

HORDES & HEROES®



ANCIENTS & MEDIEVAL



Fast Play, Hex Based Rules

BATTLES IN THE ANCIENT AND MEDIEVAL ERA

HORDES & HEROES

ANCIENTS & MEDIEVAL

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In memory of Dave Mac



Army lists for ancient and medieval armies are available to download free of charge from the Kallistra website www.kallistra.co.uk. There is also a very useful Quick Reference sheet generator which will enable you to produce a play sheet containing two sets of army stats and the Combat Results table - the only piece of paper that is needed to play!



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FOREWORD

This edition of the Hordes & Heroes, (H&H), rule system has been fully updated and can be used to fight Ancient as well as Medieval table top games and replaces the previous publication released in 2012. All the game mechanics are exactly the same as the previous edition, although there are a significant number of alterations, improvements, additions and refinements in response to some excellent suggestions and general feedback from players.

Changes have been made in the following areas; tactical movement, terrain effects, 'Combat Results' table, unit characteristics and combat values, skirmishing, evasion and response moves. We have also added the use of the 'shield wall rule' capability for armies which historically used this method of fighting. This important addition makes the Greek phalanx, Roman legion, and dark age shield wall work very well within the context of the H&H system. However, the major difference between this and the previous edition is in the way information is presented. We have aimed for greater clarity, ease of understanding, improved diagrams and elimination of any ambiguity. Our focus has been to make the system easily accessible and achieve even greater speed and precision.

Army lists and play sheets for a range of different medieval and ancient armies are available to download from the Kallistra website, which also includes a 'generator' tool for creating and printing play sheets for all the different armies listed.

The Siege and Assault Supplement to Hordes & Heroes is also available as a free download and can be used to introduce attacking and defending castles and fortifications into your games

The origins of this game system date back to the 1990's and it has gradually been refined developed by playing a very large number of games, large and small, with many different groups of gamers, using a comprehensive assortment of different armies. The aim from its conception

was always to create an exciting, precise, set of genuinely fast play hex-based rules, which have the flavour and feel of the medieval and now ancient periods. You can create 'big battles on small tables' or 'small battles on big tables' because the use of hexes means that any scale of miniatures can be used as long as the figure bases can be accommodated within a hex.

The H&H system is designed to create a strong framework within which gamers can, if they choose, personalise their own armies, alter unit combat stats etc. The Hordes & Heroes army lists are provided only as a guide and the unit stats can easily be altered using the clear, standardised point system.

The distinguishing feature of this system compared with the numerous alternatives available either as downloads from the internet or in printed form is that it requires the use of hex marked terrain. This is key to the ease and speed of play, precision and most importantly, elimination of as much ambiguity and interpretation as is practicable. When a unit of troops move from hex-to-hex, changes facing, shoots missiles, recoils, flees, forms a shield wall with friendly units in adjacent hexes etc., this all quickly undertaken without a tape measure or precise positioning of figure bases. Over the years I have seen a massive range of different examples of hex terrain made from a wide variety of materials. These include; printed or home produced terrain mats, polystyrene, wood or plastic hexes of various sizes, and even hex shaped beer mats beautifully painted and flocked to disguise their original purpose! All of these are perfectly suitable for use with the Hordes & Heroes rule system and can be purchased or home made to fit individual preferences and budget.

I am always indebted to the numerous gamers who have provided vital feedback with their ideas and suggestions and encouragement, without which this latest refinement of the H&H system would not have been possible. A very sincere thank you to you all.



INTRODUCTION

Hordes & Heroes is designed as a fast play table top wargame, which uses hexagon marked terrain as a precise and effective method for moving units of troops and generals. The rule system is simple and easy to learn, yet sophisticated enough to allow 'realistic' battles to be fought between a diverse range of different ancient and medieval armies. It is easy to play, but more difficult to master.

During play, pens, paper and tape measures are not required. One Quick Reference Sheet is sufficient to contain all the information necessary to play. The Combat Result Table and army stats can be printed or photocopied, cut and pasted together as required. The main rules need only be consulted when players are learning the rules, and occasionally thereafter, to clarify situations as they arise.

Troops are organised into units of 2,3,4 or 6 stands according to the troop types of which they are comprised e.g., artillery have 2 or 3 stands, chariots 3, infantry and cavalry 4, and more rarely pike blocks or densely packed hordes etc., 6 stands.

The Command and Control of units is a key feature of the rule system. How generals move themselves, their troops, take risks and suffer the consequences of their actions, is really what this game is all about. Generals can make a Command Move and have a specific Command Range reflecting the characteristics of the particular army and effectiveness of communication within each distinctive ancient or medieval army.

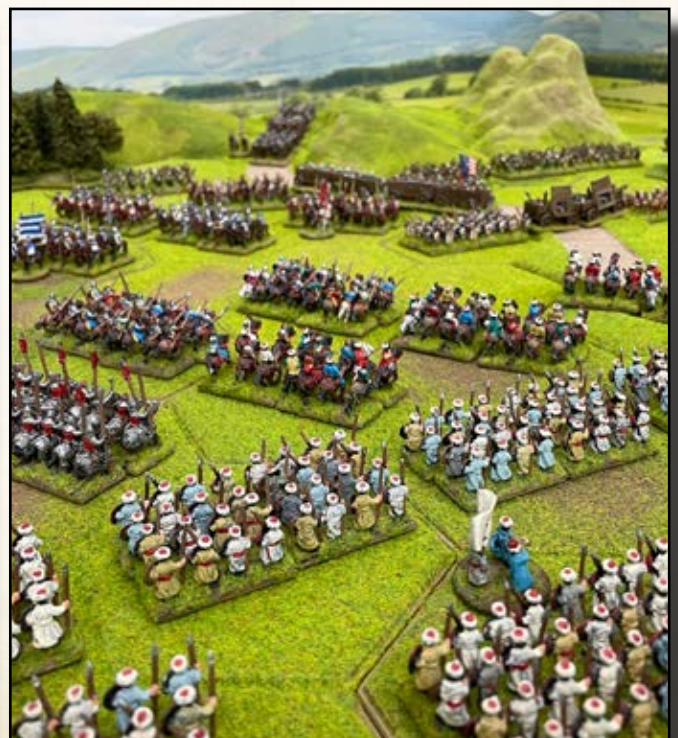
Casualties are removed as complete stands in response to outcomes dictated by the Combat Result Table. Unit morale is mostly dictated by Combat Result and relative geographical position to other units and terrain features.

There is no need to scan lists of factors to ascertain the current morale or roll a di - morale effects are deliberately already built into the system to avoid any need for this.

Armies are constructed from units of different troop types from the ancient and medieval army lists. The point value of each unit varies according to its particular characteristics e.g., speed, hand-to-hand combat, shooting capability, training, motivation, armour etc. It is explicit how the point value of a unit is calculated, so that it is easy to create your own values for troop types and armies which do not appear in the current army lists. It is also very easy to modify the troop types in any army to your own requirements or preferences for re-fighting an historical battle or any created scenario.

Hordes and Heroes is a truly fast-play table top game system. The precision of the movement system and the speed and efficiency of the combat system ensure that the game flows quickly and even a closely fought contest between two armies of 150 to 200 points can be concluded in 1 or 2 hours. This fast speed of play enables very large battles or even small campaigns to be concluded in a single day.

The game is designed to be played on modular hex terrain which can accommodate a range of different terrain features, e.g., open ground, hills and slopes, rivers, woods, impenetrable terrain etc. Larger terrain features can extend over a number of adjacent hexes. The terrain is an extremely important aspect of the rules, in that, it is of great strategic and tactical significance because of the way in which it influences movement, command and control, combat and combat outcome.



THE GAME

Hordes and Heroes is a representational game, like chess I suppose, but with far more variety in terms of playing pieces and possibilities. Also, the roll of dice also introduces the all-important chance factor which creates uncertainty, frustration, excitement as well as entertainment.

The basic playing piece is a stand of infantry, cavalry, chariots etc., which are formed into units of troops. A stand of 8 or 10 infantry figures represents approximately 40-50 men and a stand of 4 cavalry about 20 or 25 mounted men; a unit of 4 stands would therefore be 160-200 infantry or 80-100 cavalry. Therefore, a mixed army of 15 foot and mounted units costing 150 points would represent an army of two to three thousand men.

There is no specific ground scale as such, although because all the terrain hexes are 100mm across flats and can accommodate up to the equivalent of 300 men in the case of a massed horde of warriors, an appropriate ground scale could be worked out if required. It is fairly easy to re-create any historical battlefield topography.

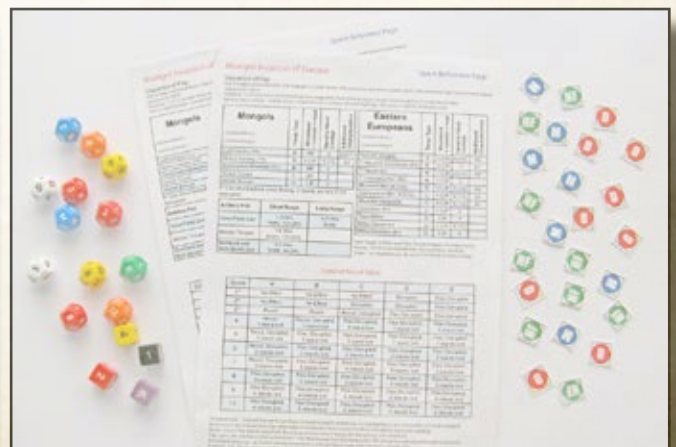
Alternatively, some gamers have used larger scale figures (28mm or larger), and one figure is used to represent one Hordes and Heroes stand, or in the case of a skirmish game, one man.

H&H system has been used to re-fight very large ancient and medieval battles such as Bosworth Field, Crecy, Agincourt, Hastings, Nicopolis, Siege of Belgrade, Tapae, Adamclisi etc., involving a diverse range of different troops and armies. Alternatively, using the generic points system you can easily use the miniatures which you have available to create your own armies, scenarios and therefore games that you want to play.

The representational aspect of the rules is also apparent when looking at the relative speed of movement of the different troop types. The unit speeds are 'tactical' and not physical. A unit of Mongol light cavalry might or might not be able to travel more than five times faster than a unit of deployed regular infantry, but the 5:1 speed ratio allows sufficient differentiation to reflect the different tactical and strategic uses of these different units.

GAME REQUIREMENTS

- A hex marked playing surface. Hexon is ideal!
- A playing surface measuring 1.8m x 1.2m, (6 x 4 ft), will facilitate battles between large armies when using Hexes measuring 100mm, (4 inch), across flats. However, quite sizeable actions can be fought on a surface measuring 1.2m x 0.9m (4 x 3ft), and still have plenty of room for tactical manoeuvre.
- 2 armies of miniatures, any scale, mounted on appropriate base sizes to enable up to six stands of infantry and 4 stands of mounted troops to occupy a hex. (All Hordes and Heroes miniatures, with the exception of command figures, come complete with appropriately sized bases.)
- A number of disruption, static combat, hold-fire markers (printed at the back of the rules) or coloured counters.
- Terrain features/markers, for individual and/or groups of hexes representing woods, hills, roads, streams, impenetrable terrain etc.
- A small number of six sided dice, 'D6', for hand-to-hand combat and about 8 x twelve sided dice (8D12), for shooting.
- A Hordes & Heroes play-sheet which contains the stats for the two opposing armies and the combat results table.
- And an opponent too!



ORGANISING AN ARMY

Troop Types, Characteristics and Points Values

All the various unit types that go to make up an army are selected from the Medieval and Ancient Army Lists to the agreed Points Value. An army of 50 points is perhaps the smallest army that is to be fielded by both sides in a two player game. 100 - 150 points will provide a sizeable army with a good mix of troop types. The system for calculating the Points Value of any unit of troops is explicitly transparent.

