC	10	12	9	8	11	11	9
	HI	11	11	11	9	12	12	10
	MI	10	10	9	7	12	12	11
	LI	10	10	8	6	11	10	9

# = Shock CRT Column to be used

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## SHOCK COMBAT RESULT TABLE (10.5)

*CRT Column*

DR	1	2	3	4	5	6	7	8	9	10	11	12	13
0	6(1)	5(2)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)
1	6(1)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(3)	2(3)
2	5(1)	4(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)
3	5(1)	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)
4	5(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	1(3)
5	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)
6	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)
7	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)	1(4)
8	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)	1(4)
9	3(2)	3(2)	2(2)	2(2)	2(3)	2(4)	2(4)	2(4)	2(4)	2(4)	1(4)	1(4)	1(6)

#(#) = Attacker Cohesion hits (Defender Cohesion Hits)

If Attacker Superior, Double (2X) defender Cohesion hits

If Defender Superior, Triple (3X) attacker Cohesion hits

### *Column Adjustments*

**Numerical Superiority:** Shift a number of columns right (attacker)/left (defender) equal to the difference between the numbers of units involved on each side [9.17]

1R = if any defenders are Disordered

**Terrain Adjustments** (Use best position available to defender). All adjustments are cumulative.

1L = All Defenders are in a Woods hex

1L = All Defenders are behind a Kalka River hex side

1L = Any Defender on higher terrain than Attacker(s)

### *Terrain Adjustments continued*

2L = All Defenders on higher terrain level than Attacker(s)

1R = All Defenders on lower terrain than Attacker (but none behind a Kalka River hex side)

### *Die Roll Modifiers*

- If a Leader is stacked with an attacking unit, add his Charisma rating to the die roll
- If a Leader is stacked with a defending unit, subtract his Charisma rating from the die roll
- If an attacking Leader has been killed, subtract his Charisma rating from the die roll
- If a defending Leader has been killed, add his Charisma rating to the die roll.

## Cohesion Hit and TQ Check Charts (10.6)

<b>Automatic Cohesion Hits</b>	
<i>Reason</i>	<i>Effect</i>
"Moved" Unit moves again	1 Cohesion Hit [Exception: 6.14]
Terrain Effects	See Movement Costs Chart [6.27]
Cavalry Withdraws when approached from Flank/Rear	1 Cohesion Hit
HI or MI move through or are moved through by another unit	1 Cohesion Hit for each HI/MI involved
Routed unit moves through or is moved through by another	All Routed units involved are eliminated
Result of Effective Missile Fire	1 Cohesion Hit
Units forced out of Column by Shock Combat	1 Cohesion Hit

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<b>TQ and Special Checks</b>		
<i>Make check if:</i>	<i>Type of check</i>	<i>Result ....</i>
Pre-Shock TQ Check	A	Cohesion Hits equal to DR minus TQ
	B+C	No Effect
Collapse Check	A+B	Unit Routs
	C	Remove 1 Cohesion Hit
Disordered Cavalry use Orderly Withdraw	A	Cohesion Hits equal to DR minus TQ
	B+C	No effect
Reaction Facing Change (Infantry only)	A	Cohesion Hits equal to DR minus TQ
Feigned Retreat Reaction	D	Must Pursue [6.73{3}]
	E	Stands or continues movement
Feigned Retreat	A	Pursuer moves to Shock
	B+C	Retreating unit attacks [6.73{4}]
Reaction Movement (Infantry only)	A	Target moves one hex forward
	B+C	Target stays put
Impetuosity (HC only) [a]	A	Target moves 4 MP toward attacker and conducts a Shock attack [8.36]
	B+C	Target stays put
Uncontrolled Aggression	F	Must move full MA toward nearest enemy unit
	G	Move normally
Standard Rally	A	Unit eliminated
	B+C	Unit Rallied; Infantry hits equal to half its TQ. Cavalry hits equal to one-third its TQ (Round down)

**Types of Check**

A = If the die roll (DR) is higher than the unit's TQ  
 B = If the die roll (DR) is the same as the unit's TQ  
 C = If the die roll (DR) is lower than the unit's TQ  
 D = If the die roll (DR) is higher than the unit's Feigned Retreat Reaction Rating  
 E = If the die roll (DR) is the same or lower than the unit's Feigned Retreat Reaction Rating  
 F = If the die roll (DR) is higher than the unit's Chivalry Aggression Rating  
 G = If the die roll (DR) is the same or lower than the unit's Chivalry Aggression Rating

**Notes:**

a = Add +2 to the DR if Uncontrolled Aggression applies to the HC Units In Column formation have a -2 TQ while in that formation [see 6.45]

<b>Leader Casualty Summary Chart (10.7)</b>		
<i>Make Check If:</i>	<i>Type of Check</i>	<i>Result:</i>
0 result on Missile Table with Leader present	DR = 0	<b>Leader Wounded.</b> Roll again. If the DR > Leader's Initiative Rating, he is Killed instead
	DR = 1-9	<b>No Effect</b>
Leader is involved in Shock Combat	DR = 0	<b>Leader Wounded.</b> Roll again. If the DR > Leader's Initiative Rating, he is Killed instead
	DR = 1-9	<b>No Effect</b>
Mounted enemy moves adjacent to Leader alone in hex	DR ≤ Initiative Rating	Leader is Captured/ Killed
	DR ≤ Initiative Rating	Leader placed on nearest friendly unit.

<b>Leadership Checks</b>		
<i>Make Check If:</i>	<i>Type of Check</i>	<i>Result:</i>
Line Command within Command Range	Auto-matic	Leader may issue Line Command or Orders
Line Command outside Command Range	A	Leader may issue only Orders
	B	Leader may issue Line Command or Orders
Momentum	A	Leader is Finished. If the DR is '9', roll again:
		<div style="border: 1px solid black; padding: 5px; margin: 5px;">                     0,1 = Paralysis: Player cannot activate any more Leaders this turn. Opposing player activation are unaffected.                      2-8 = No further effect. Leader still Finished.                      9 = No further activation. Proceed Rally phase                 </div>
Trump	B	Leader activates again
	A	Leader is Finished
Rally Attempt	B	Leader Activates if a Momentum Trump, the Trumped Leader is Finished. All same or lower Initiative Inactive Leaders are ineligible for Momentum
	C	Unit Eliminated
	D	Unit Rallied Infantry hits equal to half its TQ. Cavalry hits equal to one-third its TQ (Round down)

<b>Types of Check</b>		
A	If the die roll (DR) is higher than the Leader's Initiative Rating	
B	If the die roll (DR) is the same as or lower than the Leader's Initiative Rating	
C	If the die roll (DR) is greater than the Leader's Charisma	
D	If the die roll (DR) is the same as or lower than the Leader's Charisma	