

HORDES & HEROES®

MEDIEVAL FANTASY



Fast Play, Hex Based Rules from Kallistra
EPIC MEDIEVAL FANTASY BATTLES

HORDES & HEROES

MEDIEVAL FANTASY

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HORDES & HEROES MEDIEVAL FANTASY

FOREWORD

This latest edition of the Hordes & Heroes Medieval Fantasy rules replaces the previous publication released in 2003. All the game mechanics are exactly the same as the current H&H Medieval rule system, but with the addition of fantasy elements such as magic, organic and inorganic flyers, plus various weird and wonderful creatures and machines which go to make fantasy gaming so interesting and entertaining.

Any medieval army can be used in these fantasy rules by simply adding the more fantastical elements or units. The addition of just one wizard can turn a Romano-British army into a legendary Arthurian one in an instant! The points system used to construct armies is clear and generic which enables ad-hoc or combined allied armies of different races to be created up to an agreed points limit. Army lists and play sheets for a range of different fantasy armies are available to download from the kallistra website.

The Siege and Assault Supplement to the H&H Medieval has been designed to be used in conjunction with both the Medieval, and this, the Medieval Fantasy version of what is basically the same rule system. We have included a

section explaining how magic can be used when attacking and defending castles and fortifications.

The use of magic is restricted to the control of the elements; earth, fire and water to intentionally limit the impact it can have on the course of the battle – magic can be influential, but never dominant.

The origins of this game system date back many years and it has gradually evolved and developed by playing a very large number of games, big 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 set of fast play medieval fantasy rules in which you can create 'big battles on small tables'.

I am always indebted to the numerous gamers who have provided vital feedback with their ideas and suggestions and encouragement, without which this rule system would not exist in its current form. Hordes & Heroes Medieval Fantasy is free to download from the Kallistra web site, www.kallistra.co.uk, along with the dedicated Army Lists, Siege Rule supplement and support material.



INTRODUCTION

Hordes & Heroes Medieval Fantasy is designed as a fast play table top fantasy wargame, which uses hexagon marked terrain as a precise and effective method for moving units of troops, flyers, wizards 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 fantasy armies. It is easy to play, but more difficult to master.

During play, pens, paper and tape measures are not required. One A4 Quick Reference Sheet is sufficient to contain all the information necessary to play. The Combat Result Table 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 and organic flyers 3, infantry and cavalry 4, and more rarely pike blocks or densely packed hordes etc. 6 stands.

The Command and Control of units is very important. How generals and Magicians 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 army.

Casualties are removed as complete stands in response to outcomes dictated by the Combat Result Table. The effects of morale are mostly dictated by Combat Result, and the level of losses armies can sustain before retreating, thus eliminating the need for the often lengthy process of assessing morale by scanning lists of morale factors.

Armies are constructed from units of different troop types from the fantasy army lists. The Point Value of each unit varies according to its particular characteristics e.g. speed, hand-to-hand combat and shooting capability, quality and motivation, armour etc. It is explicit how the Points 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.

Hordes and Heroes Fantasy 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 within 1½ hours to 2 hours.

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 it influences movement, Command and Control, and combat.



THE GAME

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

The game system enables you to fight 'big battles on small tables', but can be used to fight quite small yet absorbing battles relatively quickly.

