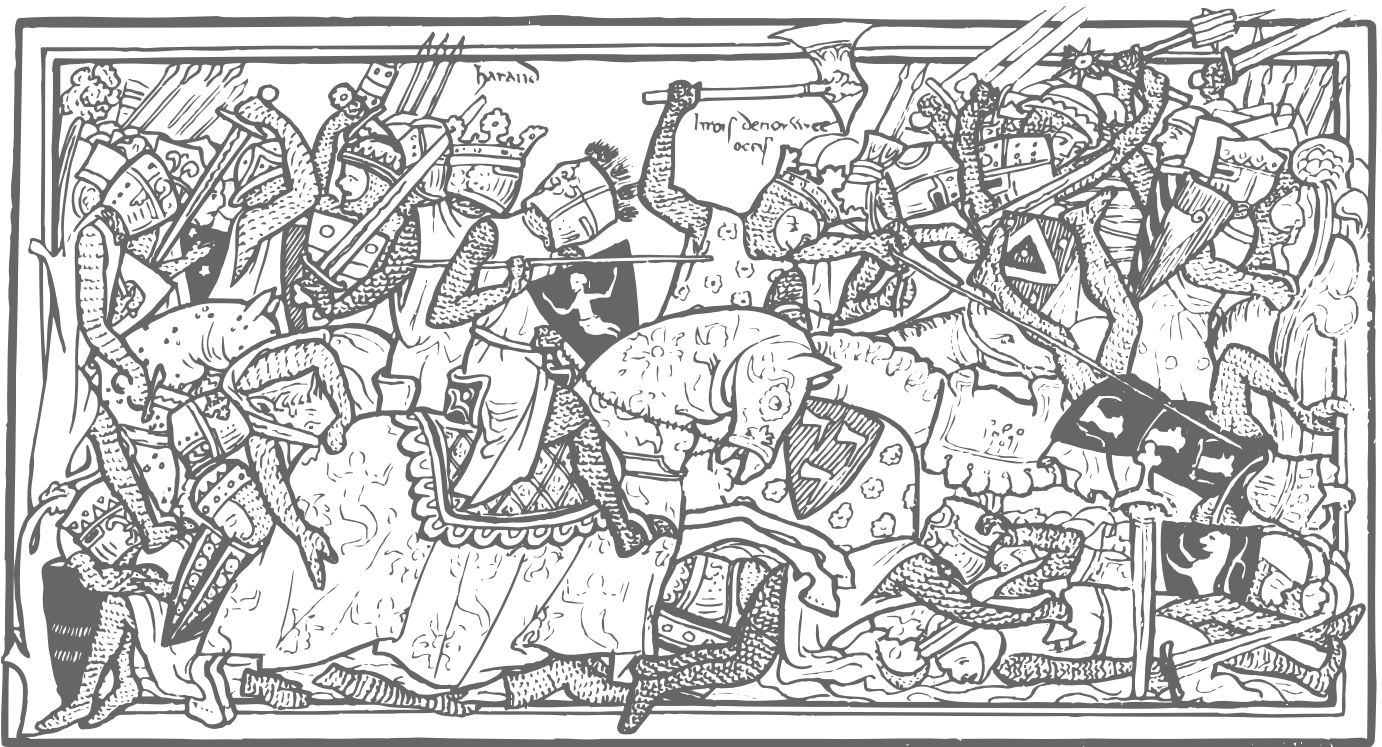


# RULE BOOK

# Men of Iron

Warfare in The Middle Ages



## Table of Contents

1.0 Introduction .....	2	9.0 Missile Fire .....	5
2.0 The Components .....	2	10.0 Shock .....	7
3.0 Sequence of Play .....	3	11.0 Charging .....	9
4.0 Activation and Continuity .....	4	12.0 Combat Results .....	10
5.0 Movement .....	4	13.0 Rallying Units .....	11
6.0 Facing .....	4	14.0 Special Units and Tactics .....	11
7.0 Zones of Control (ZOC) .....	5	15.0 Leaders .....	12
8.0 Stacking .....	5	16.0 Victory .....	12



## 1.0 INTRODUCTION

*Men of Iron* is a play-oriented series of games covering the wide spectrum of land battles from The Dark Ages 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 of foot troops, using defensive tactics and missile weapons against 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 the 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 historically made little movement.

