

GMT Games

MEN OF IRON

Warfare in The Middle Ages

Volume I

The Rebirth of Infantry: 14th Century Europe

The Battles of Falkirk, Courtrai, Bannockburn, Creçy, Poitiers, and Najera

Ver. Final

(1.0) INTRODUCTION

Men of Iron is a play-oriented series of games covering the wide spectrum of land battles from, roughly, the era of the first Crusades to the arrival of gunpowder.

The first volume in the series, “The Rebirth of Infantry” focuses on the major battles of the earlier years of the 14th century in Western Europe, mostly before The Black Plague wiped out much of the available manpower. This era also saw a revival in the supremacy – usually defensively and much of it missile-oriented – of foot troops as an antidote to the massive power of charging, heavily armored cavalry.

The purpose of the **Men of Iron** series is to provide gamers with accessible, fast-playing, fun games of low complexity. To that end, much detail has been either omitted or factored in to overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

Getting into the game: Veteran gamers will find most of the rules quite familiar, as they use concepts basic to almost all simulation games. The sections on Continuity and some of the combat mechanics are not quite so familiar. Gamers new to the hobby should read once through the rules so they know the basic premises, pick out a scenario, and play a few player turns to see how everything works.

Style of Play: Because of the nature of warfare at this time – almost all battles were set piece affairs; meeting engagements were almost unknown, and thus you have one mobile attacker and one stand-in-place defender – the battles lend themselves quite well to solitaire play. This doesn't mean they aren't competitive. We're just letting you know that, in many cases, the defender will not be doing much movement.

Each game includes:
Two 22" x 32" game-maps, backprinted
x00+ counters on 2 sheets
Charts and Play Aids
Rules Booklet
Battle Book
2 ten-sided dice

(2.0) THE COMPONENTS

(2.1) THE MAPS

The game maps cover the area over which the battles (supposedly) were fought. The map is overlaid with a grid of hexagons – hexes – that are used to regulate movement and fire.

(2.2) THE COUNTERS

We have 3 types of counters: Leaders, Combat units, and Status markers (Retired, Disordered, Disgruntled, Discombobulated, etc.).

Leader

Activation 4 5 Command Range
8
Movement Allowance

There are 8 different types of combat units: Missile Infantry, Pike Infantry, Axe Infantry, Mounted men-at-Arms, Unhorsed Men-at-Arms, Dismounted Men-at-Arms, Hobilars and Genitors.

Missile Infantry

Shock Def DRM +1 LB 5 Movement Allowance

Missile Type

Pike Infantry

Shock Def DRM 0 4 Movement Allowance

Mounted Men-at-Arms

Shock Def DRM -2 6 Movement Allowance

Genitors

Shock Def DRM +3 J 8 Movement Allowance

Missile Type

Etc etc. [illo/examples of all unit types]

(2.3) THE DIE

The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A '0' is a "zero", not a "ten".

(2.4) DEFINITIONS and ABBREVIATIONS

And it might help to be familiar with the following game terms, which should be considered as explanatory introductions, not rules.

Battle: Yes, it means the conflicts the game covers. But the term also refers to the individual "divisions" of any army, usually three in number per each, uh, battle.

Command: Term used to describe which units may move and fight. Commands can be identified easily by the color stripe atop the counters,

Continuity: The mechanic used to determine which player goes.

DR, DRM: Acronyms for Dieroll and Dieroll Modifier, the latter being a plus or minus number used to adjust the dieroll.

Seizure: The game mechanic wherein one player tries to take away the other player's turn.

ZOC: Zone of Control, used to delineate the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

(2.5) MILITARY TERMS

Genitor. Uniquely Spanish medieval light cavalry, much in the style of the Moorish horse the Spanish had been fighting for centuries. Javelin-armed (for throwing or lancing), they excelled in skirmish, hit-and-run tactics but were most reluctant to engage in shock against heavy troops. They were relatively useless, for the most part, against the infantry and missile armies of the French and English, as you shall see.

Hobilars: Apparently, a version of Light Cavalry, usually mounted bowmen with bows (probably shortbows), used in battle as flanking guards for the missile infantry. At some battles (Poitiers, for instance) they were armed with crossbows. They rode for mobility, but dismounted for combat. We think.

Infantry: Local levies with minimal armor, usually armed with pikes and/or similar weapons. The Scots had some axe-armed infantry. These men rarely had swords.

Missile Troops: These include mostly foot, armed with what we know as the Longbow, with some crossbowmen, plus some mounted missile units (such as genitors, with javelins). Some of the crossbow contingents also included small numbers of spear-armed, lightly-armored infantry used as backbone for the missile troops.

Men-at-Arms : Armored men, fighting with sword and (while mounted) lance. Their make-up ranged from upper-level aristocrats to their retainers and hirees. While these Men of Iron had previously fought mostly mounted, more and more – as the battles in the game show – they were dismounted.

(2.6) THE SCALE

The map scale is about 110 yards per hex for all battles. Each combat unit contains about 250 men. However, given that exact numbers for these battles are unknown, and sources vary, often widely, on just how many men were present, it is more "accurate" to consider the relative number of units as representative of the forces, not actual numbers.