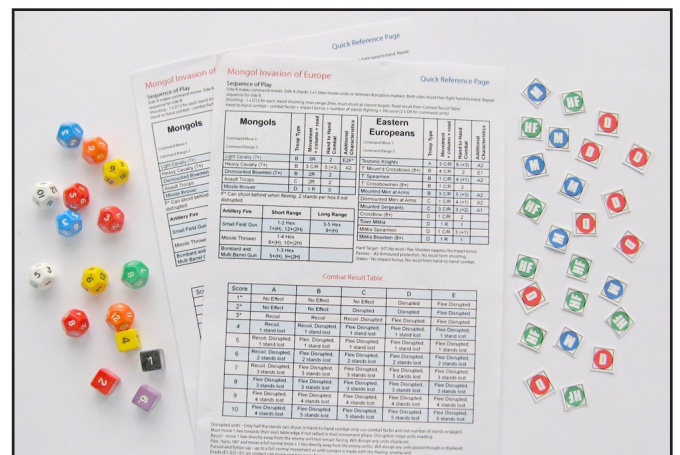
The basic playing piece is a stand of infantry, cavalry, flyers etc., which are formed into units of troops. A stand of 8 or 10 infantry figures represents approximately 50 men and a stand of 4 cavalry about 25 mounted men. A unit of 4 stands each would therefore be 200 or 100 men respectively. Therefore, 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 orcs, an appropriate ground scale could be worked out if required. It is fairly easy to re-create any battlefield topography. H&H Fantasy system has been used to fight very large battles involving combined armies historical and fantasy races. Using the generic points system you can use the miniatures available to create the games 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. In Hordes and Heroes Fantasy the speeds are 'tactical' and not physical. A unit of giant eagles might or might not be able to travel more than five times faster than a giant treemen, but the 5:1 speed ratio allows sufficient differentiation to reflect the different tactical and strategic uses of these vastly 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 leave plenty of room for tactical manoeuvre.
- A small number of six sided dice, 'D6', for hand-to-hand combat and about 8 x twelve sided dice, 8D12's, for shooting.
- 2 armies of miniatures (any scale, preferably 12mm!) mounted on appropriate base sizes close 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 and melee markers (printed at the back of the rules) or counters.
- Terrain features/markers, for individual and/or groups of hexes representing woods, hills, roads, streams, impenetrable terrain etc.
- Models representing earth, fire and water when using Magicians.
- 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 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 completely transparent. The table below gives some examples of various troop types and their calculated cost per unit. A unit being 4 x infantry, giants or mounted stands, 2 or 3 x artillery pieces, 3 x chariots, 2 x treemen, armoured cars etc. All the Points Values for the various units that go to make up the armies are to be found in separate Army Lists. The Army Lists also include special characteristics attributable to various fantasy armies.

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

Unit Class + Speed + H to H Combat + Shooting +

Armour Protection = 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 6 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 a melee 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 after the troop type. Shooters have a shooting factor of 6+, 7+ or 8+, which costs 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 9 or 10 points per unit.)

Characteristics

A1, A2 - The Armour Value is the protection against missile weapons (excluding artillery/trebuchets and hand held gunpowder weapons) 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 armour

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

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

E - Unit can evade 1 hex or 2 hexes, when contacted by an enemy unit.

F - Flee, the unit has the option of fleeing when contacted by an enemy unit.

PS - Psychological units.

Troop Type	Class A, B, C, D, E, Horde	Speed	H-to-H Combat	Shooting 6+(3) 7+(2) 8+(1)	Characteristics	Total Points
High Elf Spears	5 (A)	1CR	4(+1)	-	A2	12
High Elf Cavalry	4 (B)	3CR	5(+4)	-	A2	14
Barbarian Horde	3 (B, Horde -1)	2R	4	-	AH	9
Dark Elf Crossbow (7+)C	5 (A)	1CR	2	(7+)2	A1, C	11
Dwarf Berserker Horde	4 (A, Horde -1)	2R	4	-	AH	10
Giants	3 (C)	2R	7(+4)	-	-	12
Tormented Spirits (PS)	2 (D)	2	10	-	A2,PS	16
Undead Archers (8+)	2 (D)	1CR	2	(8+)1	A2	8
Dark Elf Chariots (7+)C	4 (B)	4CR	3(+3)	(7+)C	A1,F	13
Giant Eagles	2 (D)	6	6(+4)	-	-	16

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 specific size, according to the type of unit they are. Infantry, cavalry, chariots, artillery etc., should all have the correctly sized bases (the Hordes and Heroes miniatures come complete with appropriate bases), although because this is a hex based game, as long as the correct number of stands can fit inside the hex, there is some leeway here. Some latitude is also necessary due to the extensive ranges of figures available from a host of manufacturers, which can be used for Hordes & Heroes Medieval Fantasy.