Each game includes:

- Two 22" x 32" map sheets containing 6 game-maps
- 700 counters on 3 sheets
- 3 Play Aid cards
- 1 Rules Booklet
- 1 Battle Book
- 2 ten-sided dice

## 2.0 THE COMPONENTS

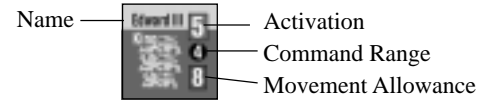
### 2.1 THE MAPS

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 three types of counters: Leaders, Combat units, and Status markers (Retired, Disordered, etc.).

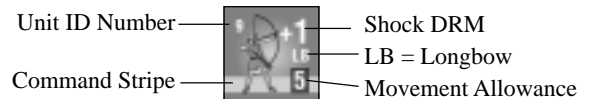
#### Sample Leader



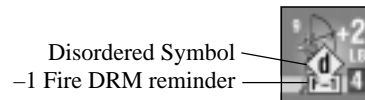
There are eight different types of combat units: Missile Infantry, Pike Infantry, Axe Infantry, Mounted men-at-Arms, Unhorsed Men-at-Arms, Dismounted Men-at-Arms, Hobilars and Genitors.

#### Sample Combat Unit (Missile Infantry)

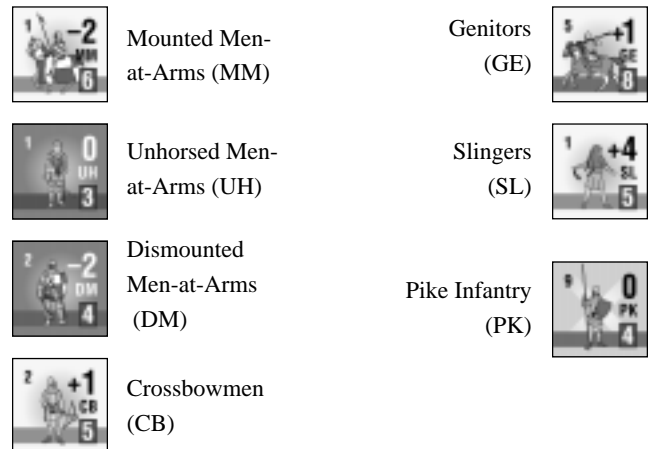
##### Front



##### Back (disordered side)



#### Other Combat Units



#### Markers



## 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

*These descriptions should be considered as explanatory introductions, not rules.*

**Battle:** While these games cover ‘battles’, the term was also used in the day to refer to the individual large elements in any army, since formal terms like ‘corps’ and ‘divisions’ were not really in use.

**Command:** A group of units which may move and fight together. Commands can be identified easily by the color stripe on the counters.

**Continuity:** The mechanic used to determine which player goes next.

**DR, DRM:** Abbreviations 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 (see 7.1).

## 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 Missile Infantry (slingers, longbowmen, crossbowmen), plus some mounted missile units (such as genitors with javelins). The crossbows were wooden; rather less effective than later, metal-built crossbows and not as effective as longbows. Some of the crossbow contingents also included small numbers of spear-armed, lightly-armored infantry used as backbone for the missile troops in that they often provided large shields for the crossbowmen to stand behind.

**Men-at-Arms (MAA):** 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.*

## 3.1 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.

## 3.2 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 dieroll is the same as or lower than the selected Command Leader’s Activation Rating, that Command goes.
2. If the dieroll is higher than that rating, or the opponent has Seized Continuity (see 4.3), “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.

## 3.3 Commands

Commands for each battle are identified by the color stripe across the counter bottom, corresponding to that atop the leader’s counter.

## 3.4 Who Starts the Game?

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

## 4.0 ACTIVATION AND CONTINUITY

### 4.1 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 or Charge.

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 15.2 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.

### 4.2 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) activate. 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 is activated.
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.

### 4.3 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 Activation 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".

PLAY NOTE: You cannot Seize a Seizure.

- 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

### 5.1 Movement Procedure

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 Move (and/or Fire) when activated. Individual units from the same command may do either/both, in whatever order the player wishes.