There is no time scale, as there are no Game Turns, in the usual historical game sense. Most of these battles were fought over a short period of time in one day.

(3.0) SEQUENCE OF PLAY

There are no game-turns in **Men of Iron**. The game starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see 4.0.

When It Is Your Activation: When activated, a Command's units may Move and/or Fire, and, after **all** movement/Fire is completed, they may Shock Attack.

When an Activation is Finished: When a Command has finished, that player selects another of his Commands (but not the one that just went) and rolls the die:

1. If the die roll is the **same as or lower** than the selected Command Leader's Activation Rating, that Command goes.
2. If the die roll is **higher** than that rating, **or the opponent has Seized Continuity** (see 4.0), "play" passes to his opponent, who may now activate any one Command he wishes (or the one chosen when attempting the Seizure), no DR necessary.

Play continues in this manner until one player reaches his Flight Level, which means his opponent has won.

Commands

Commands for each battle are identified by the color stripe across the counter top, corresponding to that of the leader.

Who Starts the Game?

The player/army that goes first is listed for each battle in The Battle Book.

(4.0) ACTIVATION AND CONTINUITY

Activation

When a Command is activated, all units in that Command may Move and/or Fire. After that has been completed, units eligible to do so may Shock Attack.

When the player designates a Command for activation, the player may use some or all of that Command's units, regardless where they are on the map. See 15.0 for Command Range restrictions.

A Player may always "Pass", instead of activating a Command. If he does that, it is treated as if he failed a Continuity die roll.

Continuity

After the player has undertaken actions with his chosen Command, he may attempt to **continue** his "turn" by selecting another of his Commands to (possibly) go. To do this, he notes the Activation Rating of the Command's leader and rolls the die:

1. If the die roll is the **same as or lower** than the selected Command Leader's Activation Rating, that Command goes.

2. If the die roll is **higher** than that rating "play" passes to his opponent, who may now activate any one Command he wishes, no DR necessary.

Seizing Continuity

If a Player is about to DR for Continuity, his opponent may attempt to Seize the Continuity **before** the former rolls the die. Instead, the non-active player announces with which Command he will attempt the Seizure, rolls the die, and consults that Command's Leader's Rating,

- If the DR is the **same as or lower** than that rating, the die-rolling player has Seized play from his opponent, and the selected Command may undertake actions, and that Player now has the "initiative".
- If the DR is **higher**, there is no Seizure, In addition, the original, activated Player gets to select **any** one Command to activate – even the one that just went - without die-rolling.

Example: [Crecy] The French start Crecy by activating Crossbowmen under Doria's command. They perform their actions, and the French Player now decides to activate Grimaldi's Crossbowmen. However, he rolls a '7', which is higher than Grimaldi's Activation Rating, so play - and a free Activation - passes to the English. The English player now activates (without any die roll) Godfrey's Longbow troops. They complete their actions, and the English player decides he wants to move King Edward's command. However, before he can roll, the French Player elects to Seize play with Alencon's Mounted Men-at-Arms. He rolls a '5', though, and the Seizure fails. The English, given a free activation by this failure, now activate, again, Godfrey's Longbow.

(5.0) MOVEMENT

Each unit has a Movement Allowance, representing the number of Movement Points (MP) a unit may expend in one Activation. The costs to enter the various types of hexes and cross certain types of hexsides are listed and discussed in the individual battle rules.

Units may **not** move off the map. (If they do, they're eliminated.) Units move from one hex to another, contiguous hex. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly - see the exception for passing through (foot) missile units (8.0) - and they have to stop when they enter an enemy ZOC.

Units that start their Activation outside the Command Range of their Leader (see 15.0) may move, but

- Out of Command units may not move adjacent to an enemy unit.
- Out of Command foot (unmounted) units that start in an enemy Zone of Control (7.0) may not move away.

Units Move (and/or Fire) in the Move/Fire Segment. Individual units from the same command may do either/both, in whatever order the player wishes. See 9.0 for when missile units may Fire.

Players Note: *There is a difference between moving counters around the map, and the game mechanic of Movement. Movement, as a mechanic, is any action that requires the expenditure of Movement Points. Actions that move a unit (e.g., Retreat, Changing facing, Charge, etc.) but do not require an expenditure of Movement Points are not Movement in terms of a game mechanic.*

(6.0) FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertices, not the side of the hex. A unit may ignore this facing when moving, but once it stops movement it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear; the side, Flank.

[illo]

Facing determines a unit's Zone of Control, at whom missile units may fire, and in what direction mounted men-at-arms may charge. In general, this applies to only their (two) frontal hex/hexsides.

Facing does **not** matter when determining movement direction (except for Charging Men-at-Arms), and units are free to change Facing as much as they want during movement, at no cost. However, they may do so only when activated.

However, units in an enemy ZOC can only change facing one vertex, if they stay in the hex. If they are moving out of that hex, they can change facing any number of vertices. Units may not leave and then re-enter the same ZOC in the same activation.

Changing facing is **not** considered movement for purposes of "Fire or Move" as it does not expend movement points. See, also, 11.0.