Generals and Magicians 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 plastic miniature base or similar.



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



High Elf Cavalry
(404)



Orc Spears (102)



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



Barbarian Mammoths
(606)



Ratmen Air Balloon
2 per unit (506)



Treemen
2 per unit (AC1)



Dwarf Armoured Car x 2 per unit
(206)



Giants - Evil
(AC6)

COMMAND & CONTROL FIGURES

Magicians

Wizards, witches, necromancers etc., who are versed in the art of magic, and sufficiently charismatic to be able, sometimes reluctantly, to lead troops into battle.

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. 10 points (variable)

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. 15 points (variable). 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 base edge painted a distinctive colour, or have a larger than usual standard etc.

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** flying units with a base speed of 4 or 5 hexes, 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.

Players take alternate bounds of movement, but shoot and then fight hand-to-hand simultaneously.

1. Command Move - Generals Side A

All generals and Magicians can make a command move up to their specified limit. Then identify which units can be given orders and which are out of command. Normal terrain restrictions apply.

2. Tactical Movement - Side A

Side A can move all of the units that are within the Command Range of any of the Generals or Magicians. Once all movement is complete, disrupted units can rally if not in combat, (remove disruption markers and turn to face within the hex).

3. Shooting Phase - Side A and B

Magician(s) from side A can evoke or remove elementals. Then shooters from **both sides** can shoot at any enemy units that are within the designated shooting distances for small arms fire. Units from side A that have moved into contact cannot shoot*. Artillery from side A only can also shoot. All shooting is simultaneous. Targets of shooting carry out compulsory movements as directed by the Combat Result Table (Page 28)
**Chariots can shoot and move 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 as a result of combat outcomes. Combat Result Table (Page 28).

Side A decide in which order hand-to-hand combats are to be resolved.

Repeat sequence of play for Side B



TERRAIN & MOVEMENT

The use of Hexagon marked terrain allows for quick 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 facing.




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.

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

Terrain type	Movement	Combat
<p>Good Going <i>Open ground/grassland, hills and slopes.</i></p> 	<p>All units can move their maximum number of hexes. Units able to move in column can move one additional hex.</p>	<p>Shooters and artillery can shoot over friendly troops from elevated positions but not at targets on a reverse slope beyond one hex range.</p> <p>Hand-to-hand +1 if up-slope of opponents.</p>
<p>Broken Ground <i>Broken ground; marsh, thorn bush, pitted terrain, difficult going etc.</i></p> 	<p>Impassable to all wheeled units, e.g. chariots, war wagons, artillery and siege engines etc. All other troop types limited to one hex of movement per bound from one broken ground hex to another. Units must stop in an adjacent hex before entering.</p>	<p>Shooters can shoot one hex into and two hexes from, but not through a hex containing broken ground. Artillery cannot shoot over, or more than one hex into a hex containing broken ground. Hand-to-hand No Impact Bonus for attackers or defenders. Cavalry fight as if disrupted when attacking or occupying broken ground. Chariots cannot follow-up into broken ground.</p>
<p>Areas of Natural Forest <i>Woodland</i></p> 	<p>Impassable to all wheeled units, e.g. chariots, artillery and siege engines. All units entering a woodland hex must stop. All other troop types limited to one hex of movement per bound from one woodland hex to another.</p>	<p>Shooters can shoot from a woodland hex as normal, or into an adjacent woodland hex, which provides all troops additional A2 protection. Artillery cannot fire into or through a woodland hex. Hand-to-hand No Impact Bonus for attackers or defenders in hand-to-hand combat. Mounted troops fight as if disrupted when attacking or occupying a woodland hex.</p>

TERRAIN HEX IDENTIFICATION

Terrain type

Movement

Combat

Rivers

Moving water! Rivers and brooks/streams.