The table below gives some examples of various troop types and their calculated cost per unit. A unit being 4 x infantry or mounted stands, 2 or 3 x artillery pieces, 3 x chariots, 2 x war wagon stands etc. All the Points Values for the various units that go to make up the armies are to be found in the separate Army Lists. The Army Lists also include special characteristics attributable to various ancient and medieval armies.

The Points Value of any unit is calculated as detailed below:

Unit Class + Speed + H to H Combat value

(excluding any impact bonus) + Shooting value +

Additional Characteristics = Points Value

All troop types e.g., infantry, mounted, artillery, hordes etc., are given a classification from A (the best!), to E (the worst!). This allows for differentiation between highly motivated, well armed and armoured professionals, and very reluctant, poorly equipped peasant levies. The vast majority of troops fall into the B, C or D class, with only the very best and worst qualifying for A or E status respectively. (A=5 points, E=1 point)

The speed of movement attributed to different types of units are all given in hexes. These are tactical speeds and not physical speeds (maximum 5 hexes, minimum 1 hex).

The Combat Factor is the strength of the unit in hand-to-hand combat, plus where applicable, an Impact Bonus, in brackets. This bonus can be used when first making contact with an enemy unit and in each subsequent round of hand-to-hand combat, until the unit no longer advances and a 'Static Combat' (SC) is formed. E.g., 4(+2). The Impact Factor is not included in the Points Value.

The Shooting Factor for missile troops is given in brackets, located after the name of the unit type. Shooters have a shooting factor of 5+, 6+, 7+ or 8+, which costs 4 points, 3 points, 2 points and 1 point respectively.

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect, (normally 6, 8 or 10 points per unit).

Characteristics

A1, A2 - The Armour Value is the protection against missile weapons (excluding artillery/trebuchets), afforded by the use of a shield and or body armour, and includes horse armour. Where A1=1 point, A2=2 points.

HT - A 'Hard Target' or 'Hard Cover', is a wooden protective screen, stone wall or a war wagon etc.

G - Gun Powder Weapon, negates the effect of A1 and A2 personal armour and reduces pavisses from A2 to A1.

C - Crossbows, reduces personal armour protection from A2 down to A1 and A1 down to 0.

H - Hordes (H) and aggressive hordes (AH), which have special Command and Control requirements qualify for a -1 off their points total per unit.

E1, E2 - Unit can evade 1 or 2 hexes respectively, when contacted by an enemy unit. (1 or 2 points respectively.)

F - Flee, the unit has the option of carrying out a voluntary flee move when contacted by an enemy unit. (1 point)

S - Shield Wall, negates the requirement of units to follow-up or recoil in response to combat outcome caused by shooting or hand-to-hand combat when forming part of a shield wall.

Troop Type	Class A, B, C, D, E, Horde	Speed	H to H Combat	Shooting 5+(4) 6+(3) 7+(2) 8+(1)	Characteristics	Total Points
Mounted Men-at-Arms	4 (B)	3CR	5(+4)	-	A2	14
Retinue Longbowmen (5+)	4 (B)	1CR	2	(5+) 4	A1	12
Peasant (Horde)	0 (E, Horde -1)	1R	1	-	H	2
Teutonic Knights	5(A)	3CR	6(+4)	-	A2	16
Mongol Light Cavalry (6+)	4 (B)	5R	2	(6+)3	E2F	14
Greek Hopolites	4 (B)	1CR	5(+4)	-	A2S	12
Skirmishers (8+)	3(C)	2R	1	(8+)1	E2	9
Roman Auxillaries	3(C)	1CR	4(+1)	-	A1S	9
Dacian Warriors (H)	2(C, Horde -1)	2R	4(+1)	-	A1H	9

TROOP BASING AND UNIT SIZE

The number of stands which go to make up a unit, depends upon the type of troops the unit consists of, in accordance with the table below.

All figures are mounted on bases of a size suitable for accommodation within a 100mm (4 inch) hex. Infantry, cavalry, chariots, artillery etc., should have the appropriately sized bases (Hordes & Heroes miniatures come complete with bases). However, because this is a hex based game, it only matters that the correct number of stands fit inside the hex with no or very little 'overspill.' Flexibility is also necessary due to the extensive ranges of miniatures in different scales available from a host of manufacturers, which can be used for Hordes & Heroes rules.

Generals and hero generals should be mounted on circular discs of a suitable size to accommodate the individual or group of miniatures. A 25mm coin or washer is ideal, or a round plastic miniature base or similar.



Stand	Frontage (mm)	Depth (mm)	Number of Stands per Unit
Infantry and Cavalry	40	20	4
Chariots, War Wagons etc.	25	40	2 or 3
Artillery, Siege Engines	30	40	1, 2 or 3
Hordes, Pike blocks	40	20	4 or 6



Parthian Heavy Cavalry (PA-02)



Imperial Roman Legionaries with Sword (IR-01)



Romano British (Arthurian) Chariot x 3 per unit (806)



War Of The Roses Continental Pikemen (H-1017)

COMMAND & CONTROL FIGURES

Generals

Kings, queens, individuals of noble birth, religious leaders, usurpers, despots etc., who are entrusted with the responsibility of leading their troops into battle. They can be commanders-in-chief or sub-generals. These usually cost 10 points, but this can vary in some army lists.

In some armies generals can have higher or lower command range and longer or shorter command move to represent the Command and Control characteristics of their particular army. E.g., Saxon army which historically fought on foot has a command range of 2 and a move of 2 hexes rather than the more standard of 3. As a result their generals cost 8 points rather than 10.

In contrast a Mongol general which historically has excellent Command and Control, has a command movement of 4 hexes, and command range of 4 hexes, has a points cost of 12.

Hero Generals

Illustrious leaders whose legendary and noble deeds or sadistic barbarity inspire those who are privileged to follow them into battle! Their followers can exhibit strength and endurance far higher than would normally be expected of them and cost an extra 5 points. Your hero general may or may not be commander-in-chief of the army.

If your army includes a hero general, he/she must be clearly identified to your opponent at the start of the game. The model could be mounted on a larger base or the base edge painted a distinctive colour, or have a larger than usual standard etc.

Ratio of Generals (command stands) to units.

The highest ratio of command stands to units of troops in any army is 1 general to every 5 units. There is no upper limit, and so 1 general could command an army of 20 or more units, or alternatively, the same 20 units could be commanded by up to a maximum of 4 generals.

SEQUENCE OF PLAY

Deployment and Initiative

At the start of a game, players should normally deploy all units and generals within three hexes of their own base edge.

The army with the **most** units with a movement speed of 4 or 5 hexes (light or scouting cavalry), has the option to deploy first or second. If both armies have the same number of these units, roll a dice for the right to deploy first or second. The side that is to deploy first also has the choice of table edge but must move second.

Alternatively, by agreement with your opponent, you can roll a dice for the choice of table edge, first deployment and first move. This has proved to be the most favoured method with most gamers!

Each player's 'go' is sometimes referred to as a 'bound'. Players take alternate bounds of movement, but shooting and fight hand-to-hand is first undertaken by the player who's bound it is.

1. Command Move - Generals Side A

All generals can make a command move up to their specified limit. Then, once this movement is completed for all generals, identify which units are within command range of a general and can therefore be issued orders, and those which are out of command and therefore cannot. Normal terrain and zone of control restrictions apply to the command range of generals.

2. Tactical Movement - Side A

Side A can move all of the units that are within the Command Range of any of the generals. Once all movement is complete, disrupted units can rally if not in combat, (remove disruption markers and turn to face any direction and change formation within the hex- from deployed to column or visa versa).

3. Shooting Phase - Side A and B

All shooters, including artillery units eligible to shoot, can target any enemy units that are within the designated shooting distances. Units from side A that have moved into contact cannot shoot*. Artillery from side A can shoot except units with a 'hold fire' marker. All shooting is semi-simultaneous, however, side A should undertake all its shooting first, followed by side B. Targets of shooting carry out compulsory movements as directed by the Combat Result Table (Page 28).

*Chariots can shoot when first moving into hex-to-hex contact.

4. Hand-to-Hand Combat Side A and B

Units from **both sides**, which are in hex-to-hex contact, engage in hand-to-hand combat.

All units carry out compulsory movements, suffer disruption, lose stands etc., as directed by combat outcomes: see Combat Result Table (Page 28).

Side A decide in which order hand-to-hand combats are to be resolved – this is very important and can give a distinct advantage to the attacking player.

Repeat sequence of play for Side B



A collection of medieval and ancient generals mounted on 25mm bases.



A hero general mounted on a 25mm base painted red, negates the first three lines on the Combat Results Table.

TERRAIN & MOVEMENT

The use of Hexagon marked terrain allows for quick, precise movement of units and removes the need to measure - movement is by hex! Hex based terrain features such as woods, roads, broken ground, impenetrable terrain, etc., provides for a modular and highly versatile system. As the manufacturers of the Hexon terrain system we would obviously recommend this excellent hexagon based terrain. The 'place on top' approach allows for a great variety of configurations for the placement of terrain pieces. Thus, players can alter their strategy and tactics in accordance with the layout of the battlefields and the type of army that they are engaging.

Because units occupy their own distinct hex there is no need for miniatures or the bases of opposing units to make physical contact during combat.

Choosing Terrain

A specific layout can be agreed between opponents, or alternatively a layout can be chosen from example configurations which can be found in the dedicated support section on Kallistra web site. Another popular method setting-out terrain is to ask a third party, who is not playing, to choose the terrain pieces and layout the battlefield as they wish.

Movement

All troop types have a stated number of hexes through which they can move during their Movement Phase. This distance is affected by terrain features such as forests, rivers, broken ground etc., see below. All individual troop movement distances can be found in the relevant Army Lists, available to download from www.kallistra.co.uk

TERRAIN HEX IDENTIFICATION

Roads/Very good going: Roads, tracks and trade routes

'Road' is a generic term to represent the most troop friendly terrain. Any terrain hex which has a 'road' passing through it, including village/town and forest hexes can facilitate faster movement relative to the unit formation.

Any unit first entering a 'road' hex can, without expending an additional movement point, change facing to any hex point or a road hex-side.

A unit already in column formation, facing a road hex-side or point, that begins and ends its movement on a 'road' hex, can move two extra hexes (+1 for column and +1 for road). A unit in 'deployed' formation facing a road hex-side or point can move 1 extra hex (+1 for road).

Movement

Roads passing between built-up area, woodland or broken ground hexes must form a column formation to move faster than one hex per movement.

Combat

All normal shooting and hand-to-hand combat rules apply.

Good Going: Open ground/grassland, gentle slopes of hills and escarpments.

All units can move their maximum number of hexes. Units able to move in column can move one extra additional hex when in column.

Any unit can move 1 hex in any direction and change formation from deployed to column or visa-versa.

Shooting

Shooters can shoot over friendly troops on flat ground when occupying a slope or elevated position above them.

Hand-to-hand combat

Add +1 to combat factor if up-slope of opponents.

Broken Ground: Marsh, thorn bush, pitted terrain, difficult going etc.

Impassable to all wheeled units e.g., chariots, war wagons, artillery and siege engines etc.
All troop types limited to 1 hex of movement from one broken ground hex to another, with no formation change.

Shooting

All normal shooting rules apply for both small arms and artillery.

Hand-to-hand combat

No impact bonuses apply to any unit occupying or attacking a broken ground hex. Mounted troops fight as if disrupted when occupying a broken ground hex.

Units can change formation to column or deployed or visa-versa whilst stationary in a broken ground hex or can enter or leave a broken ground hex as part of their normal movement into or out of 'good going' and change formation.

Chariots cannot engage in combat unless attacked by a unit occupying broken ground and then cannot follow-up into the hex after combat.

TERRAIN HEX IDENTIFICATION

Areas of Natural Forest

Woodland/Forest Hex

Impassable to all wheeled units, e.g., chariots, artillery, war wagons etc. All units entering a woodland hex must stop.



All units limited to 1 hex of movement and cannot change formation when moving from one wood hex to another wood hex.