(7.0) ZONES OF CONTROL (ZOC)

The following units, only, exert a ZOC into their frontal hexes,

- Missile Infantry
- All Mounted units that are capable of Attacking by Shock.

Design Note: *ZOC's represent a unit's ability to exert its presence - either through firepower or mobility - into the space to its front.*

Foot infantry and mounted units that cannot Shock Attack (e.g., mounted Hobilars; see 9.0) do **not** exert any ZOC.

A friendly unit must stop when it enters an enemy ZOC; it may not move any further that activation. It may change facing (one vertex) in that ZOC, when it stops.

It costs any unit 2 MP to leave an enemy Mounted unit's ZOC at the start of its turn to move into another hex. If that hex is another ZOC it must stop. Units may not leave and then reenter the same ZOC in the same activation

Design Note: *The genitors in the Najara scenario have several exceptions to all of this.*

(8.0) STACKING

Combat units may not stack (be together in the same hex) at any time - even during movement.

However, Mounted Men-at-Arms may voluntarily move through, but not stop in, a hex with a friendly Missile Infantry unit at the cost of one extra MP (in addition to the terrain costs). There is no effect to the Mounted unit. However, for each missile unit so moved through, the player rolls the die:

- If that die roll is a **0-4**, the Missile Unit is Disordered. If it is already Disordered, it is Retired.
- If that die roll is a **5-9**, nothing happens.

This rule does not apply to Retreats (which have a separate application; see below) or Retire results.

Leaders stack freely with any unit.

Historical Note: *Virtually all Men at Arms – knights – of this era were aristocrats. Foot units, and especially archers of all types, came from classes far lower than that, and the knights treated archers with undisguised contempt. (Killing from a distance was not manly; and the Church had, supposedly, outlawed all forms of archery in combat.) Knights felt absolutely no compunction on riding through masses of archers or crossbowmen – as occurred, for example, at Crécy – and, if necessary, riding them down.*

(9.0) MISSILE FIRE

Missile units – Longbow, Crossbow, Genitors and the Spanish Slingers - are capable of firing at enemy units. The Range for each type of missile weapon, listed on the Fire DRM Table, is the maximum number of hexes over which that unit may fire. You count the target hex, but not the firing hex. Missile units may fire through their frontal and flank hexsides (6.0), although when using Reaction fire, that is limited to Frontal hex fire.

Historical Note: *Jim Bradbury, author of the excellent study of the “Medieval Archer”, states that the term “Longbow” applied not to a different type of bow-and-arrow system,*

but to a bow that was simply longer (taller) than what we would call a Shortbow. They worked just the same. (The Asian steppe tribe bows were shortbows, but they were constructed somewhat differently than European bows.) Exactly when a Shortbow became a Longbow is an open question. It is most likely that, by the time of this game, all bows in the armies in question were “longbows”.

When Units may Fire

Mounted Missile units may fire, before, as part of (during), or after Movement, but such fire may draw Counter-Charge (which takes place after the mounted units have **finished** their movement). Missile infantry may fire only after they have finished Movement.

There are three opportunities for Missile Fire, each one available depending on the unit type: Active Fire, Return Fire and Reaction Fire.

Longbows, Genitors and Slingers may fire:

- **Active Fire:** when they are Activated. A unit may fire **once** when its command is activated.
- **Return Fire:** When fired at by an enemy Missile unit, if the latter is within Range. The Return Fire and the Active Fire are resolved simultaneously, before any results are applied.
- **Reaction Fire:** When any enemy unit moves (expends movement points) or charges (including Counter-Charge) into its ZOC/**frontal** hexes. This applies to **each** enemy unit that does so, with the exception of units using Continued Attack (12.0). Continued Attack does **not** trigger Reaction Fire.

Crossbow Units may fire:

- **Active Fire:** when they are Activated. A unit may fire **once** when its command is activated.
- **Reaction Fire:** When an enemy unit moves (expends movement points) or charges into its ZOC/**frontal** hexes. This applies to only one enemy unit that does so in a given activation. Neither Continued Attack nor Counter-Charge (11.0) trigger Reaction Fire.
From Crossbows
- Crossbows may not use Return Fire.

Play Note: *Hobilars are not included in this list because they carry one of the listed bow types. And, while it looks like the unavailability of return fire to Crossbows is not that great (relatively), it has major effect on the tactics employed.*

Historical Note: *The rate of fire for Longbows was markedly greater than that of Crossbows, from 3-1 to 7-1, depending on who you read. The above rules reflect that difference. We note, tangentially, that the rate of fire for Asian Steppe tribe shortbows was much greater than that of their European longbow counterparts.*

Each unit fires individually, and each unit may fire at only one target (within range and Line of Sight - see below) at a time. Non-Active units using Reaction or Return Fire may fire at each enemy unit that becomes “eligible”, as per above .

Resolving Fire

To Fire, check the range and consult the Fire Range Chart . The Chart gives any DRM for that status at that Range. **Example:** A Longbow firing at a range of 1 hex gets a DRM of +2.

Now roll one die, noting whether the target is Mounted or on foot, and Disordered or in normal status, and using the appropriate section of the table. The Fire Table lists all of the circumstances that provide additions to or subtractions from the die roll (DRM).