Impassable to all wheeled units e.g. chariots, artillery, siege engines etc. Takes a full move to move from an adjacent hex into, or out of, a river/stream hex, or 1 river/stream hex to another.

Units occupying a river hex shoot as if they were disrupted. Shooters and artillery can shoot across river/stream hexes.

Hand-to-hand

No Impact Bonus for attackers or defenders. Occupying unit fights as if disrupted.

Lakes

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



Impassable to all units, with the exception of those carried on boats, rafts and all flying units.

Shooters and artillery can shoot across lake hexes. Units shooting or fighting hand-to-hand from a boat or raft, fight as if disrupted.

Impenetrable

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



Impassable to all units with the exception of flyers.

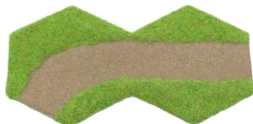
Artillery and **shooters** cannot shoot through or over impenetrable terrain.

Roads

Any terrain hex which has a road passing through it, including village/town and forest hexes.

Units capable of moving in column, that are already in a column formation and begin and end their movement on a road, can move **two extra** hexes (+1 for Column and +1 for road).

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



Most other units add one hex of movement when moving entirely along a road (R = +1 on road).

Village/towns

All built up areas other than castles and fortifications.

Impassable to all wheeled units, e.g. chariots, war wagons, artillery, siege engines etc.

Shooters can shoot from a village/town hex which provides all troops A2 protection.

Artillery can only fire one hex into but not through a village/ town 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.



All other troop types limited to **one** hex of movement per bound. Road hexes enable normal movement in towns.

Compulsory Moves

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

Recoil

A unit forced to recoil must move **one hex** directly away from the enemy unit it is facing and continue to face the enemy. It will automatically push back or displace any friendly units in order to make the recoil movement. These friendly units, which could be many, become disrupted. Terrain that is impassable to the recoiling troop type will prevent a recoil movement and the unit is eliminated.

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 13)

A recoiling unit cannot displace friendly units who are in hand-to-hand combat or units already disrupted. Any unit that cannot make a recoil move is eliminated.

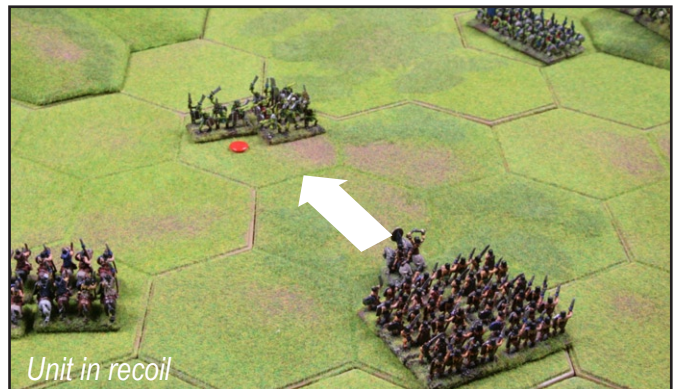
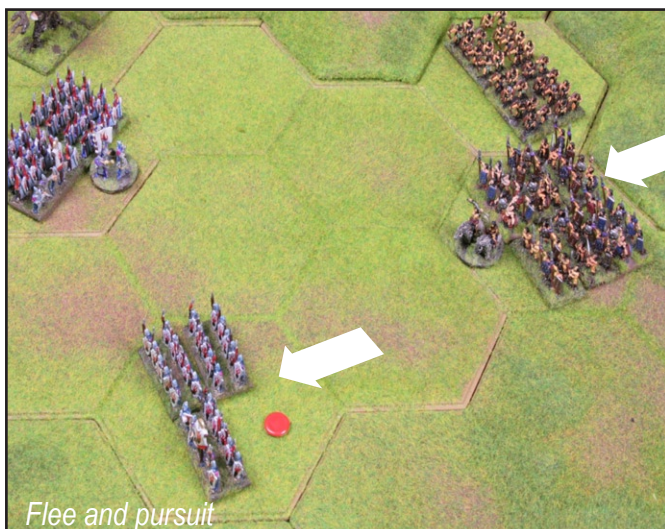
Flee

A unit that has been made to flee turns through 180° and moves one hex directly away from the enemy unit it was facing. It must then flee its full normal move distance towards its own table edge. Terrain and the presence of enemy units might necessitate a major deviation from a direct route. A fleeing unit may choose to enter, or have no choice but to enter, terrain which will stop the flee move such as a forest, town, river, etc.