Shooting

Shooters cannot shoot through a woodland hex, but can shoot from a woodland hex as normal, or into an adjacent woodland hex. All woodland hexes give an additional A2 protection from both small arms and artillery shooting.

Artillery can only shoot into a woodland hex at short range (3 hexes or less), with A2 protection for target.

Hand-to-hand

No impact bonuses for attackers or defenders. Mounted troops fight as if disrupted when occupying a woodland hex.

Rivers

Moving water, rivers, brooks and streams.

Impassable to all wheeled units e.g., chariots, artillery, siege engines etc. All units must stop in an adjacent hex before moving a single hex into the river hex in the following movement phase. Units cannot change formation and move into or from a river/stream hex. It takes a full move to move from 1 river hex to another, or out of a river hex on to an adjacent non-river hex.

Shooting

All units occupying a river/stream hex shoot as if disrupted.

Hand-to-hand combat

All units occupying a river/stream hex fight as if disrupted. There are no impact bonuses applied when fighting into or out of a river/stream hex. Units do not have to follow-up into a river or stream hex.

Lakes

Still waters which do not have to be fed by a river or streams/brooks.

Impassable to all units, with the *exception* of those carried on boats and rafts which are limited to 1 hex of movement. It takes a full move for a unit to disembark from a boat/raft onto an adjacent ground/beach hex.

Shooting

All units shooting from boats or rafts shoot as if disrupted.

Hand-to-hand combat

All units fight from a boat or raft as if disrupted.

Village/towns: All built up area (BUA) hexes other than castles and fortifications.

Impassable to all wheeled units e.g., chariots, war wagons, artillery, siege engines etc. These units can freely pass between built-up area hexes on roads and open ground hexes.

All units must stop when entering a built-up-area hex. Units cannot change formation and move into or from a BUA hex.

Shooters can shoot from a BUA as normal. Any units occupying a BUA hex have an extra A2 armour protection from both small arms and artillery. Small arms and artillery can only shoot into and never through a BUA hex.

Hand-to-hand

No Impact Bonuses for attackers or defenders. Mounted troops fight as if disrupted when attacking or occupying a village/town hex.

Impenetrable

All steep rocky mountainous slopes, which present a formidable physical barrier.



Impassable to all units.

Artillery and shooters cannot shoot through or over impenetrable terrain. The half hex rule applies to shooters in adjacent hexes to impenetrable terrain, page 18.

TERRAIN HEX IDENTIFICATION

Escarments

Escarments which have both steep and gentle slopes are a key feature of many landscapes and because of their tactical importance and on the battlefield we have included a more detailed section to explain their use in the H&H system.

Movement

All units can enter a gentle slope hex and move across the upper hexes of an escarpment without expending any additional movement points.

The steep slopes of an escarpment are impassable to all mounted troops, war wagons, siege engines and chariots.

Infantry can move from the top or bottom hex of a steep slope and occupy an empty adjacent hex on the top or below an escarpment. This takes a full movement and the climbing unit cannot change formation from deployed or column while doing so.

Recoiling and fleeing from an escarpment hex

All units recoil and flee up or down through or from the shallow slope hexes of an escarpment as normal.

No units can recoil or flee up or down a steep slope hex side and are therefore lost if there are no vacant hexes or other routes available from the escarpment.

Shooting to and from an escarpment

Small arms

Units can shoot down or across from escarpment edge hexes at the normal range of 2 hexes.

Units shooting up or down from a gentle slope hex do so as normal.

Units shooting up a steep slope hex side from the hex directly below add 2 to the dice score required for a hit, (A2 protection for the target unit defending the escarpment). Units shooting up from a 2 hex range from the steep slope hex side add 1 to the dice score required for a hit, (A1 protection for the target unit defending the escarpment).

Artillery

Artillery can shoot up and from gentle escarpment slopes as normal.

When shooting down from the top of an escarpment steep slope hex side artillery must shoot at least 2 hexes or more. (The cannons, ballista etc., being deemed not to be able to see or depress their guns sufficiently to aim at targets in the steep depression below the hex side).

Artillery shooting up at an escarpment hex do so as normal from 3 hexes or more.

Artillery shooting from 2 hex range up at a steep slope hex side add 2 to the dice score required to score a hit (A2 protection).

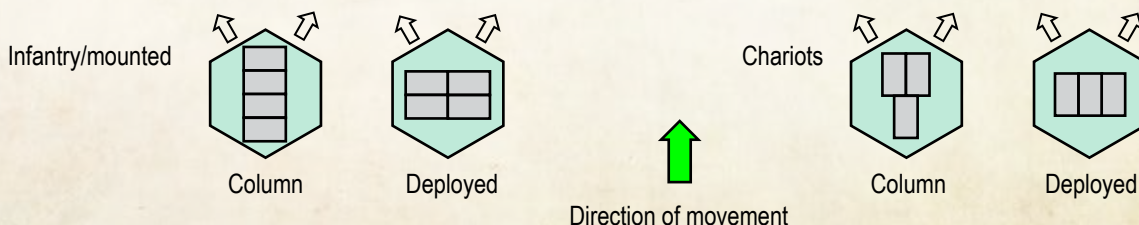
Artillery cannot shoot up from directly below a steep slope escarpment hex side at 1 hex range, (their weapons lacking sufficient elevation adjustment to do so).

UNIT FORMATIONS

Deployed or Column

Many troop types with the notable exception of hordes have the option of moving as deployed or in column. Units in column move **one additional** hex more than their normal movement plus **another additional hex** if they travel the entire distance along a road, (starting and finishing on a road hex). Units can move through either of the front two hex sides and adjust their facing by one hex point at no extra movement cost.

Note: Units fighting in column have their combat effect reduced - they only count the front two stands in hand-to-hand combat and shooting, (see Combat section).



REMOVAL OF STANDS THROUGH COMBAT

Stands are removed as casualties as directed by the Combat Results table (Page 28), according to the number of 'hits' the unit has received as a result of shooting or hand-to-hand combat.

All units start to lose stands regardless of their troop class (A-E) when 4 or more 'hits' are scored against them. 7 'hits' will cause the total loss of a 4 stand unit. Large units such as a 6 stand horde or block of pikemen can take up to 9 'hits' before the unit is destroyed. In both cases the last stand is automatically removed.

E.g., any 4 stand unit that loses 3 stands and is therefore reduced to a single remaining stand through combat (hand-to-hand or shooting) is eliminated and the one remaining stand removed automatically.

E.g., any 2 or 3 stand units, such as artillery, chariots, war wagons etc., can function as a single stand unit in combat and must lose all of their stands for the unit to be eliminated.

Any 2 or 3 stand unit, with the ability to move in column (e.g., 3CR), which is reduced to a single stand can automatically move as if in column formation.

Combining Units Reduced Through Combat

Units of the same troop type and class which have been reduced by combat casualties can always join together from, adjacent hexes in their Movement Phase to form larger or full strength units. Two x 2 stand units can join to form a 4 stand unit. A 3 stand unit can join with a 2 stand unit to form a 4 stand unit and the additional extra stand is lost. (Hordes and pike blocks can form 6 stand units.)

COMPULSORY MOVES

The following moves are dictated by the Combat Result Table (Page 28), excluding Artillery Units.

Recoil Move: From Hand-to-Hand Combat

A unit forced to recoil must move **one hex**. This should be directly away from the enemy unit it is facing and continue to face the same direction. This recoil move can be in any direction including towards the opponents' table edge. It will automatically push back or displace any friendly units in order to make the recoil movement. The displaced friendly units, which could be many through the domino effect, each unit in turn becomes disrupted.

Terrain that is impassable to the recoiling troop type will prevent a recoil movement and the unit is eliminated.

Recoiling units cannot displace **disrupted** units and are eliminated if they are prevented from recoiling by the presence of friendly disrupted units which cannot be displaced or passed through.

A recoiling unit cannot enter the Zone of Control of an enemy unit. If it cannot make a recoil move without entering an enemy Zone of Control the unit is eliminated. (Zone of Control page 16).

A recoiling unit cannot displace friendly units who are in hand-to-hand combat or units **already disrupted**.

A unit occupying a hex on its own table edge may recoil along its own table but may only move away from it to avoid; displacing or passing through friendly troops; impassable terrain; enemy zones of control etc. Alternatively, it may voluntarily choose to leave the table and be eliminated from play.

Artillery units never recoil – they stand their ground, however they do become disrupted and lose stands. They are eliminated if forced to flee – the artillery crews 'spike' their guns and run!

Recoiling from small arms and artillery shooting

The same recoil rules apply as above, however, because the recoil move has been forced on the target unit from a distance of 2 hexes or more, the recoiling unit may have a few more options.

The unit forced to recoil by shooting should by priority:

1. Recoil one hex further away from enemy shooters causing the recoil and towards its sides' table edge if this is possible without affecting other friendly units.
2. Recoil parallel to its sides' table edge to avoid displacing and therefore disrupting friendly unit(s).
3. Move into any vacant hex, which is not in the zone of control of an enemy unit, to avoid displacing a friendly unit and thereby cause disruption. This may necessitate moving towards the other sides' table edge.

If neither of these options is available the unit recoiling from shooting must displace one or more friendly units in order to make the recoil move causing each in turn to become disrupted. A recoiling unit cannot displace a friendly unit that is already disrupted or in combat.

Any unit that cannot make a recoil move as a result of shooting or hand-to-hand combat, is eliminated from play.

Flee

A unit that has been made to flee turns away from its opponent(s) moves its full normal move, (without expending the 1 hex cost of turning), in its current formation **plus one extra hex** towards its own table edge if possible. The first hex of this flee move must be directly away from its opponent(s). Terrain features and the presence of enemy or friendly units might necessitate a major deviation from a direct route. A fleeing unit may, on route to it's own table edge, choose to enter, or have no choice but to stop or enter, terrain which will automatically stop the flee move such as a forest, town, river, stream, broken ground etc. This does not cause the loss of the unit, it simply comes to a halt in the terrain hex and stops the flee move.

A fleeing unit may avoid **displacing** or **passing through** friendly units by moving parallel to or even towards the opponents table edge to find a route of clear hexes back towards its own table edge.

A fleeing unit cannot enter the Zone of Control of an enemy unit. If it is prevented from undertaking its full flee move by the presence of enemy units, impassable terrain, friendly units in combat or disrupted friendly units, it is eliminated.

A fleeing unit, which enters a hex on its own side's table edge stops automatically in the edge hex. If any unit is forced to flee when occupying a hex on it's own table edge, it is automatically removed from play.

A fleeing unit can pass through or displace friendly units, which are not in combat in order to move its full normal distance **plus one hex**. All friendly units passed through or displaced become disrupted.

Artillery, war wagon and siege engine units do not flee, they are simply eliminated if forced to flee.

Follow-up

Normally, any unit, excluding the exceptions listed below, that forces an enemy unit to **recoil or flee following hand-to-hand combat**, automatically and simultaneously 'follows-up' by occupying the vacated hex. This does not affect either unit's movement entitlement during subsequent Movement Phases. The units may not have broken contact but the winning unit can still fight as if in 'impact' during the next hand-to-hand Combat Phase, if not already in Static Combat, and can still continue to do so until the units fight at a standstill.

Units defending a linear obstacle such as a wall, river/stream, wooden stakes, pavisses, in a shield wall, etc., **do not** have to follow-up, but have the option of doing so. Artillery, and war wagons never follow-up.

'A' class infantry is the only type of unit that when not forming part of a shield wall (S), always retains the option of not having to following-up after hand-to-hand combat.

If non-disrupted unit(s) and disrupted units are involved in the same multi-unit combat, the non-disrupted unit must always make the follow-up move.

Hordes, including disrupted hordes, will always follow-up across a linear obstacle etc., unless they form part of a shield wall and are supported on either side by non-horde units.

Follow-up Priorities.

Unit follow-up into vacated hex after one on one combat

'A' class infantry do not have to follow-up after hand-to-hand combat but have the option to do so.

All other units including 'A' class cavalry must follow-up after hand-to-hand combat.