### 5.2 Movement Restrictions

Units may not move off the map. (If they do, they're eliminated.) 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 15.2) may move, but:

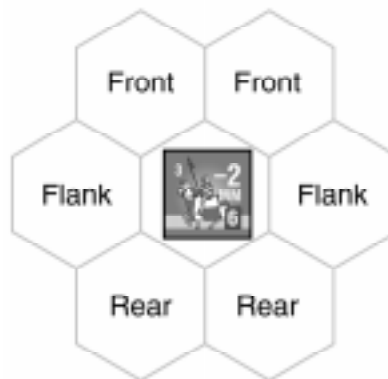
- Out of Command units may not move adjacent to an enemy unit.
- Out of Command foot (unmounted) units that start in an enemy Zone of Control (7.0) may not move away.

PLAY 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

### 6.1 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.



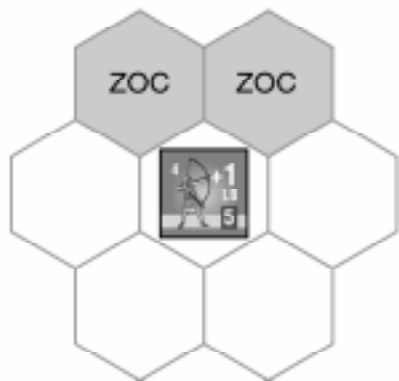
Facing determines a unit's Zone of Control, at whom missile units may fire (see 9.1), and in what direction Mounted MAA may Charge (in general, this applies to only their two frontal hex/hexsides).

## 6.2 Changing Facing

Facing does not matter when determining movement direction (except for Charging Mounted MAA), 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.

Units in an enemy ZOC may 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)

### 7.1 Which Units Have ZOCs

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 14.2) do not exert any ZOC.

### 7.2 ZOCs and Movement

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 foot unit 2 MP to leave an enemy Mounted unit's ZOC at the start of its turn to move into another hex (but see 15.2). 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 *Nájera* 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 MAA 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.

*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). Knights felt absolutely no compunction on riding through masses of their own archers or crossbowmen—as occurred, for example, at Crécy—and, if necessary, riding them down.

Leaders stack freely with any unit. Standards have no effect on stacking.

## 9.0 MISSILE FIRE

### 9.1 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".

### 9.2 When Units may Fire

Mounted Missile units may fire before, as part of (during), or after Movement, but if such fire draws Counter-Charge it 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. A Missile unit cannot Return Fire if shot at through a Rear hex.
- **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 (12.7). 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 (11.5) trigger Reaction Fire from Crossbows.

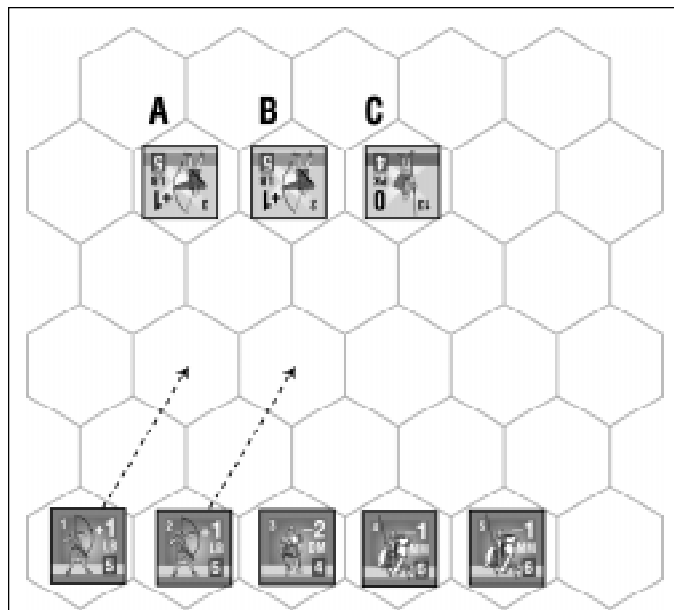
Crossbows may not use Return Fire.