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, it is eliminated

A fleeing unit, which enters a hex on its own side's table edge, stops automatically, facing the edge of the table. If it is caused to flee or recoil from this position it is removed from play. The unit can be said to have routed off the battlefield and is eliminated.

A fleeing unit can pass through or displace friendly units in order to move its full normal distance plus 1 hex. Units passed through or displaced become disrupted.

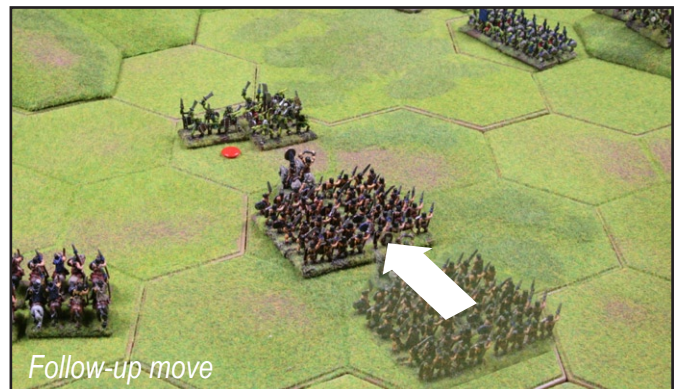


Follow-up

Any unit, that forces an enemy unit to **recoil or flee**, 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 melee, and can still continue to do so until a **melee** is formed i.e. the units fight at a standstill.

Units defending a linear obstacle such as a wall, river/stream, wooden stakes, pavisses etc. **do not** have to follow up, but have the option of doing so.

Hordes are an exception to this rule and will follow up across a linear obstacle.



Pursuit (Optional for A and B class infantry - Compulsory for all other troop types excluding artillery.)

Following hand-to-hand combat, any unit(s), which causes its opponent to flee, after following-up into the vacated hex, can continue to pursue 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 in its current formation, including the one hex move necessary to occupy the vacated hex.

The pursuit must stop if another enemy unit is contacted i.e. it enters the Zone of Control of another enemy unit. This pursuit movement does not effect any future movement entitlement. Artillery and war wagons do not pursue. Units defending a linear obstacle **do not have to pursue**, but hordes must **always pursue**.