Exceptions

Units do not follow-up if:

They are an artillery, war wagon or siege engine unit. Their unit type are not allowed to enter the terrain in the vacated hex.

Units do not have to follow up but have the option to do so if:

- They are behind a linear obstacle e.g., wall or fence.
- They are combined with a war wagon unit in the same hex.
- The vacated hex is a river or stream.
- They occupy a built-up area hex, or if the vacated hex is a built up area hex.
- They are behind planted stakes.
- They are behind pavisses
- They are in a shield wall with friendly units or with limiting or impassable terrain on their open side(s).

Follow-up priorities after multi-unit combats where 2 or more units are engaged in hand-to-hand combat with a single enemy unit in order of priority:

1. The unit is a horde
2. The unit with the highest 'active' impact bonus!
3. The unit with the highest combined 'active' impact and hand-to-hand combat value.
4. If the above are equal, cavalry take priority over infantry.
5. The disrupted unit with the highest combat value excluding impact bonus if all victorious units are disrupted.

Pursuit of a Fleeing Enemy Unit

Optional for A class infantry and cavalry – Compulsory for all other troop types excluding artillery, war wagons and disrupted units.

Once a Unit has followed-up into the vacated hex and in doing so has not made contact with another enemy unit then a pursuit move may be compulsory. A pursuit move is the same as normal movement and includes the one hex of movement necessary to enter the vacated hex.

Disrupted units must follow-up into the vacated hex if they were the only unit involved in the combat but they do not pursue.

Following hand-to-hand combat, any unit(s), which causes its opponent to flee, after following-up into the vacated hex, must continue to pursue, following the same hex path and potentially make contact with the fleeing enemy unit(s) once more. However, the total movement cannot exceed a normal move distance for that unit(s) in its current formation, including the one hex move necessary to occupy the vacated hex.

Example: A unit of mounted troops with a normal move of 3 hexes can pursue its fleeing opponent by occupying the vacated hex and then move a further 2 hexes but must follow the same hex route as the fleeing opponent.

The pursuit must stop if another enemy unit is contacted i.e., it enters the Zone of Control (ZOC) of another enemy unit. This pursuit movement does not affect any future movement entitlement. Artillery and war wagons do not pursue.

Pursuit Priorities

All units involved in a pursuit move must follow exactly the same path of hexes as the fleeing unit(s) being pursued and stops when all normal movement is used up or contact is made with another enemy unit.

In multi-unit combats with 2 or more units, all pursuit is dictated by the actions of the unit following-up. For example, if this is a deployed infantry unit with a normal move of 1 hex, then it simply occupies the vacated hex. Any 'faster' units also involved in the combat e.g., infantry in column or cavalry must stay in hex-to-hex contact with the follow-up unit, follow the same path and also limit their movement to just one hex. This may often mean simply staying put in the current hex.

If the 'follow-up' unit is fast light cavalry which then pursues, then slower units also involved in the multi-unit combat can also follow exactly the same path of the pursuing unit to the limit of their normal move distance, including the one hex of movement into the vacated hex.

Evade

Units which are able to evade have an 'E' in their additional characteristics. When a unit with these characteristics is contacted by an enemy unit it has the option to evade this contact by moving away 1 or 2 hexes (E1, E2) to avoid hand-to-hand combat. The evading unit continues to face its opponent and can shoot as normal. After the unit has evaded, the enemy unit can follow-up using any movement allowance remaining after making the initial contact. This may enable contact to be re-established and for hand-to-hand fighting to take place. An evading unit cannot evade twice in the same bound.

Disrupted units cannot evade and any friendly units passed through or displaced by the evading unit, become disrupted.

Flee Response Move

Units that have the option to flee when contacted by an enemy unit, have an 'F' in their additional characteristics.

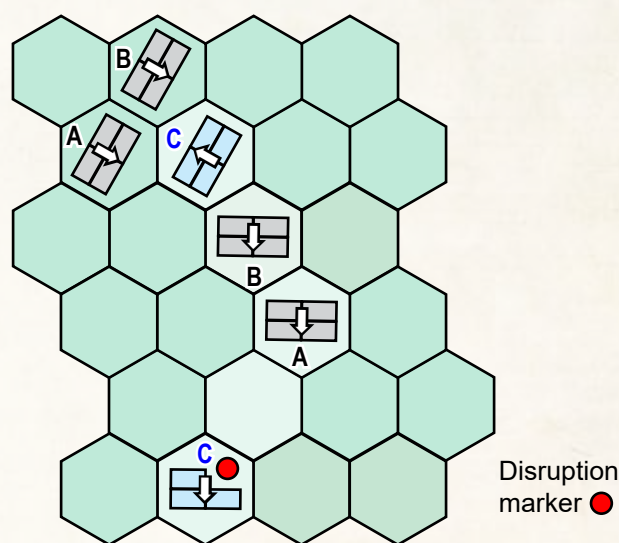
Fleeing units can turn and move up to a full move away from the contacting enemy in any direction. It costs one movement point to turn around; they do not become disrupted; they cannot enter the Zone of Control (ZOC), of an enemy unit and normal terrain restrictions apply. Flee response units can pass through or displace friendly units causing them to become disrupted.

Disrupted units cannot make a flee response move.

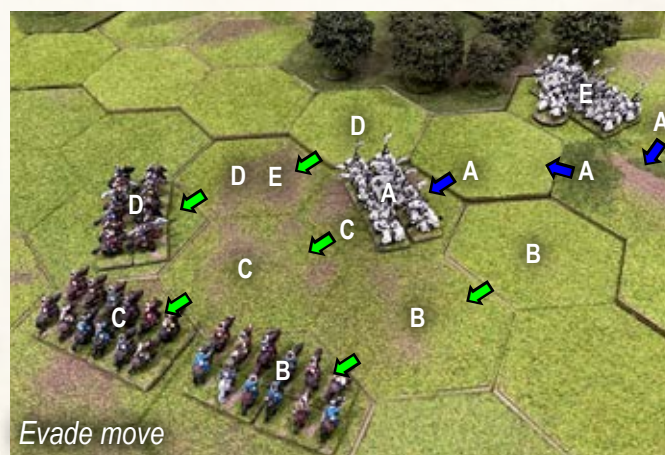
Chariots units that choose to make a flee response move can still shoot in any direction, possibly to their rear after making their flee move.

Units making a flee response can choose to flee to or into a vacant forest, town (BUA) hex etc., in which they must then halt.

Compulsory Pursuit move



Two French heavy cavalry units 'A' and 'B' (movement 3 hexes), engage an English heavy cavalry unit 'C', causing it to turn, flee 4-hexes and become disrupted. They have a compulsory pursuit as indicated above.



A unit of Teutonic Order knights 'A' makes contact with three Mongol cavalry units, 'B' then 'C' and 'D' which evade 2 hexes. If the second Teutonic knight unit decides to move 'E' to 'E', the Mongol 'D' unit cannot evade again as it has already made its evade move.

Single Hex Movement Rule

Any unit regardless of its movement allowance has the option of moving 1 hex in any of the 6 possible directions, face any of 6 hex points, change from deployed to column or visa versa, without incurring any movement penalty, provided that the terrain in which it is located or moves into has no stated restrictions.

Unit Facing within a Hex and Movement

Any unit within any type of terrain hex, with the specific exception of a 'road' hex, must face a particular hex point. The unit has the option of moving through either one of the 2 hex sides adjacent to this point of facing without any additional movement penalty. The unit can effectively vector to the front left or front right without changing its point facing, or change point of facing by one hex point.

When entering a 'road' hex or 'extra easy going' a unit can instantly face the hex side facing in either direction along the 'road' without penalty. The unit then has the option of leaving by any 1 of 3 hex sides without penalty.

Any 'about face' or greater direction change than one point costs one additional hex of movement.

Formation Changes During Movement

All formation changes i.e. from column to deployed or visa versa, cost one hex of movement with the exception of the Single Hex Rule stated above.

Example: A heavy cavalry unit in deployed formation, moving in 'good going' with a movement allowance of 3 hexes can move 2 hexes and change to a column formation. In the following movement phase it can then move 4 hexes. If the same unit in column, moved its entire distance, starting and finishing entirely along a 'road' it could move a total of 5 hexes (3+C+R).

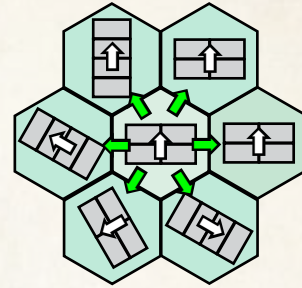
Formation Changes in Hand-to-hand Combat

Units making hex-to-hex contact with an enemy unit can still change from deployed to column or visa versa if they have sufficient movement allowance to do so. If in a column formation and already in hand-to-hand combat, as long as the unit is not disrupted, it can still change formation to deployed during its sides normal movement phase.

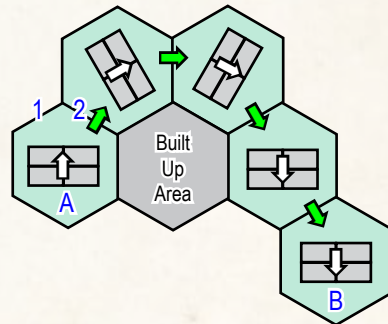
Narrow bridges, fords, forest tracks and other tight restrictions

Only units in a 'column' formation can cross a river/stream via a ford or a bridge. This rule can also be applied to tight forest tracks and routes between impassable terrain hexes. Hordes, skirmish units, hobilar etc., and other light or irregular units normally incapable of moving in column, are forced to adopt a 'column' formation as they are funnelled through the restriction. This costs one point of movement when 'squeezed' before entering the restriction but no cost when they resume their usual formation after they have passed through or over. They fight as if in column when restricted.

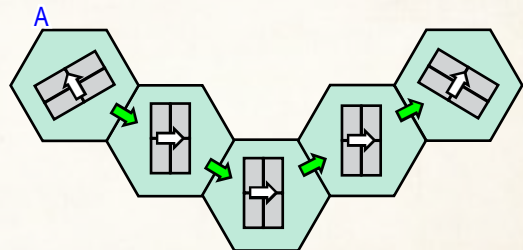
Note: When a 6 stand unit crosses a restriction, such as a bridge, only 4 stands will be able to occupy the hex, the remaining 2 stands follow in the hex behind. They can reform when the restriction has been crossed. If attacked whilst separated they fight as 2 distinct units.



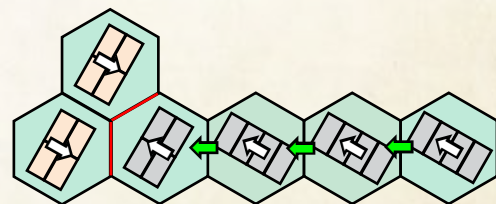
Any unit can move 1 hex in any direction in 'good going' from any point of facing and change formation from deployed to column or visa versa.



Cavalry unit in hex A, moving 4 hexes in deployed formation can leave the hex by one of the 2 front hex sides. In this example it has chosen to adjust its facing by one hex point per hex of movement in order to reach hex B.



A Mongol light cavalry unit facing point A, which has a movement allowance of 5 hexes, turns and leaves the hex through the rear hex side which costs 1 extra movement point. It then moves a further 4 hexes.



A heavy cavalry unit with a standard movement of 3 hexes +1 for being in column (3CR) moves 3 hexes and changes formation from column to deployed before contacting 2 enemy units to fight hand-to-hand combat.

Passing Through Friendly Troops

The following rules and restrictions apply when moving friendly units through each other:

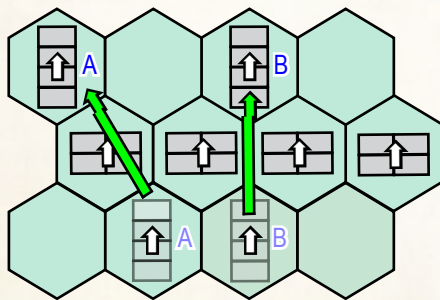
Any unit can pass through any other friendly unit during the tactical movement phase, as long as it has the movement allowance to do so and the 'passed through' unit remains stationary in its current hex. In fact any number of units can pass through the same stationary friendly unit. The stationary 'passed through' unit does not become disrupted unless it is passed through by a fleeing or evading unit.