Compare the adjusted die roll to the Fire Table to get the result, as defined in 12.0.

Angle of Fire: Missile Fire aimed at Mounted units through the latter's Flank hexsides earns the firing unit a +1 DRM. *This reflects firing at the easier-to-hit, (often) unprotected flanks of the horses.*

Line of Sight (LOS): A unit must be able to see a unit to fire at it. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked

- by Wooded, Town, Castle, Building and Village hexes. You may fire into these hexes, but not through one.
- if any intervening hex is higher - of greater elevation - than either the firing or target hex.
- Crossbow may not fire through other units. All other missile units may. (They're actually firing over them.)

(10.0) SHOCK

Design Note: *Units' weapon systems, armor and morale are represented by a combination of the System Matrix and the unit Defensive DRM.*

In the Shock Phase, all activated units listed as (possible) Attackers on the Weapon System Matrix may Shock Attack any/all enemy units that are in their frontal hexes. Units not so listed may never Shock Attack (or Charge). They do defend, though.

Retreat Before Shock

Mounted Men-at-Arms, Genitors, and mounted Hobilars – anyone on a horse - that are not Disordered, if attacked by dismounted units, may Retreat Before Shock, by moving one hex away from the attacking unit. They may not enter an enemy ZOC or an occupied hex, but they may change facing at will. Mounted MA that retreat before shock become

disordered at the completion of the retreat. The attacker may advance into the vacated hex, if the player so wishes, but may not Shock.

Shock Resolution

Play Note: *Shock Resolution uses a mechanic somewhat different from most games of this type. Shock is resolved against each defending unit, individually, regardless how many units are attacking, and how many are being attacked. Keep that individuality in mind.*

Shock Attacking is voluntary, but if a unit does attack it (or another unit) must Shock all enemy units in its frontal hexes. It does not have to do so against enemy units being Shocked by other, friendly units.

To resolve Shock, **which may be done in any order the Attacker wishes**, roll the die, then apply any DRM attained from the following situations.

1. Strength Advantage
2. Position Advantage
3. The Defender's Defense DRM
4. Charging cavalry?
5. Leader Presence
6. Unit type (Weapons System Matrix)
7. Attacker Status (Disorder)
8. Defender's Status (Retired)
9. Defensive Formations

1. Strength Advantage: The player with the higher number of units receives the differential between the number of units as a DRM.

Example: One Men-at-Arms unit attacks two Missile units. There is a -1 Strength (dis-) Advantage DRM to the Shock resolution.

2. Position Advantage: There are 2 types of position advantage:

A. Angle of Attack: This reflects the advantage of attacking from an angle other than (only) frontally:

- If any Shock/charge attacking units are attacking through a defender's Flank, there is a +2 DRM
- If any Shock/charge attacking units are attacking through a Defender's Rear, there is a +3 DRM
- If the attackers are attacking through any combination of front + flank, front + rear, flank + rear, there is a +4 DRM (not cumulative with the other two DRMs above).

B. Terrain: See the individual Battle rules for the effects of Terrain on combat. If more than one unit is being attacked, because the attacker is rolling the die separately for

each defender the attacker applies the terrain that unit is in for that resolution. If there are two attackers to a single defending unit and each of the attackers would generate a different terrain DRM (example: one shocking unit is attacking across a river or slope and the other one is over clear ground), then the terrain DRM most favorable to the defender is used.

3. **Shock Defense Rating:** the defending unit's - not the attacker's - individual Shock Defense DRM Rating is added (or subtracted).

Example: Men-at-Arms are attacking a Missile unit with a Defense DRM of +1. Add one to the Shock die roll

4. **Charge:** If a Mounted Men-at-Arms unit is successfully charging (11.0), add two (+2) to the Shock resolution die roll.

5. **Leader Presence.** If a leader is stacked with an attacking Mounted Men-at-Arms unit there is a +1 DRM

6. **Weapons/Armor Comparison..** The Attacker uses the Weapons System Matrix to compare his Attacking unit Type to that of the Defender. The matrix provides the appropriate DRM. If an attacker is doing so with two units, each of a different type, he may use the DRM with the best benefit for the Attacker.

Example: An axe-armed infantry attacking an Unhorsed Men-at-Arms unit would earn a +2 DRM. However, if an Unhorsed Men-at-Arms attacked an Axe unit, it would incur a -1 DRM.

7. **Attacker Disorder.** If the Attacker is Disordered, there is a -2 DRM. (Defendant's disorder status is covered by the chart, itself.)

8. **Retire Status.** If Defender is Retired, add two (+2) to the Attacker's die roll.

9. **Defensive Formations:** Units defending using Shield Wall or Schiltron get a negative DRM; see the individual rules for these.

To resolve the Shock, roll the die for **each** defending unit, apply the DRMs and consult the Combat Results Table for the type of unit that is Attacking: either non-Charge Shock or Charging Men-at-Arms. Look under the column appropriate to the defending unit's status (Normal or Disordered) to see what happened.

If a single unit is attacking more than one unit, the multiple "battles" are resolved individually but simultaneously and results applied to all participants afterwards, cumulatively.