Response Moves

Evade

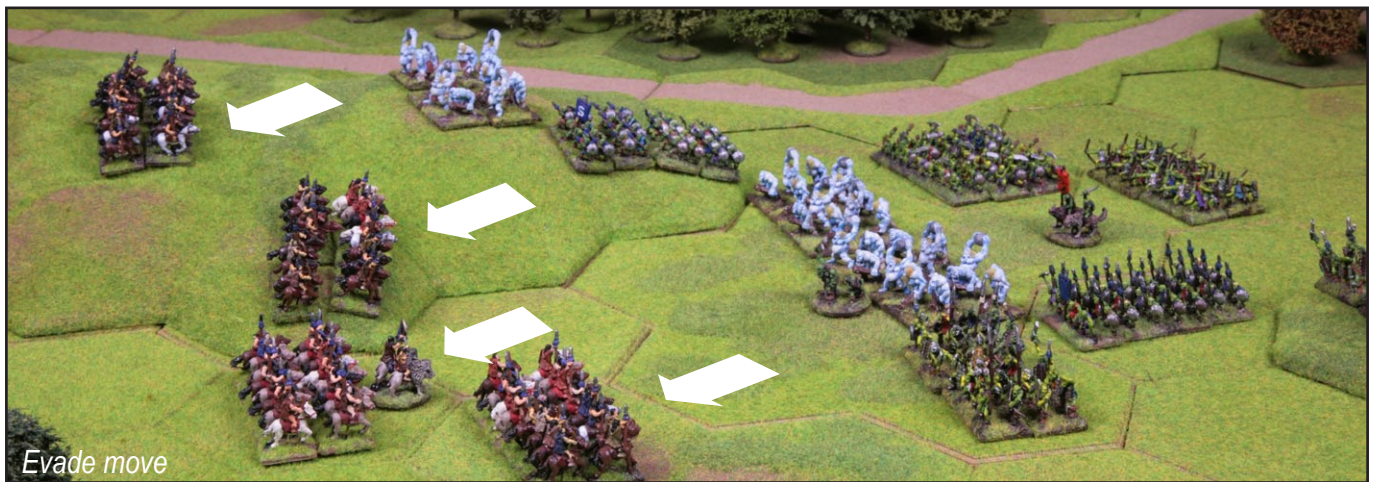
Units which are able to evade have an 'E' in their additional characteristics. When a unit with these characteristics is contacted by an enemy unit it has the option to evade this contact by moving away 1 or 2 hexes to avoid hand-to-hand combat. The evading unit continues to face its opponent and can shoot as normal. After the unit has evaded, the enemy unit can follow-up using any movement remaining after making the initial contact. This may enable contact to be re-established and for hand-to-hand fighting to take place.

Disrupted units cannot evade and normal terrain restrictions apply.

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 of an enemy unit and normal terrain restrictions apply. Fleeing units can pass through friendly units causing them to become disrupted.

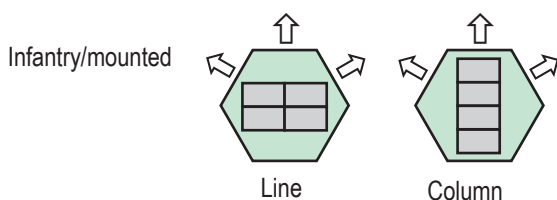
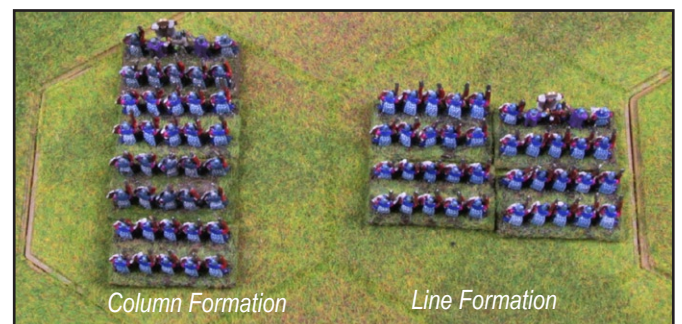
Disrupted units cannot make a flee response move. Fleeing units can flee into a vacant forest or town hex.



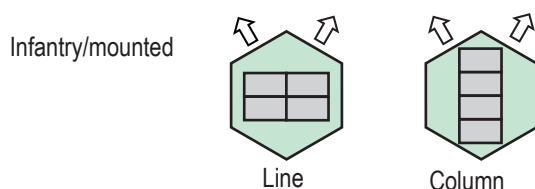
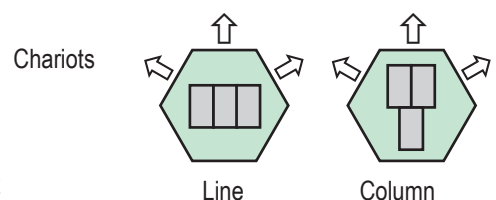
TROOP FORMATIONS

Line and Column

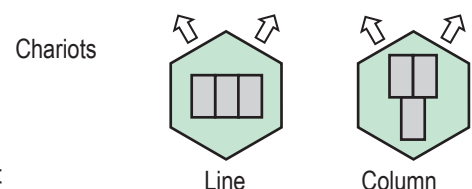
Many troop types with the notable exception of hordes have the option of moving in line or column. Units in column move **one additional** hex more than their normal movement plus **another additional hex** if they travel the entire distance along a road, (starting and finishing on a road hex). **Note: 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).**