Units that are already disrupted caused by shooting, hand-to-hand combat, or having already been passed through or displaced by fleeing or evading friends during the opponents game turn, cannot be passed through until they rally and their disruption marker has been removed. They can rally if they are not engaged in hand-to-hand combat and only after all friendly tactical movement has been completed.

Friendly units can interchange hexes with each other provided that neither unit is in an adjacent hex to an enemy unit (i.e., in combat).

Artillery, which interchanges its position with another friendly unit, has moved, and therefore cannot shoot. Artillery, war wagons and chariots can pass through or be passed through by friendly units as long as they are not disrupted.

All units which are forced to flee can automatically pass through friendly units (causing disruption). However, due to space restrictions caused by the requirement to move a full normal move plus one hex, fleeing units can push aside friendly units into vacant hexes when fleeing, in order to flee the required distance. All units displaced or 'passed through' by fleeing units become disrupted and therefore cannot be displaced or passed through again until the disruption is removed.



Infantry units A and B in column pass through friendly units in deployed formation which remain stationary.

Moving Backwards or Sideways

Basic Rule: Any unit which is not disrupted can move one hex in any direction and at the same time change it's facing and formation. Terrain restrictions apply.

Infantry

Infantry can move backwards or sideways (one hex only) and they can do so whether deployed or in column and can change formation.

In a hand-to-hand combat situation only A class infantry (excluding hordes) can move backwards in their tactical movement phase. They continue to face the enemy and can therefore attempt to disengage. No other troop types are able to do this, unless forced to recoil by combat result.

However, the enemy units have the option of instantly 'following-up' without breaking contact. Therefore, they do not fight on impact during the next hand-to-hand Combat Phase if they are already in a Static Combat (SC).

Mounted, Chariots and Other Troop Types

All unit types must expend one movement point to turn and leave by any of the other hex sides, other than the two adjacent to their original point of facing.

This is no great penalty because of the relatively large movement allowances allocated to mounted troops, chariots etc.

They cannot attempt to disengage from an enemy unless specifically allowed to do so as detailed in the Army Lists.

Cavalry Fighting Dismounted

Some mounted troops, paid for in the army points system as cavalry, have the option of fighting dismounted as detailed in the army lists. It costs one hex of movement to dismount or re-mount, and a further one hex to change point facing if required before movement.

Units with the ability to evade or voluntarily flee cannot re-mount their horses and then evade, but they can re-mount and do a voluntary flee move. For example; a light cavalry unit with a movement allowance of 4 hexes could re-mount, turn around in the hex and then flee 2 hexes.



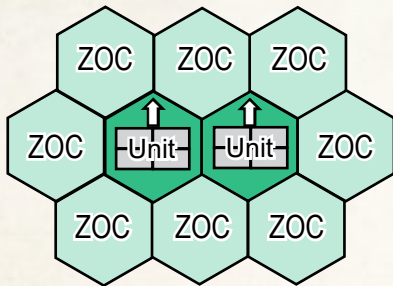
Some mounted units have the option of fighting mounted or dismounted. This is signified by the addition of a small round base (above) or unit replacement (below).



ZONE OF CONTROL

All 6 of the hexes surrounding a unit's hex is termed the unit's Zone of Control (ZOC). Any enemy unit that enters this Zone of Control must stop and engage in hand-to-hand combat. Disrupted units still retain the same ZOC as undisrupted units.

Opposing ZOCs effectively overlap when enemy units are separated by a single hex or are in hex to hex contact with each other. Therefore, any hex which is adjacent to a friendly unit as well as an enemy unit stops command and control passing through it. This has major implications for units forced to recoil, pursue or flee.



A unit's Zone of Control extends one hex in every direction and an enemy unit entering a ZOC must stop in the hex and automatically engage in combat.

Effects of Terrain on Zone of Control

A unit's zone of control can extend into terrain hexes such as woods, broken ground, built up areas, fordable rivers and streams, but cannot extend up or down the steep hex sides of an escarpment. Certain unit types such as chariots, war wagons, artillery etc., which cannot enter specific types of terrain hexes and cannot therefore exercise a ZOC over these adjacent hexes. (see photo example).

Effects of ZOC on Command and Control

After generals have completed their command move they can command any friendly units which are within the general's command range in hexes. This command range cannot pass through hexes in the ZOC of an enemy unit.

Generals do not exercise a ZOC beyond the hex they currently occupy when not accompanying and therefore protected by another friendly unit and its ZOC. This makes generals and hero generals vulnerable and easy to isolate and surround when alone with only their small bodyguard. Richard III comes to mind here!



Three Roman cavalry units, 'C', have engaged in Hand-to-Hand combat with two Dacian light cavalry units and forced them to recoil, disrupted losing a stand. The lighter shaded hexes indicate where the ZOC overlap, preventing Roman and Dacians from passing through - they must stop and engage in combat. It is now the Dacian's bound and with the Dacian General B now disrupted, only the General at 'A' can issue orders (Command Move 3, Command Range 3). He will have to make a command move closer to 'D', which could be to E, or any hex between 'A' and 'D', in order to bring all the Dacian cavalry into Command and Control so they can make a tactical movement.

COMMAND AND CONTROL

The Command and Control efficiency of each army is different, and to reflect this in the rules, each sides game turn begins with the general(s) making a command move **before** ordering troops to make tactical movements. Their range of movement will vary according to the army they are commanding.

Example: In a Mongol army the general has a command move of 4 hexes and a Command Range of 4 hexes. This would enable the general to move, then lead an attack, catching his opponents unaware. In other less mobile or less well organised armies, the Command Move and Command Range is 2 or 3 hexes.

General Points Cost

2 hex Command Move and 2 hex Command Range; 8 points
3 hex Command Move and 3 hex Command Range; 10 points
4 hex Command Move and 4 hex Command Range; 12 points

During a Command Move a general, which has no point of facing, can move up to his specified maximum distance in hexes with the normal terrain effects applied e.g., must stop at a river, can only move one hex through a wood, gets a +1 hex for moving entirely along a road etc. If he chooses to join a friendly unit, he can then make another move as part of the unit in the **Tactical Movement Phase**.

The Command and Control limits are established at the beginning of the Tactical Movement Phase. Only units, which are deemed to be under command of a general can make a tactical move.

Generals can control any friendly troops to which they can trace a clear line up to the limit of their **Command and Control Range** in hexes, which do not pass through the Zone of Control of any enemy units. In addition, any friendly units in hex-to-hex contact with units within the Command Range, are also deemed to be under command. This line of command and control has no limit but cannot pass through disrupted units.

Unattached generals exercise no Zone of Control.

The Command Range can only extend one hex into a wood, area of broken ground or built-up area, and cannot pass through impenetrable terrain. The Command Range can extend over hills, broken ground, escarpments and around, but not through woods, across rivers and streams but not across lakes wider than 2 hexes.

Competent commanders make full use of dispatch riders, swift messengers and visual signals, to communicate orders to units below ridge lines or on reverse slopes etc., up to the limit of their range. Generals engaged in hand-to-hand combat, either individually or with a unit of troops, can still command units up to their normal Command Range. This can pass through other friendly units in combat which are not currently disrupted.

Photo right: Skirmishers 'A' have moved to the brook hex to trap the chariots in their ZOC and prevent any chariot Command and Control.

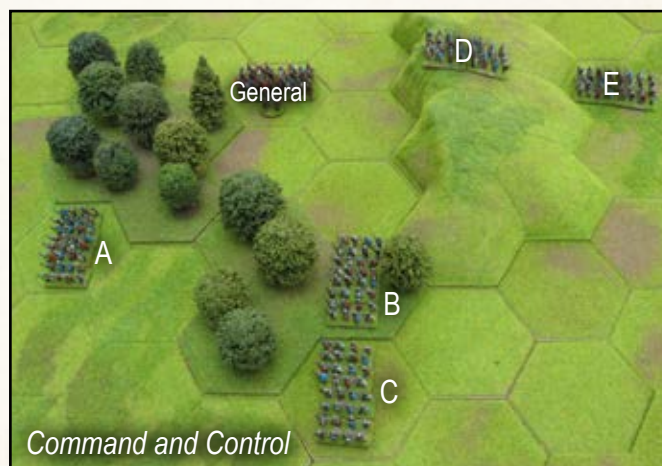
Generals Disrupted by Shooting; Generals who become disrupted as part of a unit through shooting can rally themselves and their accompanying unit at the end of their next tactical movement phase if they are not in hex-to-hex contact with an enemy unit.

They cannot make a Command Move or issue orders until they have removed their disruption and rallied.

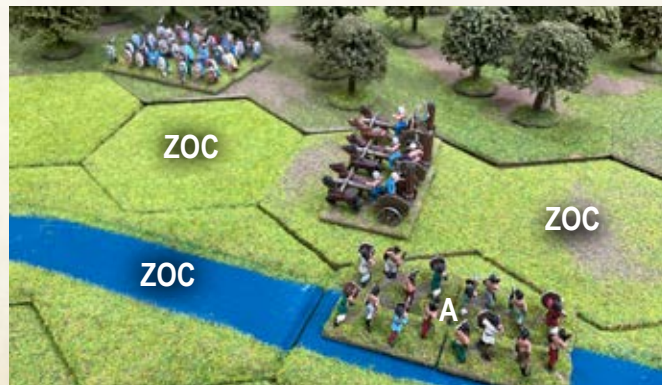
Generals disrupted in hand-to-hand combat; stay disrupted until the combat is over i.e., they are no longer in hex-to-hex contact with an enemy unit.

They cannot issue orders, or leave the hex, or host unit, and can only rally themselves and their host unit at the end of their next tactical movement phase.

Generals can only leave a host unit when they are not engaged in hand to-hand-combat. They essentially become part of the unit until hex-to-hex contact with the enemy unit is broken and the general is free to move independently across the field of battle once more.



At the top of the above photograph, the general is with a unit of cavalry. He has a command range of 3 hexes and only units B, C and D are currently under command. Unit A is not currently under command despite being 3 hexes away, because it is on the other side of a wood hex. Unit E is not under command because it is 4 hexes away from the general and not in hex to hex contact with unit D. Unit C is under command because it is in hex to hex contact with B, which is within the command range of the general.



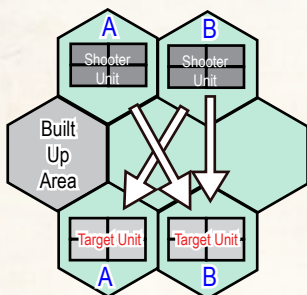
SHOOTING

Shooting Small Arms

In the Army Lists the shooters have a Shooting Factor of (5+), (6+), (7+), (8+), which indicates the dice score required to score a hit. All shooting is simultaneous and can be combined with artillery shooting for greater effect.

The procedure for calculating the effect of small arms shooting is basically the same as for artillery. Two or more units containing 4 stands of shooters can fire at a single enemy unit with accumulated effect. The target unit must be clearly specified and a D12 is rolled for each stand of shooters. If the Shooting Factor is 7+ and the target has no Armour Value, then a 7 or above is required to score a hit. The number of hits scored is then cross referenced with the target troop class on the Combat Result Table, to ascertain the effect of the shooting on the unit.

- All small arms shooting takes place in the Shooting Phase. (See Sequence of Play)
- Shooters can shoot at any enemy unit within the standard range for small arms of **two hexes**. Each unit can change its point facing before shooting as long as it is not disrupted.
- All designated shooters have a range of 2 hexes and must have a clear line of hexes to their target. Shooters must be able to see more than half the target hex in order to shoot (see diagram).



Shooters on a hill or slope hex can shoot over the top of friendly troops occupying a level ground hex, which enables them to target enemy units in hand-to-hand combat with these aforementioned friends.