Example 1: If 1 unit is attacking 2 units, the attacker will roll twice, each with a -1 DRM ... and undergo possibly cumulative adverse results.

Example 2 : Heavy Cavalry unit Charges two LC. In resolving each defender separately, the HC gets a Continue Attack against the first, but is Disordered in the second combat. The HC must then Continue Attacking as Shock, but Disordered.

All of the above are cumulative; "+" DRMs favor the Attacker; "-" the Defender.

Advance after Shock

If a defender vacates a hex as a result on the Shock or Charge Table, the attacker must advance at least one of his attacking units into that hex. The choice is up to him, but if there was an attacking unit that provided a better Terrain advantage than any others, that unit must be the one that advances.

The advance is undertaken after the victorious unit has finished all of any multiple attacks, and advances only if it is not Disordered in one of those attacks. The advancing unit may change its facing, as it wishes, after such advance.

(11.0) CHARGING

General Play Note: *This is the one rules section that you could consider as complex. This is a result of the many and varied possibilities inherent in cavalry charges. It may help to consider, and treat, Charge as just another die-roll modifier for Shock.*

For Mounted Men-at-Arms to be truly effective they must **Charge**. Charge is **not Movement**; it is part of Combat/ Shock. Cavalry that starts adjacent to an enemy unit may Shock that unit, but it is not charging. **Disordered cavalry may not Charge**; they may Shock without a charge.

Benefits of Charge: Charging cavalry receives a +2 DRM when resolving combat, and the attack is resolved on the Charge Table (not the Shock Table).

To Charge, a Mounted Men-at-Arms must start the Combat part of its Activation - not Movement - either two or three hexes distant from the designated target unit. A single unit may be the target of several charging units (if you feel that will be helpful to your cause). All Charges are designated, by using the Charge markers, prior to actually resolving any one Charge. Charges are resolved as part of resolving all Combat by moving the Charging unit adjacent to the target. When so moving, charging MA may change facing only one vertex during its entire path of movement.

Play Note: *If, for some reason, the target is no longer present (other combat) when it comes time to resolve that individual Charge, the Charge does not take place, and no one is moved.*

The Charge path over which the unit is moved may not include an enemy ZOC or Terrain (such as the ditches at Courtrai) that precludes a Charge. If terrain would negate Charge capability, the unit may **not** Charge.

Play Note: *Because Charging is not part of movement, a Mounted Men-at-Arms unit could conceivably use all its Movement Allowance during the Movement Phase, then get to “move” some more during the Combat Phase, when it Charges.*

Charge Reluctance

Horses, even the highly trained and formidably sized medieval ones, do not like to "charge" a heavily defended line of infantry (showing much more common sense than their riders). To reflect this, whenever Mounted Men-at-Arms are charging into the frontal hex of a dismounted Men-at-Arms unit (but **not** Unhorsed) or pike-armed infantry (but **not** axe-armed infantry), the charging player rolls the die **after** the unit is moved adjacent to the target.

- If the DR is a 0-4, the attacking unit successfully charges
- If the DR is a 5-9, the charge is blunted by the reluctance of the horses to close, and the unit must attack/Shock without the benefit of the Charge DRM and must use the Shock portion of the Resolution Table. In addition, if there are multiple such defending units, and the possibly charging cavalry is Reluctant against one, it is Reluctant against all.

Play Note: *The Reluctance DR may be affected by defensive formations, such as Shield Wall or Schiltron, and terrain, such as hedges.*

Design Note: *Pike-armed infantry produces Reluctance where Axe-armed does not, because the former is specifically designed to do so. Axe-armed infantry are attack oriented in nature and not well-suited for defense.*

Counter-Charge

Counter-Charge is the ability of Mounted Men-at-Arms to negate the inertia of any enemy attack, or the sting of its missiles, by launching its own charge. Counter-charge is a Defensive reaction, available only to the defending player. Only Mounted MA may attempt to Counter-Charge.

Mounted MA that are not Disordered or in an enemy ZOC (other than that of the specific Attacker) may counter-charge

- when fired upon, or
- Shocked/Charged, through its frontal or flank hexsides.

When the counter-charge attempt is being made because of Fire, it is done so **after** the Fire is resolved. Mounted MA may counter charge once per enemy activation.

Play Note: *A Mounted MA that is Disordered by enemy fire loses its ability to Charge. It may still attack (when activated) using normal Shock. Of course, if it is unhorsed by such fire it can't do anything, except walk around in a daze.*

To attempt Counter-charge, the defender rolls the die;

- add/subtract the counter-charging unit's Defense DRM;
- if being attacked through the flank, add one (+1) to the die roll.

A defending, mounted MA unit may change facing once per Activation (after making the counter charge attempt die roll) in order to effect counter-charge (unless it is attacked from the Rear).

Successful Counter-Charge

If the adjusted **DR is 0-4**, the unit has successfully counter charged.