↑
Direction of movement



↑
Direction of movement



Formation Changes

All formation changes, i.e. from column to line or visa versa, must take place during the Movement Phase. Units can change from line to column without incurring a movement penalty (i.e. they move as if in line formation). However, all units lose **one** hex of movement when changing from column to line. Units that charge into combat in column can still change into line in their next movement phase while they are still engaged in hand-to-hand combat as long as they are not disrupted.

Bridges and Restrictions

Only troops in a column formation can cross a river/stream via a bridge. Hordes and other units which do not have the option of moving in column are forced to adopt a 'column' shaped formation as they are funnelled through the restriction. They return back to their usual formation once they have crossed the bridge. They fight as if in column when restricted.

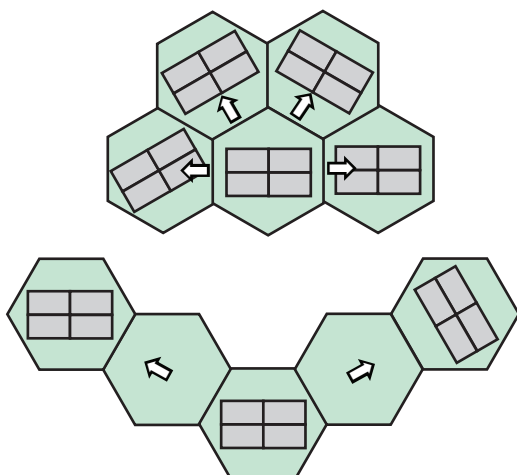
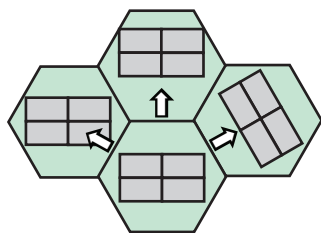
Unit Facing within a Hex

Any unit occupying a hex must face a particular hex side or point. In effect a unit can face any one of 12 different directions (6 points and 6 sides). If facing a point the unit can move through either of the front two hex sides. If facing a side, a unit can move through any of the front three hex sides.

Unit facing when making contact with an enemy unit.

Once a unit advances into contact with an enemy unit they will automatically turn to face each other as they engage in hand-to-hand combat. In the case of a multiple attack where one unit is engaged by 2, 3 or more enemy units, its own facing becomes unimportant as the foe all face inwards against it.

During movement, any unit can alter its facing by one hex side or point with no movement penalty. Units facing a point can in effect vector to the front left or front right and therefore still retain their point or side facing.



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 as long as it has the movement allowance to do so. The 'pass through' unit does not become disrupted. Units that are already disrupted by shooting, or hand-to-hand combat, or having already been passed through by fleeing friends cannot be passed through again in the same game turn.

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 fire during the same bound.

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 displaced units become disrupted. Flyers can flee their required distance into a vacant hex. They are elevated above and therefore do not pass through friendly units, but can displace and disrupt a friendly unit in order to create a vacant hex to occupy.

Moving Backwards or Sideways

Infantry

Infantry are the only troop types that can move backwards or sideways (one hex only) and they can do so whether deployed in line or column.

In a hand-to-hand combat situation only A and B class infantry (excluding hordes), when in **melee** can move backwards. 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 melee.