Following the **half hex rule**, shooter unit 'A' can only target unit 'B', where as shooter 'B' can shoot at 'A' or 'B'.

- Shooters can only shoot out of the front 2 hex sides, unless they are chariots which can shoot in any direction regardless of their facing.
- Shooters can shoot at any enemy units moving into hand-to-hand combat with themselves and can split their shooting between two or more attacking units making contact. However, shooters do have the option of not shooting when contacted by an enemy unit.
- Once in hand-to-hand combat all shooters are unable to shoot in subsequent Shooting Phases.
- No shooters, with the exception of chariots, can charge/move into hand-to-hand combat and still shoot. This is only in the first Shooting Phase on contact before the hand-to-hand Combat Phase.
- Chariots that carry out a flee response move can always shoot backwards at their pursuers
- All shooters can move their normal move distance and still shoot. (*Unless carrying pavisses or stakes.*)
- Shooters in column can only shoot with the front 2 stands.

- Units of shooters which are disrupted only shoot with half their stands or 2 out of 3 if there is an odd number and cannot change their point facing before shooting.
- As a Unit of shooters loses stands through combat, its shooting effectiveness is obviously reduced. Therefore, a unit reduced to three stands only throws 3D12's etc.

Armour Protection from Shooting (excluding artillery).

Units shooting small arms at units with A1 or A2 armour, add 1 or 2 to the score shooters require to score a hit on their target. E.g., archers (7+) require a 9+ to hit a target unit with A2 armour.

- Gunpowder weapons are not affected by personal armour e.g., handgunners (7+)G still require a 7 to hit an A1 or A2 target.
- Crossbows (7+)C reduce personal armour A2 down to A1 and A1 to 0.
- Pavisses (A2) are reduced to A1 protection from gunpowder weapons.

Artillery and Missile Engines in Combat

Artillery and missile engines do not recoil – they simply remain in their hex, become disrupted and loose stands as prescribed on the combat results table. A 'flee' result means that the whole unit is lost as the artillery crew have abandoned their weapon and ran for their lives!

Artillery Movement and Shooting

Artillery only shoot in the Shooting Phase of their side's bound and can only do so if they have not moved in the preceding Movement Phase. See Hold Fire order.

Artillery Shooting

Each artillery model fires independently. Any number of artillery pieces can shoot at the same target, provided that it is within range, and has a clear line of sight to the target hex. The half hex rule applied to all artillery shooting. The play sheets and army lists include information on the chance of achieving a hit both at long and short ranges, the range distances in hexes, and the Shooting Effect factors i.e. the D12 di scores required to score a hit(s).

Artillery shooting can be combined with small arms shooting into the same target hex.

Shooting Procedure

Use one D12 per artillery piece to ascertain whether a hit (H), 2 hits (2H) or 3 hits (3H) have been scored. Combine the number of hits scored by any small arms fire against the same unit. Look up the effect on the target unit on the Combat Result Table (page 28).

Arc of Shooting

Artillery can only shoot out of the front 1 or 2 faces of the hex, and can target any enemy unit(s) that falls within a specified range in hexes, (as detailed in the army lists), formed by a triangle of hexes from these front hex sides. Artillery can change point facing during their sides tactical

movement phase or directly before shooting and still shoot. (See diagram below).



Ballistae/Catapults Shooting Overhead on Flat Terrain

High trajectory weapons, such as ballistae and catapults, can shoot over friendly units, but low trajectory weapons such as bolt shooters and cannon cannot.

The unit to be shot over must be in hex-to-hex contact with the high trajectory weapon and can be in hand-to-hand combat with an enemy unit being targeted by the ballistae, catapults etc.

Shooting over Friendly Units from an Elevated Position

If small arms and artillery shooters are elevated on a slope or a hill hex, they can shoot, over the top of friendly units on flat ground, at an enemy unit as long as they can clearly see their target. The distance to the target must be at least twice the distance to the friendly unit.

Artillery pieces such as multi-barrel guns or guns firing 'grape shot' which tends to scatter when leaving the barrel cannot fire over friendly troops, even when firing from an elevated position.



Hold Fire Order

An artillery or ballistae unit can Hold Fire instead of shooting, by placing a 'HF' marker in the artillery hex. This enables the artillery to fire during the Shooting Phase of the opposing sides bound. The artillery unit can still turn and face any direction before shooting. The 'HF' marker can be removed during the Shooting Phase of its sides bound, again, instead of shooting. The unit can then shoot as normal during the shooting phase of its own side. An artillery unit that has moved during its sides movement phase cannot place a Hold Fire marker.

Effect of Terrain on Artillery Shooting

Artillery cannot shoot through impenetrable terrain and can only shoot one hex into woodland or village/town hexes but not through or over these hexes. Artillery can only shoot into woodland at short range (1-3 hexes). Armour protection of A2 is applied to artillery shooting into woodland, stone walls or built up areas hexes (BUA's).

Shooting at Units Engaged in Hand-to-Hand Combat

Artillery can shoot at enemy units that are engaged in hand-to-hand combat with friendly troops, provided that they have a clear line of hexes to the target unit(s).

The **half hex rule**, also applies to artillery shooting - more than half the target hex must be visible from the shooter's hex.

Effect of Terrain on Shooting (small arms)

Shooters can only shoot one hex into woodland and built up area hexes (BUA). These hexes also provide an additional A2 armour protection to any units occupying these hexes.

Example: An infantry unit with A2 armour occupying a woodland hex would qualify for A4 protection from shooting. This would mean that a 4 stand unit of bowmen (7+), would need to score 11+ with its 4D12, to score a hit.

Units occupying hexes on the top of steep-sided escarpments receive an additional A2 protection from shooters in the adjacent hex below the steep hex side. When shooting from a 2 hex range at the same target hex, the target unit receives A1 protection.

If the shooters are themselves shooting from an elevated position, i.e. another hill, the A1 or A2 protection afforded by the steep slope of the escarpment is negated.

Example: A unit of C class French crossbowmen (7+), (4 stands), shoots at a unit of B class English men-at arms charging into contact with their front. The A2 armour rating of the men-at-arms is reduced to A1 because they are being shot at by crossbows, which therefore require 8+ with each of the 4D12's to score a hit.

The scores achieved with 4D12's are: 4, 8, 10 & 12. A 8+ score is therefore achieved with 3 of the 4D12's scoring 3 hits on the men-at-arms. (A2 armour is reduced to A1 by crossbows requiring a 8+ to hit.)

Use the Combat Result Table, 3rd row down, 2nd column (B Class), to ascertain that men-at-arms have been forced to recoil one hex instead of making contact with the crossbowmen.

HAND-TO-HAND COMBAT

Any unit occupying a hex, which is adjacent to a hex containing an enemy unit, is said to be in hand-to-hand combat. Units pair off to fight one against one unless 2 or more units are fighting a single unit. It is often good practice to turn units to face each other, hex side to hex side, to clearly indicate that they are in combat with each other, this is particularly useful when complex multi-unit combats occur.

Combat Resolution Priority

The player(s) who has initiated the hand-to-hand combat in their sides tactical movement phase always chooses the order in which all combats are resolved – this can be a major advantage to the aggressor in many situations.

E.g., if a shield wall is broken as a result of a hand-to-hand combat, this first result will effect the shield wall status of other units in subsequent combats in the same bound.

Hand-to-Hand Combat in Column Formation

Units in column formation only count the front two stands in hand-to-hand combat, or one stand if the unit is already reduced to two stands, and have their Impact Bonus reduced to a maximum of +2. (+1 for each of the two stands if the units normal impact bonus is +4 when deployed.)

Hand-to-hand Combat Results are quickly and efficiently calculated for both sides using the simple formula below. The difference between the opposing scores gives the number of 'Hit' points against the losing unit(s) using the Combat Results table. Stands are removed, disruption caused, recoils and flees applied as indicated in the Combat Results table.

$$\text{COMBAT RESULT} = \text{Combat Factor} + \text{Number of Stands eligible to fight} + \text{Impact Bonus (if applicable)} + \text{Random Factor (D6) or (2D6) for units hosting a General}$$

Example

A unit of longbow have failed to stop, by shooting, a unit of French mounted men-at-arms from charging into contact. Below are the two rounds of hand-to-hand combat that followed.

First Round

	Longbowmen (B Class)	Mounted Men-at-Arms (B Class)
Combat Factor	2	5
Number of stands able to fight	4	4
Impact Bonus	-	(+4)
Random Factor (Both sides throw a D6)	5	2
Total	11	15

The result of the first round of hand-to-hand combat is a 4 hits victory to the Mounted men-at-arms (French heavy cavalry). This score of 4 hits is looked up in the 'Combat Result Table' and indicates that the B Class longbows recoil disrupted and lose a stand. The combat will continue in the next Combat Phase because the mounted men-at-arms have automatically followed-up the recoiling longbowmen. No Static Combat (SC) has formed, so the mounted men-at-arms still use their Impact Bonus.

Impact Bonus

The first time opposing units make contact they are said to be in 'Impact Phase'. During first contact or 'impact' (the first round of hand-to-hand combat), some troop types such as spearmen, cavalry, chariots etc., because of their speed, weaponry, or physical weight, can have a distinct advantage over their opponents. This advantage is nullified during subsequent rounds of hand-to-hand fighting if neither side forces their opponents to recoil or flee, and therefore a **static combat** is formed and a 'SC' marker placed in the unit's hex to signify that no impact bonuses are applied.

The Impact Bonus appears as a (+1), (+2), (+3), (+4) or (+6 pike blocks of 6 stands) after the hand-to-hand Combat Factor in the relevant Army Lists. This Impact Bonus can never be greater than the number of stands in the unit. Units which lose a stand also lose 1 point of Impact Bonus, so that a 4 stand unit, reduced to 3 stands, in deployed formation, with a normal Impact Bonus of (+2), would have this bonus reduced to (+1).

Example: Any unit 'impacting' in a column has it's Impact Bonus reduced by 2. Therefore, Impact Bonuses of (+1) or (+2) are lost and (+3) and (+4) are reduced to (+1) and (+2) respectively.

2nd Round (Next Combat Phase)

	Longbowmen (B Class)	Mounted Men-at-Arms (B Class)
Combat Factor	2	5
Number of stands able to fight	0 (Disrupted)	4
Impact Bonus	-	(+4)
Random Factor (Both sides roll a D6)	6	1
Total	8	14

This second round of hand-to-hand combat sees the Mounted Men-at-Arms already 11 points ahead before the Random Factor is added. Despite reducing this to 6 points when adding the Random Factors (D6), this gives a 6 hits victory to the Mounted Men-at-Arms. The 6 hits are 'looked up' against B Class in the 'Combat Result Table'. The Longbowmen are eliminated because they lose a further 2 stands and the last stand of a 4 stand unit is always automatically removed. The men-at-arms then automatically advance into the empty hex.

Multiple Attacks

Any unit can be attacked by up to six enemy units simultaneously (one from each adjacent hex). This in practice would be very difficult to achieve during a game, but it is, in theory possible.

It is a key tactical aspect of the rules that a player should seek to gain numerical advantage over his/her opponent at any strategic point on the battlefield, therefore enabling inferior troops to overwhelm a smaller number of more powerful adversaries. However, any Combat Results will affect all attacking units. In a multiple combat where a single unit is attacked simultaneously by two or more enemy units, the following procedure is followed:

1. Take the highest single Combat Factor plus the highest Impact Bonus from all the attacking units. (If the unit with the highest Impact Bonus is already in Static Combat (SC) or disrupted, use the highest Impact Bonus of the new units joining the fight.)
2. Add to this, the total number of stands eligible to fight from all the units involved in the attack, which are not disrupted, to give the base factor for hand-to-hand combat.
3. Add the Random Factor using a D6 (2D6 if a general is involved) to give the total score.
4. Consult the Combat Table to ascertain the effect of the score on the unit(s) involved. (Page 28).