- If it is counter-charging against attacking mounted MA, it negates the +2 Charge DRM (but you still use the Charge section of the Table). All other shock DRMs are still in effect. The original attacker is still the attacker, and no units are moved.
- If it is counter-charging against **any** other unit, the originally defending (counter-charging) MA is now the attacker (even if it not his turn), and such attack is resolved immediately, as a Charge (complete with +2 DRM). All of the original attacks, which initiated the countercharge, are ignored. The original defending unit is now the attacker, and, if the new target is not adjacent (i.e. missile units), the counter-charging unit must be moved adjacent to an enemy unit) to effect the charge. If, for any reason, it cannot be so moved, there is no counter-charge.

A Counter-Charge against non-Mounted MA units is resolved (complete with +2 DRM) as if it were a normal Charge.

If the target of a Counter-Charge is targeted for being attacked by another unit and that has not yet been resolved, the latter must be resolved **before** the counter-charge. Otherwise, the counter-charge is resolved immediately. While it is not considered movement (it is a reaction to the efforts of an enemy activation) the counter charging unit may not exceed its printed movement allowance; it can move as far as that rating allows.

If a Mounted MA unit is Disordered by Fire, it may still attempt to Counter-Charge. However, as Disordered units may not Charge, such Counter-Charge is resolved as if it were a normal Shock Attack.

Unsuccessful Counter-Charge

If the die roll was a **5-9** it has not been successful in its attempt to Counter-Charge, and the Attacking player proceeds with whatever it is he had chosen to do.

(12.0) COMBAT RESULTS

Look at the Fire, Shock and Charge Combat Results Tables while reading this section. Charging Men-at-Arms use the Charge Table. All other Shock attacks use the Shock Table.

Shock and Charge combat results depend on whether the **defending** unit is Normal or Disordered. Missile Fire results also depend on whether the target is mounted or dismounted (on foot).

Play Note: *Remember, Shock is resolved separately for each, individual, Defending unit.*

When a unit is **Disordered**, flip the counter to its "Disordered" side. The effects of being Disordered are:

- -1 to the Movement Allowance, (as noted on the counter)
- +1 to the Shock Ratings (as noted on the counter)
- Disordered Firing units subtract one (-1) from that DR (as noted on the counter)
- Disordered units that Shock incur a -2 DRM.
- a Disordered unit may not Charge or Counter-Charge

Additional Disorders have no effect on a unit already Disordered.

A unit that must **Retreat** moves one hex away from the unit inflicting the result. It may not Stack, and it may not move into an enemy-occupied hex. It may move into an enemy ZOC, and it may change facing. If its retreat is blocked by a friendly Missile infantry unit, it may retreat **through** that unit an extra hex. If it does so, the Missile unit is Disordered; if already disordered, it is Retired.

Retreat path is determined by that unit's player. If it cannot retreat, it is eliminated. See "Advances".

Retire. Pick up the unit and place it as close to its Standard as you can, unless that unit is totally surrounded by enemy units. In that case the Retiring unit is, instead Eliminated. Use the "Retired" markers to indicate such status.

Retired units have a Movement Allowance of 1 hex per activation, and it may only move towards its Standard. If a Retired unit is attacked, treat as Disordered and add two (+2) to the Shock Resolution die roll. Any negative combat result suffered by a Retired unit – retreat, disorder, whatever – eliminates that unit.

Play Note: *Retired units are activated along with other units in their Command.*

Unhorsed. Replace the mounted MA with an Unhorsed MA unit **in Disordered status**. Unhorsed units are all the same, rating-wise. Once unhorsed a unit stays Unhorsed for the rest of the battle. You can rally the Unhorsed unit from its Disordered status, as per the rules for Rally, below.

Play Note: *Unhorsed status is an involuntary and negative combat result, and indicates a great loss in ability to function militarily. It is very different from the intentional use of dismounted men-at-arms, as is reflected by their DRMs on the Shock Matrix.*

Eliminated: The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board.

Continued Attack: When this result is obtained, the MA unit **must** move (advance) one hex, without changing facing, and Shock (not Charge) any (all) units in its ZOC. Resolve using the standard rules. If there is no one to move adjacent to, simply Advance. You may not use Reaction Fire against a unit undertaking Continued attack.

(13.0) RALLYING UNITS

Disordered units may cure their Disorder status by spending their entire activation doing nothing. If they are not adjacent to an enemy unit, and they do nothing, flip the disordered counters to their normal side.

Retired units that are in or within one hex of their Standard may be Rallied if that Standard is activated; see below. When activated, remove the Retired marker and make sure the unit is in Disorder status.

Standards

We've got none, but your armies do.

The Standards of the various leaders were the rallying point for units. Any unit that is Retired and is **within one hex** of its Standard when the Standard is activated has its status changed from Retired to Disordered.

Standards may be activated only in a noncontinuity/nonseized activation; they may not be activated by die-roll. Standards are activated by Command. If an army has only one Standard, that Command is that of its overall Commander. When a Standard is activated, the only thing that may happen is Rally.

Standards may never be moved. If an enemy unit enters a hex with a Standard, the Standard is permanently eliminated, and all of its units that are Retired, or become Retired, are also eliminated.