**PLAY NOTE:** Hobilar 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.

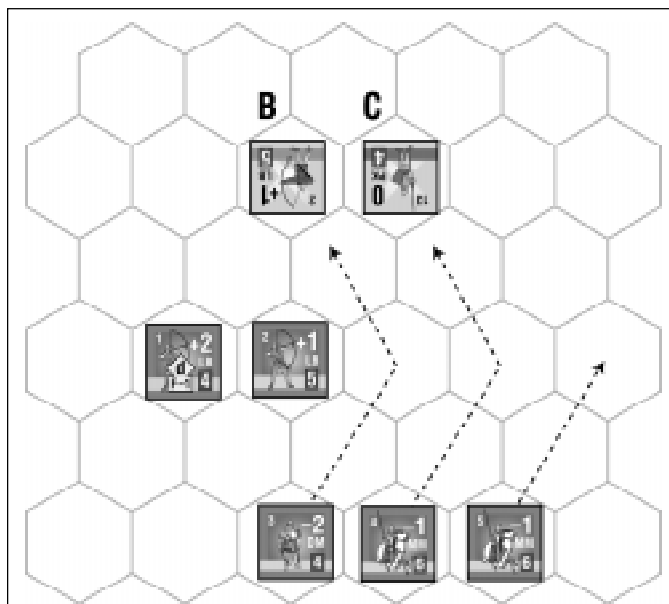
**HISTORICAL NOTE:** The rate of fire for Longbows was markedly greater than that of Crossbows, from 3–1 to 7–1, depending on who you read. The above rules reflect that difference. We note, tangentially, that the rate of fire for Asian Steppe tribe shortbows was much greater than that of their European 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 (exception: Crossbows).

**DESIGN NOTE:** These mechanics represent the more efficient usage missiles had defensively than on the attack.



**EXTENDED EXAMPLE:** The English player has activated the command containing the five units above—they are all in command. First he moves only his two longbow units and conducts Missile Fire with them after they have moved. They each fire at the same Scottish archer unit (A). At a two hex range they each get a +1 DRM—there are no other applicable DRMs. The target is “on Foot” and is at Normal status (not disordered). The first die roll for LB #1 is a modified 5 for a “Disordered” result. Before English LB #2 fires, the Scottish LB conducts Return Fire and rolls a modified 7 causing the English LB unit to become Disordered. Now the second English LB unit fires and uses the target Disordered column of the Fire Table. He rolls a 6 which causes the Scottish LB to Retire. Before the Scottish player removes the unit he conducts Return Fire (applying a –1 DRM for being disordered) and rolls a modified 4 = No effect.



**EXAMPLE CONTINUED:** Continuing the example from before, the English player now completes the movement of his other units in the activated command. When he moves the dismounted men-at-arms adjacent to the Scottish Longbow unit, it triggers Reaction Fire. The Scottish player rolls a 6 which disorders the dismounted men-at-arms. The two mounted men-at-arms move forward—one moves adjacent to the Scottish Pike unit while the other stands off and prepares to charge. The Movement/Fire portion of the activation is now completed. See the next example on page 8 for the Shock Phase.

### 9.3 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 or subtractions (DRM) from the die roll.

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

If a target is being fired at by more than one unit, results are applied for each individual firing unit as they occur, but they are cumulative.

*EXAMPLE: Target being fired at by 3 units. First result is a Disorder. Second result uses the Disorder portion of the Fire Table and is a Retreat. The target must Retreat and the 3rd unit may fire only if the target is still within Range.*

**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.

### 9.4 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.)

**CLARIFICATION:** If a hex contains terrain that blocks LOS—then the *entire* hex is considered blocking terrain—not just the graphic feature inside the hex.

**LOS AND HEXSIDES:** A LOS may be traced along a hexside if only one of the hexes tangent to the hexside contains blocking terrain.

## 10.0 SHOCK

*DESIGN NOTE: Weapon systems, armor and morale are represented by a combination of the System Matrix and the unit's Defensive DRM.*

### 10.1 Shock Phase

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.

### 10.2 Retreat Before Shock

All mounted units (that are not Disordered) may retreat before shock when attacked (only) by Foot units. To retreat they move 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 MAA 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 again.

A unit that advances after an enemy unit Retreats Before Shock does not trigger Reaction Fire.

### 10.3 Shock Resolution

*DESIGN 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.*

Shock Attacking is voluntary, but if a unit does attack it 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.

Shock Attacks may be done in any order the active Attacker wishes. All Shock Attacks must be predesignated before any are resolved. With the exception of a Continued Attack (see Combat Results) a defending unit can only be attacked once per Shock Phase.

To resolve the Shock, roll the die for each defending unit, apply the DRMs (see below) and consult the Shock Combat Tables. Use the Charge Table if one or more of the attacking units is charging; use the Shock-No Charge Table for all other shock attacks. Look under the column appropriate to the defending unit's status (Normal or Disordered) to see what happened.

**MULTI-UNIT COMBATS:** If a single unit is attacking more than one unit, the multiple "battles" are resolved individually with each battle having its separate DRMs. Each battle is considered to be taking place simultaneously and results are applied to all participants afterwards, cumulatively. Note, this is different than Missile Fire (9.3) which is more sequential.