Example of multiple attacks

2 units of Yorkist Levy Billmen (C Class) and 1 unit of Levy Longbow (C Class) attack a unit of enemy Lancastrian Knights (Mounted Men-at-Arms, B Class), which have become separated from the main body and are led by a general.

Yorkist: The highest Combat Factor is 4, plus the highest Impact Bonus, +1, plus the number of stands eligible to fight, 12, plus random factor (D6), 2. This gives a total score of 19.

Lancastrian: The Combat Factor 5, plus Impact Bonus, +4, plus number of stands eligible to fight, 4, plus random factor (2D6 because the general is fighting), 9. This gives a total score of 22.

The plus 3 result to the Lancastrians, (from the Combat Result Table, page 28) means that all three Yorkist units will recoil and become disrupted. The Lancastrian Knights, including the general, must follow-up, but can do so into any of the three hexes vacated by their opponents.

Static Combat (SC)

Units in Static Combat cannot use impact bonuses.

Opposing units fight their first round of hand-to-hand combat using their Impact Bonuses. Only a unit following -up a recoiling or fleeing unit can continue to use its Impact Bonus in the next round of hand-to-hand combat, and each subsequent round until the advance is stopped (The unit has failed to force a recoil or flee move on its opponent and has therefore not moved forward a hex). At this point a Static Combat is formed and a blue SC marker placed in the hexes of the now stationary units.

Additional units engaging in hand-to-hand combat with enemy units already in Static Combat can use their Impact Bonuses as normal.

The Static Combat marker can only be removed once the unit is no longer in hand-to-hand combat. It can then reform itself ready for its next charge.

Turning to Face

Any unit that is contacted by an enemy unit, on any of its hex sides can turn to face its attacker(s) hex side to hex side.

Rear Attacks

If any unit moves into contact with the rear of an enemy unit, which is already engaged to the front, it will not turn to face the new attacker and will simply be fighting against an even greater number of enemy stands in hand-to-hand combat.

Skirmish Units

Some fast moving light infantry or light cavalry units can be referred to as skirmishing units. They tend to have very loose irregular formations and are particularly useful for attacking formed, often more heavily armed but slower opponents using a variety of missiles. They try to avoid close quarter hand-to-hand combat and aim to inflict damage at a distance, then evade out of harms way when or before being contacted.

Skirmishing infantry are usually armed with javelins, bows, slings, and more rarely crossbows or a mixture of these. Because of their more open formations and lack of concentrated shooting, their missiles can have limited effect as a single unit, but multiple units of skirmishers can present a significant danger to many armies. Their ability to evade contact, either 1 or 2 hexes (E1 or E2) for skirmishing infantry, and 1 or 2 hexes or a voluntarily flee move for light cavalry, is a key strength of many armies in both ancient and medieval warfare.

Foot skirmishers can evade through their own sides troops without causing disruption. However, if they have to displace units as a result of evading or fleeing they will cause the displaced unit(s) to become disrupted.



Shield Wall (S)

Certain armies contain units which can form a shield wall, which reflect the way in which these particular troops fought historically. This is indicated by an (S) in the units additional characteristics column. This means that units forming a straight line of adjacent hexes can be said to be giving support to each other. Unit types which can form a shield wall are detailed in the various army lists.

Units in a shield wall do not have to follow-up after hand-to-hand combat but they have the option of doing so. They do not recoil from shooting or hand-to-hand combat and have no option to do so.

Units in a shield wall can still become disrupted through shooting or hand-to-hand combat and will flee, effectively leaving the shield wall, if forced to do so by combat result.

Only A, B or C class troops can form a shield wall.

Hordes can form part of a shield wall, but must have a non-horde shield wall unit on either side, or they will recoil and follow-up as usual as a response to shooting and hand-to-hand combat. Aggressive hordes will break from the shield wall as soon as an enemy unit comes within their normal move range, if they are not or are no longer under Command and Control of a general.

The shield wall units on either end of a shield wall can only retain the characteristics and benefits outlined above if their open side hex is; occupied by a friendly non shield wall unit or a forest, mountain, built-up area, broken ground, lake, river or stream hex which is not currently occupied by an enemy unit or in the Zone of Control of an enemy unit that can be seen.

E.g., if an enemy unit is the other side of a forest hex and in no way visible to the last unit in the shield wall, the shield wall rule still applies.



The Roman Legionary units (A, B and C), are in shield wall with a cavalry unit (D), occupying and therefore protecting one flank and a forest hex protecting the other.

Pavisses

Pavisses add an A2 protection from shooting from bows and crossbows, and A1 protection from handgunners to all unit types permitted to use them. This is in addition to the units normal personal armour rating. Pavisses can only cover the front two hex sides of a unit.

Example: A crossbow unit with personal armour protection A1 and using pavisses A2 enjoys a total of A3 protection against bow shooting. An archer unit (7+) would therefore require a 10+ to score a 'hit' against the crossbow unit.



All units carrying pavisses are limited to one hex of movement in deployed formation but can still enjoy the full A2 protection of the pavisses. However, they cannot shoot in the subsequent shooting phase after tactical movement. Units carrying pavisses can move two hexes when in column (3 hexes in column on a road), but receive no protection from their pavisses when in this formation. Again, if the carrying unit in column moves, it cannot shoot in the subsequent Shooting Phase.

Units cannot move/advance into hand-to-hand combat holding their pavisses – they must be 'dropped' and removed from play when moving into contact with enemy units.

Units protected by pavisses do not recoil from shooting, but they can still become disordered by shooting.

Pavisses do not affect hand-to-hand combat but defending units do not have to automatically follow-up a recoiling or fleeing unit. If they choose to do so their pavisses are removed from play.

Pavisses are also removed from play if the unit is forced to recoil or flee as a result of hand-to-hand combat.

Wooden Stakes

Any unit forced to recoil into or flee through staked hex sides is eliminated.

Wooden stakes prevent the use of Impact Bonuses in hand-to-hand combat for both attacking and defending troops. Stakes once planted cover 2 hex sides. A continuous line of staked hexes can therefore be created.

Stakes can only be planted by a unit in its tactical Movement Phase instead of moving, and cannot be planted within 2 hexes of an enemy unit.

Any unit behind stakes does not recoil from hand-to-hand combat, but will still do so if the recoil is caused by shooting.

Stakes can only be lifted and removed by the unit instead of moving. This takes a full tactical move to do so.

Units defending stakes do not have to follow-up if they force an attacking unit to recoil or flee as a result of hand-to-hand combat, but they retain the option to do so.

Stakes can be removed by an attacking enemy unit that causes the enemy unit in the staked hex to flee. The unit must follow-up into the vacated hex, the stakes are automatically removed but the unit cannot then pursue.

No unit can pass through the two hex sides covered by planted stakes – they can stop in the hex for a full movement phase to remove them or simply move as normal from the staked hex during their next movement phase.



Hard Targets (HT) - Hard Cover

War wagons, stone walls, solid wooden fences and screens are regarded as 'hard targets'. Any unit within or behind such formidable obstacles are not effected by shooting. However, if they are shooters themselves they can have their own shooting suppressed. This is done on a 1:1 ratio if opposing units of shooters are both in hard cover, and 2:1 if one side is in the open with no calculations or dice to roll!

Example: 3 units of Chinese mounted bowmen (12 stands), can suppress 6 stands of Korean handgunners behind the stone wall (HT). Only 6 stands of Koreans are therefore not suppressed and can still shoot.



Combined Arms

The Army Lists enable some armies to use combined arms units. These are formed by putting two different troop types together into the same unit. Typical examples would be; archers behind billmen, or war wagons with crossbowmen, handgunners or billmen etc.

Below are a few rules which apply when forming and using combined arms units:

The combined arms unit always behaves as one unit using the Combat Factor, troop class and Impact Bonus of the front 2 stands. However, only the front two stands count as fighting in hand-to-hand combat. Any casualty stands are always removed from the front 2 stands first. This can result in a single stand front rank.

During a Movement Phase two combined arms units in adjacent hexes can interchange stands to create two single arms units once more.

The unit can contain stands of different troop classes, A,B,C etc., but only the class of the front rank is used for calculating combat result, armour protection from shooting etc.

***Example:** 2 crossbow stands (C class), behind 2 war wagon stands (B class), enjoy the full 'hard cover' protection, can shoot as normal, do not recoil or flee and are treated as B class on the Combat Result table.*

The infantry only enjoys hard cover protection from shooting through the front 2 hex sides covered by the war wagon, they are still vulnerable to shooting from the open side and rear.

Pike Blocks

Three units of pike which are 'bought' as units of 4 stands can be combined into two units of 6 stands to make two pike blocks.

Pike blocks can count all six stands in combat, and have their Impact Bonus increased to (+6), but are limited to one hex of movement because they cannot form a column. They can separate back into three separate units and then move as normal in column or deployed.



Hordes

Hordes can be composed of a wide variety of irregular infantry. They lack any effective internal Command and Control structure and can be thought of as a mob rather than an ordered unit.

A horde can be of any troop class apart from 'A' class

Three horde units of 4 stands can be combined into two units with 6 stands in each. With the exception of blocks of pikemen or pike armed Phalangites this is the only time 6 stands can occupy the same hex.

Hordes can count all six stands when fighting in hand-to-hand combat.

To be under the Command and Control of a General, Hordes must either; host a general, be in hex-to-hex contact with a general, or be able to trace an unbroken line through friendly units to a general, (none of these units can be disrupted).

Aggressive Horde and Non-Horde Units

Some armies can contain units which are regarded as aggressive. Aggressive units will automatically attack any enemy units that come within their normal move range if they are not currently under the Command and Control of a General. They will do this at the beginning of their sides movement phase before any other friendly movement takes place.

Effect of Terrain Restrictions on Combat

Troops that are not eligible to enter particular types of terrain, such as, difficult ground, woods, rivers, etc., can only fight an enemy unit occupying such terrain if that unit decides to attack.

***Example:** A unit of chariots move into an adjacent hex to a unit of spearmen, which is occupying a forest hex.*

The Spearmen can then choose to attack, and will instantly stop the movement of the Chariots, who will then be forced to engage in combat. However, if the Spearmen chose not to attack, the Chariots can continue to move past them unhindered. The Chariots have in effect moved through the Zone of Control of the Spearmen.

If the two units had engaged in combat neither side could use Impact Bonuses. The Chariots would not have been able to 'follow-up' the Spearmen if they had forced them to recoil, because they cannot enter a forest hex.

Elephant Units

Some armies include elephants. When elephants are forced to **recoil** or **flee** they move only 1-hex in any one of 6 directions dictated by a D6. Any enemy or friendly unit is automatically displaced and becomes disrupted. The elephant will continue this action in each of its sides movement phase until eliminated or no longer disrupted.

GENERALS, HERO GENERALS IN COMBAT

Generals Fighting with a Host Unit in Hand-to-Hand Combat

Generals always roll 2D6 instead of the usual D6. Generals cannot become disrupted themselves, but if the host unit becomes disrupted the general cannot issue orders to any units - their Command and Control range is cancelled until the host unit rallies.

Generals cannot leave a disrupted unit until the unit rallies, or leave a host unit whilst it is engaged in hand-to-hand combat. If a host unit is eliminated the general is deemed to have been killed or captured.

Generals Fighting Independently of a Host Unit

Generals can move and fight hand-to-hand independently of a host unit but are still presumed to be accompanied by a small retinue of elite body guards.

Generals, when independent, can be attacked by enemy units and engaged in hand-to-hand combat, but cannot be shot at by shooters (artillery or small arms). If they engage an enemy unit independently and lose, they are deemed to be killed/captured and removed from play.

Generals do not have to follow-up or pursue when fighting independently. They are also free to move away from an adjacent enemy unit during their Command Move.

Generals cannot become disrupted when fighting independent of a host unit.

Risk to Generals from Shooting & Missile Fire

Generals cannot be targeted by shooters or artillery when they are not in the same hex as a unit of troops.