Play Note: *Activating Standards allows unit only to rally, not move. If you want to move a Retired unit, it is activated as part of its Command.*

(14.0) SPECIAL UNITS AND TACTICS

(14.1) SHIELD WALL

Many a defensive plan was based on having its infantry stand firm and fast, without moving. To augment this, upon specific orders from their leader, infantry would go into Shield Wall, putting a solid front of shields and pikes against incoming cavalry.

The only units that may be eligible to use Shield Wall are Pike Infantry and Dismounted Men-at-Arms. Their leader may, at the beginning of the game setup in or upon activation (and before doing anything else), order these units in his command into (or out of) Shield Wall. Place Shield Wall marker atop each (eligible) unit in his command to so indicate.

The effects of Shield Wall are:

- The unit may **not move**, and it may **not Shock** attack.
- It may change facing only one vertex per activation, and never during another player's activation.
- It earns a -1 DRM, when shock attacked or fired on through a Frontal hexside.
- Mounted units may not Charge thru the Frontal hexside of a Shield Wall unit; they may Shock normally
- A disordered unit cannot form Shield Wall. However, units in Shield Wall that become Disordered can remain in Shield Wall.
- If a unit in Shield Wall is forced to move because of adverse combat results, it loses Shield Wall status.

The use of Shield Wall is limited; see individual battles. **If the scenario does not say an army can use Shield Wall, it cannot use Shield Wall.**

Play Note: *The specialized Scots version of Shield Wall, schiltron, is found in the rules for battles with Scots.*

Historical Note: *Most cavalry of the era, or any other era, would refuse to charge into a solid wall of men, especially a wall with bristling pikes. This phenomenon was shown and repeated many times before some armies realized the futility of such as charge. To do so, however, the mounted knights had to overcome deeply ingrained social beliefs and prejudices.*

(14.2) HOBILARS

Hobilar is a period term that referred to missile-armed infantry units that used horses to speed movement to the scene of combat. They never (What never? Well, hardly ever) fought or fired mounted; they dismounted to act as missile infantry. Mounted they are treated as Hobilars (no missile capability); dismounted as whatever type of missile or foot unit they are when not mounted.

It takes 3 Movement Points for a Hobilar to mount or dismount, which they may expend at any time during movement. They may not fire in any turn they move (or dismount).

They may do this in any hex that is neither adjacent to an enemy unit or within Missile Fire range of an enemy unit.

(15.0) LEADERS

Every unit in the game belongs to a Command, as noted above. Each Command is commanded by a Leader. Commands and their Leaders are identified by their color stripe.

Design Note: *The use of color stripes enables us to use a given unit in more than one battle.*

Units that start activation outside their leader's Command Range

- may not move adjacent to an enemy unit.
- foot units outside their leader's Command range may not move away from an adjacent enemy unit.

Command Range is counted from the Leader to the unit in Movement Points (not just hexes). However, units that would normally be out of Range that are adjacent to a unit that is in Command are considered in Command.

Mounted Men-at-Arms stacked with their Leader gain a positive DRM for Shock Resolution when such unit is Charging (or effectively counter-charging), but at no other time.

Leaders can get killed. (In game terms, that encompasses being Captured and other no-so-hot events).

•• **By Fire:** Anytime an adjusted Fire DR of 9 or more occurs, and there is a leader in the target hex, roll the die. If the DR is an '8' or '9' the leader is killed. Otherwise, there is no effect.

•• **By Shock or Charge:** Any time a leader is stacked with a unit that receives either a Disordered, Retired or Eliminated result, roll the die for the leader, subtracting his Activation Rating. If **the adjusted DR is 3 or higher** that leader has been "killed". If he survives, but the combat unit does not, place him with the nearest unit from his Command. If he is surrounded - by enemy units and/or ZOC - he is, instead captured, no die rolls necessary.

There is no Personal/Individual Combat between leaders. *(Not that that sort of thing didn't happen! We're just trying to keep things relatively simple here.)*

If an enemy unit moves into a hex with only a leader(s), move the leader and place him with the nearest unit from his command (or any other friendly unit if none from his command are left). If he is surrounded - by enemy units and/or ZOC - he is, instead captured, no die rolls necessary.

When a leader is killed, at the start of the next activation put a Replacement Leader with any combat unit from that Battle. Dead (named) Leaders count towards victory. Replacement Leaders may be killed, but they do not count towards victory.

(16.0) VICTORY

Victory is determined by having each side total his eliminated/retired units and leaders, roll a die, and see if he has reached his Flight Level. If he does, the other player wins. The Flight Level is determined each time after a Command has undergone a noncontinuity/nonseized action. For much of early parts the game this will not be necessary.

The following Flight Points are added to the DR:

- 3 points for each Eliminated MA unit, mounted or not, or for a King.
- 2 points for each other type unit and/or Leader who is not a King that/who is Eliminated.
- 1 for each Retired unit, regardless of types.

There may be other ways to incur FP in the individual battles.