*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.*

### 10.4 Shock DRMs

Apply any DRMs attained from the following situations.

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

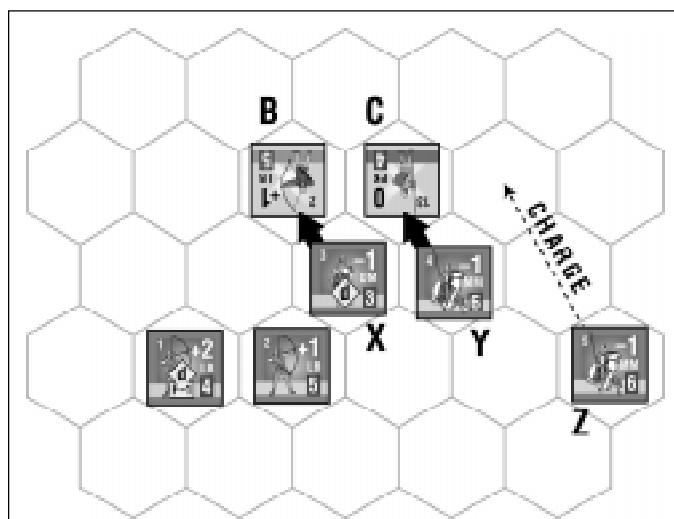
**1. Strength Advantage:** The player with the higher number of units receives the differential between the number of units as a DRM.

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

**2. Position Advantage:** There are 2 types:

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.



**EXAMPLE CONTINUED:** The English player now conducts Shock Combat. Unit X will Shock attack unit B, while units Y and Z will Shock attack unit C. The applicable DRMs for the first shock attack are: +1 for the defending unit's Shock DRM, +2 for the Weapons System Matrix (Dismounted Men-at-Arms attacking Crossbow), and -2 for the attacker being Disordered. A die roll of 2, modifies to a 3 for a "attacker disordered" result. But since the attacker is already disordered the result is ignored.

The second Shock attack (Y&Z against C) includes a Charge. The English player must first conduct a Charge Reluctance die roll. A die roll of a 4 results in a successful charge, and the mounted unit is moved next to the target unit (and rotated one vertex so it faces the Pike unit). The charge gives a +1 DRM (normally a +2, but reduced because the unit moved) plus mandates the Shock attack is resolved on the Charge Table. Other modifiers include +1 for Strength Advantage, +0 for Weapons System Matrix, and +4 for Position Advantage (front + flank). A die roll of 6 is modified to a 12 for a result of "Defender Disordered, Retreat 1 Hex, Continued Attack." The Scottish Pike unit is flipped to its back side and moved back one hex. One of the mounted Men-at-Arms units *must* advanced into the defender's vacated hex and conduct a Continued Attack.

- 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 which that particular 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.

C. **HEIGHT ADVANTAGE:** The attacker suffers a -1 DRM if all attacking units are on lower level than the defending unit.

**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 MAA unit is successfully charging (11.0), add two (+2) to the Shock resolution die roll. However, if the unit move during its Activation, the DRM is +1 instead.

**5. Leader Presence:** If a leader is stacked with a charging Mounted MAA unit there is a +1 DRM.

**6. Weapon System Matrix:** 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 one or more of the Attackers are Disordered, there is a -2 DRM. (Defendant's disorder status is covered by the chart, itself.)

**8. Defender Retired:** 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.

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

### 10.5 Advance after Shock

If a defender vacates a hex as a result on the Shock or Charge Table, the attacker *must* advance one of his attacking units into that hex, per vacated hex. The unit with the best Defensive DRM advances. If there is a tie, it is the owning player's choice. The advancing unit may change its facing, as it wishes, after such advance.

**MULTI-UNIT ATTACKS:** The advance is undertaken after the victorious unit has finished all of any multiple attacks, and ad-

vances only if it is not Disordered in one of those attacks. If two or more defenders retreated, the victorious unit can choose which hex to advance into.

## 11.0 CHARGING

*DESIGN NOTE: This is the one rules section that you could consider 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.*

### 11.1 Charging in General

For Mounted MAA to be truly effective they must Charge. Charge is not Movement; it is part of Combat/Shock. Mounted MAA that starts adjacent to an enemy unit may Shock that unit, but it is not charging. Disordered Mounted MAA may not Charge; they may Shock without a Charge.