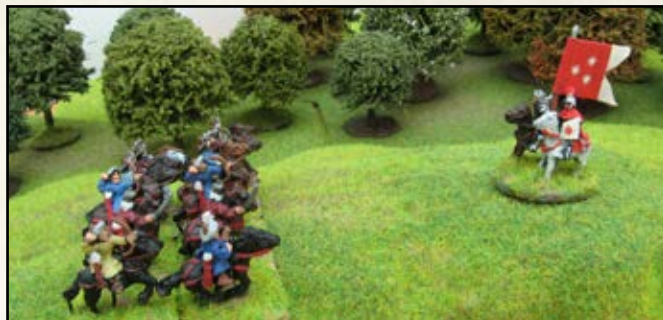
If their general's unit is shot at by shooters or artillery, he can only be killed if all the stands in the unit are eliminated as dictated by the Combat Result Table and therefore the general dies with them.

Example: A Hungarian general is attacked by a 4 stand unit of Mongol light cavalry, (B Class), who have swooped upon him as he attempts to move to another part of the battlefield where he is needed. Because generals cannot be shot at, they must engage him in hand-to-hand combat.

Mongol light cavalry have a Combat Factor of 2, have 4 stands, plus Random Factor (D6), score, 4. Total score = 10

The Hungarian general rolls 2D6, score, 9, Total score = 9
The result, the general is killed/captured by the Mongols.

If the general had rolled a 12, and the Mongols rolled a 2, the general would have scored 4 hits against them and would have forced the Mongols to recoil disrupted and loose a stand (result ascertained from the Combat Result Table). The general would not have to follow-up the recoiling Mongols.



Hero Generals in Combat

Hero generals (which cost an additional 5 points) are regarded as inspirational leaders who can motivate their followers to be stronger, tougher and far more resolute than their lowly status would normally allow. Therefore, any unit hosting or in direct hex-to-hex contact with a hex containing a hero general ignores the first three hits, or the first three lines on the Combat Result Table. This applies to all troop classes and 'hits' caused by shooting including artillery and hand-to-hand combat.

For example, this means that a hero general can be very useful when leading a few hordes of 'D' class peasants.



Single Combat Between Opposing Generals

For single combat to occur the general (without a host unit), must occupy the same hex as the enemy general. A general can choose to use his command move to attack the opposing general by entering the same hex and engaging in single combat. (This is the only time that opposing generals can occupy the same hex). In single combat they use 2D6 as normal. The highest score wins and the loser dies or is captured. A draw enables one or both adversaries to continue the combat during the next hand-to-hand Combat Phase, or move away, possibly to the safety of a friendly unit of troops.



DISRUPTION

Disruption is in this context a generic term which means that the cohesion, and therefore, the ability of the unit to fight as a unified body rather than individuals is temporarily lost. Once lost, this cohesion and the leadership within the unit can only be re-established when the unit is no longer in hand-to-hand combat and is able to rally. The individual fighters can still shoot an arrow or wield a sword but without a unified purpose. Therefore, when a unit is disrupted only the Combat Factor is used to calculate hand-to-hand performance and number of stands is not counted. A disrupted unit of mounted men-at-arms (Combat Factor 5) would still retain a huge advantage over a disrupted peasant horde (Combat Factor 1), before the Random Factor is added using a D6.

Disruption of units is caused either by shooting or hand-to-hand combat as indicated in the Combat Result Table (page 28). Disruption can also be caused by units being passed through or displaced by fleeing or recoiling friendly units.

A disruption marker is placed in the hex of the disrupted unit to signify its current status.

A disrupted unit whether in Command Range of a general or not, will always remain stationary during its side's Movement Phase and only rally if it is not adjacent to an enemy unit i.e., in combat, and all other tactical movement of the armies units has been completed.

A disrupted unit will still carry out compulsory moves such as recoil and flee as prescribed by the Combat Result Table.

Effect of Disruption on Combat Performance Hand-to-Hand Combat

A disrupted unit can still turn to face an enemy on contact. It can still fight in hand-to-hand combat if it is adjacent to an enemy unit, but it does so with reduced effect.

Use only the **Hand-to-Hand Combat Factor** of the unit **without any Impact Bonuses**, or counting the **number of stands** in the unit.

Effect On Shooting Performance

Disrupted shooters including artillery cannot automatically change their point of facing before shooting.

The number of stands eligible to shoot is reduced by half. If an odd number of stands is present then the number eligible to fight is as follows: 1 of 1 (e.g., chariots) 1 of 2, 2 of 3, so that the greater number are still able to shoot.



Removal of Disruption Markers and Rallying

Any disrupted unit will automatically rally at the end of its sides Movement Phase when all tactical movement has been completed. It does this by removing the disruption marker and turning around in the hex to face any direction and adopting a deployed or column formation.

Any disrupted unit(s) in combat remain disrupted as long as they remain in hex-to-hex contact with one or more enemy units.

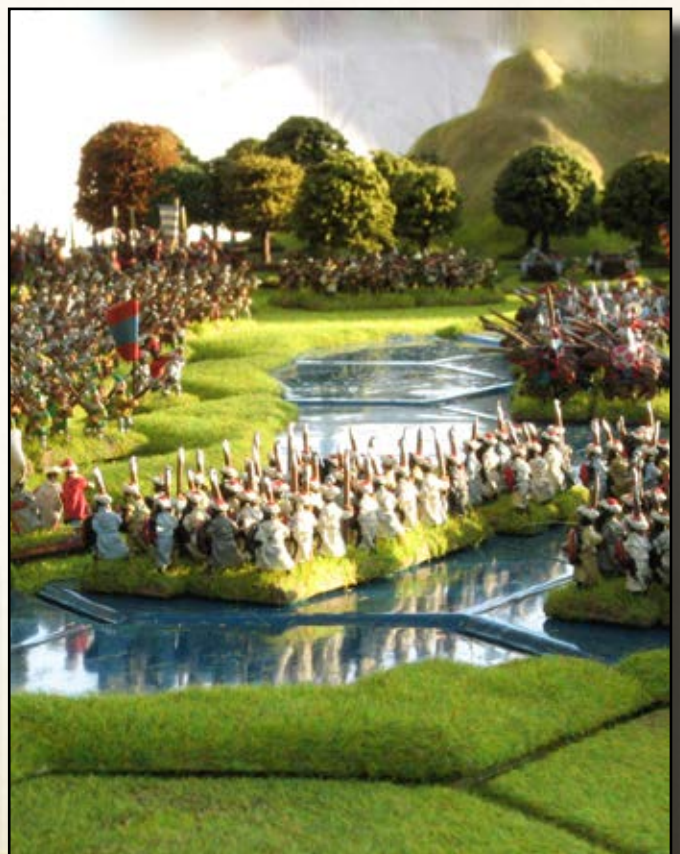
Temporary Disruption Caused by Terrain Effects

When certain units occupy particular terrain hexes **they fight hand-to-hand as if they were disrupted**. No Disruption Marker is placed and they can still move as ordered. However, they can still become disrupted as a result of shooting or hand-to-hand combat in the normal way.

Full details of terrain effects are listed in the **Terrain Hex Identification Section**, Page 8, 9, 10 and some of these are listed below.

All mounted troops fight as if disrupted when occupying a river, stream, forest, broken ground or village/town hexes. They also lose all impact bonuses and do not regain their Impact Bonus until they leave the aforementioned terrain hexes and are not in hex-to-hex contact with an enemy unit.

All troops occupying a river or stream hex shoot and fight hand-to-hand as if disrupted. They, and all enemy units fighting against them, receive no Impact Bonuses.



WINNING THE BATTLE

An army is defeated when:

1. All of the generals are killed or captured.
2. More than 50% of its combat stands are lost causing the army to break.

The number of combat stands, excluding generals, is stated in the Army Lists. By counting the number of stands in the casualty tray, it is easy to keep a check on how close your army has come to breaking point. You can, by prior arrangement with your opponent, change this to 60%, 70%, 80% or even 100%, if you prefer a real blood bath, or a good old fight to the finish or a valiant last stand!

3. If after an agreed number of game turns or time available for play has elapsed, there is no obvious winner, the winning side can also be ascertained using a points count.

Arrange your casualty stands into normal sized units of each troop type in your army, including generals and count up the total points of the units lost. Count additional stands as full units if half or more of a unit are casualties. The army that has lost the least points is the winner.

4. The Commander in Chief is killed or captured (Optional Rule).

In ancient and medieval battles the death of the King, Pretender, Warlord, etc., can often swing a battle from imminent defeat to resounding victory in an instant as their cause is lost. Bosworth and Hastings are arguably two notable examples of this phenomenon. Therefore, as an optional rule, the death of the Commander-in-Chief results in the loss of the battle and therefore the game.



Above: The charge of the Korean cavalry has isolated the Chinese hero general who is one dice roll away from defeat!



Above: The Celtic battle line breaks against the Roman shield wall and their last isolated general makes his stand.

COMBAT RESULT TABLE

Class Hits	A	B	C	D	E
1*	No Effect	No Effect	No Effect	No Effect	Recoil Disrupted
2*	No Effect	No Effect	No Effect	Recoil Disrupted	Flee Disrupted
3*	Recoil	Recoil	Recoil ,Disrupted	Flee Disrupted	Flee Disrupted
4	Recoil, 1 stand lost	Recoil, Disrupted, 1 stand lost	Flee Disrupted, 1 stand lost	Flee Disrupted, 1 stand lost	Flee Disrupted, 1 stand lost
5	Recoil, Disrupted, 1 stand lost	Flee, Disrupted, 1 stand lost	Flee Disrupted, 1 stand lost	Flee Disrupted, 1 stand lost	Flee Disrupted, 1 stands lost
6	Recoil, Disrupted, 2 stands lost	Flee Disrupted, 2 stands lost	Flee Disrupted, 2 stands lost	Flee Disrupted, 2 stands lost	Flee Disrupted, 2 stands lost
7	Recoil, Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost
8	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost	Flee Disrupted, 3 stands lost
9	Flee Disrupted, 4 stands lost	Flee Disrupted, 4 stands lost	Flee Disrupted, 4 stands lost	Flee Disrupted, 4 stands lost	Flee Disrupted, 4 stands lost
10	Flee Disrupted, 5 stands lost	Flee Disrupted, 5 stands lost	Flee Disrupted, 5 stands lost	Flee Disrupted, 5 stands lost	Flee Disrupted, 5 stands lost

* Units hosting or in hex-to-hex contact with their Hero General ignore the first three lines of Combat Results.

Counters

Using small coloured counters is a very space efficient way of indicating if a unit is disrupted, in Static Combat, or Holding Fire instead of using the markers below: Red for Disrupted, Blue for Static Combat and Green for Hold Fire.



Markers

Disruption Markers



Static Combat Markers



Hold Fire Markers



ONLINE SUPPORT

Visit the website, www.kallistra.co.uk for dedicated support, Frequently Asked Questions section, and lots more. You'll find several explanatory film clips and some useful tools such as the Quick Reference Sheet Generator, that enables you to produce a Quick Reference Sheet (QRS) for your two selected armies and print all the necessary information including the Combat Results Table on one sheet of paper. The PDF produced is A4 size, however, it can be printed any size by selecting the size option on the printer dialogue box. Check out the kallistra forum too!

A CLOSING NOTE

Hordes & Heroes Ancients and Medieval is designed as a fast play table top historical wargame. Hopefully you will find the rules easy to follow, however, for further clarification check out the online support on the website and the forum. Armies can be constructed using the army lists, which are available to download from the Kallistra website. There is also a Siege & Assault Supplement to H&H Ancient and Medieval, which will enable your armies to attack and defend castles, towns, fortifications and earthworks, etc., and a Fantasy supplement available.

We wish to thank all the gamers who have provided valuable feedback, ideas and suggestions in the development of this rule system. Many thanks also to the wargaming clubs and associate members, in particular, Forest Outlaws, Chesterfield Open Gaming Society, St Helens Wargaming Society, The Sons of Simon De Montfort, and Wyvern Wargames Club.

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