CHARTS AND TABLES

FIRE

FIRE/RANGE DRM CHART

<u>Unit Type</u>	Range in Hexes		
	<u>1</u>	<u>2</u>	<u>3</u>
Longbow	+2	+1	-1
Crossbows	+3	0	-3
Genitors	+1	NA	NA
Slingers	-1	NA	NA

#'s represent DRMs to CRT

FIRE RESULTS TABLE

Target on Foot		Target Mounted	
<u>Normal</u>	<u>Disordered</u>	<u>Normal</u>	<u>Disordered</u>
0-4: NE	0-1: NE	0-4: NE	0-2: NE
5+: DIS	2-3: Retreat	5-6: Disordered	3-7: Retire
	4-6: Retire	7+: Unhorsed**	8+: Eliminated
	7+: Eliminated		

NE = No Effect DIS = Disordered

**Unhorsed: Only if Men-at-Arms; all other mounted units are Disordered

On DR of 9+, and Leader in hex, check for Death of Leader

DRM for Missile Fire

<u>Dieroll</u>	<u>Adjustment</u>	<u>Reason</u>
??		Range, as per the Range Chart
??		Terrain (as per Terrain Chart for that Battle)
+1		Angled fire at Mounted Men-at-Arms
-1		Disordered Unit Firing (as per the counter)
-1		Mounted Missile units Firing
-1		Target in Shield Wall fired thru Frontal

SHOCK AND CHARGE

WEAPONS SYSTEM MATRIX (for Shock or Charge)

<u>Defender</u>	Attacker [a]					
	<u>Mnted MA</u>	<u>Dismted MA</u>	<u>UnHrs MA</u>	<u>Pike Inf</u>	<u>Axe Inf</u>	<u>Genitor [b]</u>
Mntd M-A	0	0	-2	-1	0	-3
Dsmtd M-A	-1	0	-1	-1	0	-2
Unhorsed M-A	+2	+1	0	+1	+2	0
Pike Inf	0	+1	-1	0	+1	-2
Axe Inf	+2	+1	-1	+1	NA	NA
Crossbow Inf	+2	+2	+1	+1	+3	0
Bow Inf	+3	+2	+1	+2	+3	0
Slinger Inf	+4	+3	+2	+3	NA	0
Genitor	+2	+1	0	+1	NA	NA
Hobilar (Mounted)	+3	+1	0	+1	+1	NA

a = Unit types **not** listed here may not Shock Attack or Charge)

b = May not Charge

COMBAT RESULTS TABLES

SHOCK COMBAT (No Charge)

<u>Adjusted DR</u>	Defending Unit's Status	
	<u>Normal</u>	<u>Disordered</u>
0 or less	Attacker Disordered, Retreat 1 hex	Attacker Disordered, Retreat 1 hex
1	Attacker Disordered, Retreat 1 hex	Attacker Disordered
2-3	Attacker Disordered,	No Result
4	No Result	No Result
5	No Result	Defender Retired
6-7	Defender Disordered	Defender Retired
8+	Defender Disordered and Retreat 1 hex	Defender Eliminated and Continue Attack

CHARGE RESULTS TABLE

<u>Adjusted DR</u>	Defending Unit's Status	
	<u>Normal</u>	<u>Disordered</u>
0 or less	Attacker Disordered,	Attacker Disordered,
1	Attacker Disordered,	Defender Retired, and Attacker Disordered
2-3	Both Disordered,	Defender Retired, and

		Attacker Disordered
4	Defender Disordered	Defender Retired
5-7	Defender Disordered and Retreat One Hex	Defender Eliminated and Continue Attack
8+	Defender Disordered and Retreat 1 hex; Attacker Continue Attack	Defender Eliminated and Continue Attack

Possible Dieroll Modifiers for Shock or Charge

DRM Reason

- +2 Charging cavalry
- +/- ? Defender's Shock DRM
- +/-? Strength Advantage
- 2 Attacker is Disordered
- 1 All attacking units are on lower level than defending unit
- +2 If all attacking units are attacking through a defender's Flank
- +3 If all attacking units are attacking through a Defender's Rear
- +4 If the attackers are attacking through any combination of front + flank, front + rear, or flank + rear (not cumulative with the other two DRMs above).
- +1 Mounted Men-at-Arms stacked with Leader when Attacking
- +2 Defender is Retired
- 1 Defender in Shield Wall
- +2 If defending unit is a genitor without Missiles
- +/- # Weapons system matrix table modifiers.
- +/- # Terrain Effects Chart modifiers

COUNTER-CHARGE DIEROLL

- 0-4 = Successful; negate Charge DRM
- 5-9 = Unsuccessful; defends normally
- add/subtract in Defending Unit's Shock DRM
- if being charged through the flank, add one (+1) to the dieroll.

CHARGE RELUCTANCE (Mounted Men-at-Arms)

- If the DR is a 0-4, the attacking unit successfully charges
- If the DR is a 5-9, the charge is blunted by the reluctance of the horses to close, and the unit must attack/Shock without the benefit of the Charge DRM; it uses the Normal Shock Table.

CHARGE RELUCTANCE (Mounted Men-at-Arms Against Scots Pike in Schiltron Formation)

- If the DR is a 0-7, Charge not allowed; unit does not attack at all

- If the DR is a 8-9, the charge is blunted by the reluctance of the horses to close, and the unit must attack/Shock without the benefit of the Charge DRM; it uses the Normal Shock Table.