### 11.2 Benefits of Charge

Charging Mounted MAA receives a +2 DRM when resolving combat, and the attack is resolved on the Charge Table (not the Shock Table). However, if the unit moved during its Activation, the DRM is only +1.

### 11.3 Charge Procedure

To Charge, a Mounted MAA must start the Combat part of its Activation—not Movement—either two or three hexes distant from the designated target unit(s) and have a LOS to the target hex. 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 MAA 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 MAA unit could conceivably use all its Movement Allowance (but see 11.2), then get to “move” some more when it Charges. Also note that Charging may trigger Reaction Fire (9.2).

### 11.4 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 MAA are charging into the frontal hex of a dismounted MAA 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 during the Charge Combat.

- 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 Mounted MAA 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.*

### 11.5 Counter-Charge

Counter-Charge is the ability of Mounted MAA 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 MAA (in or out of Command) may attempt to Counter-Charge.

Mounted MAA 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.

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

Each Mounted MAA unit is limited to one successful Counter-Charge per enemy activation.

### 11.6 Successful Counter-Charge

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.

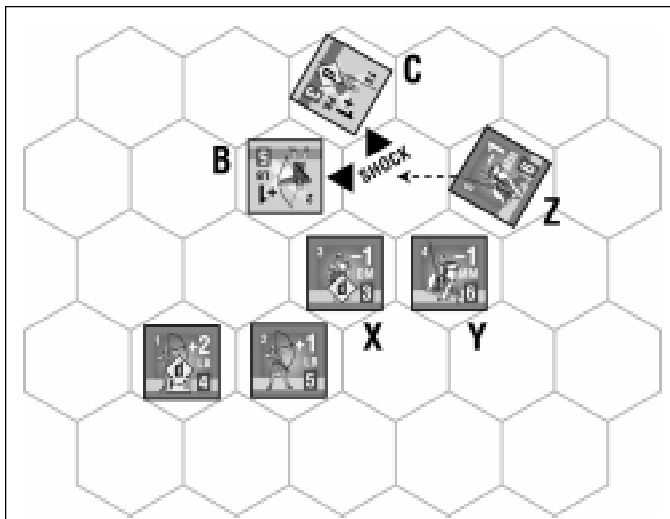
If the adjusted DR is 0–4, the unit has successfully Counter-Charged.

- If it is counter-charging against attacking Mounted MAA, it negates the +2 (or +1) 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) MAA is now the attacker (even if it not his turn), and such attack is resolved immediately, as a Charge (complete with +2 DRM). 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 MAA 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 necessary.

If a Mounted MAA unit is Disordered by Fire while counter-charging, 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.



**EXAMPLE CONTINUED:** The Scottish Pike unit retreated one hex and became disordered. One of the mounted MAA units must advance (maintaining its facing [12.7]) and conduct a “Continued Attack.” The English player chooses unit Z which must make a shock attack against all units in its ZOC—the enemy Longbow unit and the disordered Pike unit. Note that the enemy Longbow unit cannot conduct Reaction Fire against a Continued Attack. This Shock attack must be resolved as two separate (but simultaneous) Shock Attacks.

**vs. LONGBOW:** The applicable DRMs are –1 for Strength Advantage (the mounted MAA is attacking two units), +1 for the Longbow’s Shock DRM, +2 for a Shock Attack against a defender’s flank, and +3 for Weapon System Matrix. A die roll of 3 modifies to a 8 for a “Defender Disordered, Retreat 1 Hex” result.

**vs. PIKE:** The applicable DRMs are –1 Strength Advantage, and +1 Defender’s Shock DRM. The defender is disordered so the Disordered column is used. A die roll of 6 gives a “Defender Retired” result. The Pike unit is picked up and placed as close as possible to its standard.

Since both defending units vacated their hexes, the Mounted Men-at-Arms unit must advance into one of those vacated hexes (attacker’s choice).

## 11.7 Unsuccessful Counter-Charge

If the die roll was a 5–9, the Counter-Charge attempt fails and the attacking player continues as if nothing happened.

## 12.0 COMBAT RESULTS

Look at the Fire, Shock and Charge Combat Results Tables while reading this section.

### 12.1 Combat Results Tables

Charging Mounted MAA 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.

### 12.2 Disordered

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).
- A reduced Shock Rating (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.
- Disordered unit may not Charge or Counter-Charge (but see 11.6).

Additional Disorders have no effect on a unit already Disordered.

### 12.3 Retreat

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 (this does not trigger Reaction Fire), 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.

### 12.4 Retire

Pick up the unit and place it as close to its Standard as you can (use the “Retired” markers to indicate such status), unless that unit is totally surrounded by enemy units, enemy ZOCs, and/or impassable terrain. In that case the Retiring unit is, instead Eliminated.

Retired units have a Movement Allowance of 1 hex per activation, and they may only move towards their 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.

## 12.5 Unhorsed

Replace the Mounted MAA with an Unhorsed MAA 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.

*DESIGN 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.*

## 12.6 Eliminated

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

## 12.7 Continued Attack

When this result is obtained, one of the attacking units *must* advance one hex, without changing facing, and Shock (not Charge) any and all units in its ZOC. If the attacker had two or more participating units, no more than one may advance (pick the one with the best Shock DRM and pick a Mounted Men-at-Arms if possible). Resolve the Continued Attack attack using the standard Shock rules. The non-active player may not use Reaction Fire or Counter-Charge against a unit undertaking Continued Attack. If the attacking unit achieves another Continued Attack result, it *must* advance and attack again (if possible)—there is no limit to the number of times it may do this.

# 13.0 RALLYING UNITS

## 13.1 Rally

**DISORDERED:** 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:** 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.

Units *may not* Rally if adjacent to an enemy unit. Units *may* Rally if within range of an enemy Missile unit or Out of Command.

## 13.2 Standards

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, and not adjacent to an enemy unit, 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 only allows units 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 MAA. Their leader may, at the beginning of the game (during setup) or upon activation (and before doing anything else), order these units in his command into (or out of) Shield Wall. Place a 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.
- It earns a -1 DRM, when shock attacked or fired on through a Frontal hexside.
- Mounted units may not Charge through 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.

*DESIGN NOTE: The specialized Scots version of Shield Wall, a schiltrion, 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 a 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. When mounted they are treated as Hobilars (no missile capability, no ZOC, cannot Shock Attack); 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 do this in any hex that is neither adjacent to an enemy unit or within Missile Fire range of an enemy unit. They may not fire in any turn they move (or dismount).

## 15.0 LEADERS

### 15.1 Commands

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.

### 15.2 Command Range

Command Range is counted from the Leader to the unit in Movement Points (not just hexes). Command Range may not be traced through impassable terrain, enemy units, or enemy ZOCs. Command Range can be traced through enemy ZOCs if the hex is occupied by a friendly unit. Units within the Command Range of their leader are considered “In Command.”

**Important:** Units that would normally be out of Range that are adjacent to a unit (from the same Battle formation) that is in Command are considered in Command. This can have a chain-reaction effect and put an entire line of contiguous units in command.

**OUT OF COMMAND EFFECTS:** Units that start activation outside their leader’s Command Range:

- may not move adjacent to an enemy unit.
- may not move if in an enemy ZOC (5.2). This applies to Foot units only—mounted units may move away.

### 15.3 Shock Resolution DRM

Mounted MAA stacked with their Leader gain a +1 DRM for Shock Resolution when such unit is Charging (or effectively counter-charging), but at no other time.

### 15.4 Leader Casualties

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 roll necessary.

### 15.5 Leader Capture

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 captured, no die roll necessary.

### 15.6 Replacement Leaders

When a leader is killed or captured, 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. Replacement Leaders may return to play as often as necessary.

## 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 the early parts of the game, this will not be necessary.

The following Flight Points are added to the DR:

- 3 points for each Eliminated MAA 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 type.

Some battle will have special rules for additional FPs (see Battle Book for details).

*PLAYNOTE: While the loss of your Standard does not reflect in the VP count, it does prevent a side from bringing back its retired units.*

## Game Credits

**GAME DESIGN:** Richard Berg

**GAME DEVELOPER:** Jack Polonka

**ART DIRECTOR:** Rodger MacGowan

**BOX ART AND PACKAGE DESIGN:** Rodger MacGowan

**GAME MAPS:** Knut Grunitz

**COUNTERS:** Mike Lemick, Rodger MacGowan, and Mark Simonitch

**PLAY TESTERS:** Tim Chambers, Shannon Cooke, Kim Meints, and Elias Nordling

**PROOF READERS:** Steve Carey, Kevin Duke

**PRODUCTION COORDINATION:** Tony Curtis

**PRODUCERS:** Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com