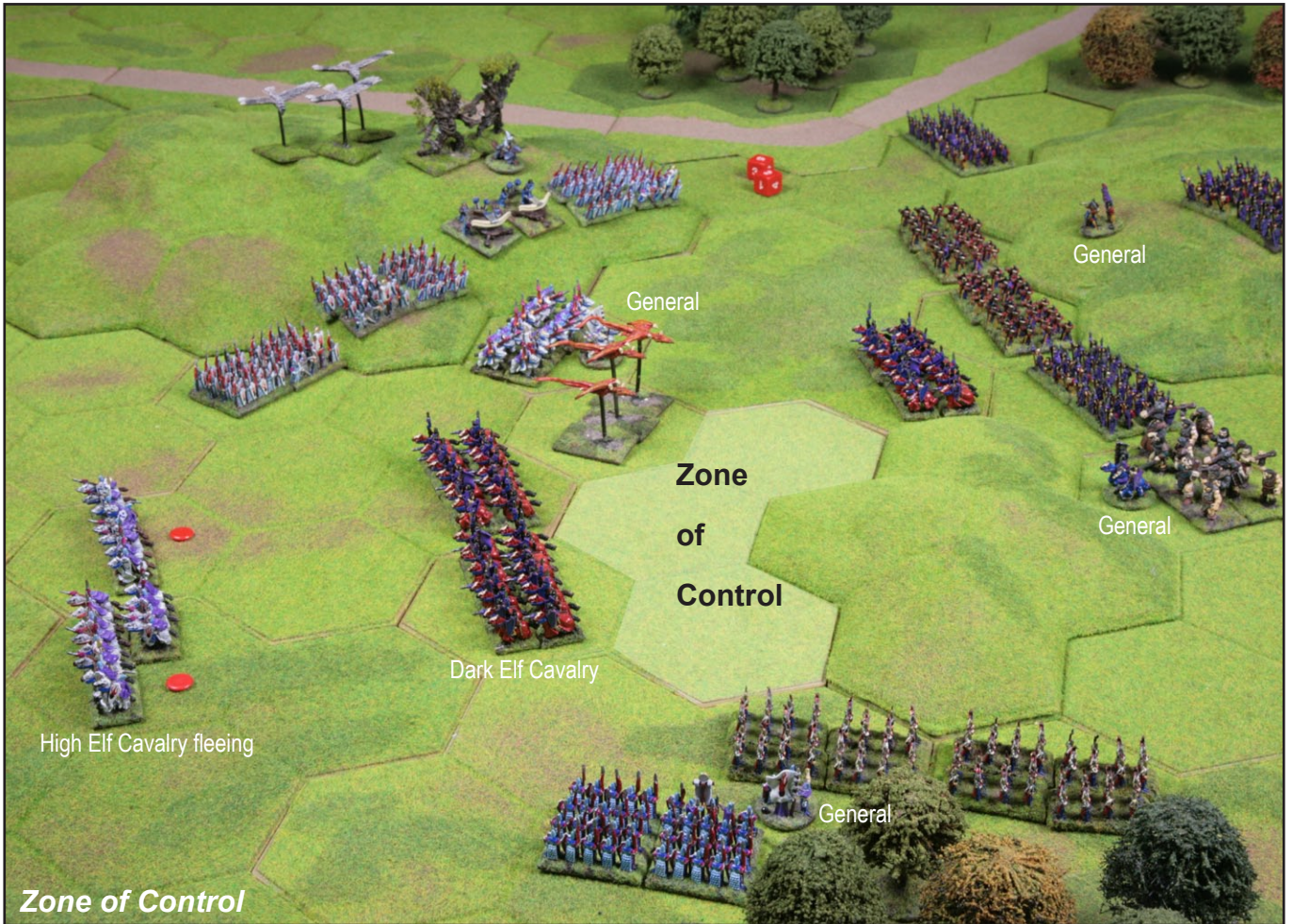
Flyers

Flying units can move in any direction without any facing or movement penalty.

Mounted, Chariots and Other Troop Types

All other troops, to retire, must about face, which costs one hex of movement, before leaving through the rear points or sides of the hex and then about face again, to face the enemy costing another hex of movement. 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 in the Army Lists.

ZONE OF CONTROL



Three units of Dark Elf army cavalry have defeated two units of High Elf cavalry (B class) causing them to flee disrupted with the loss of one stand from one unit and two from the other. Two of the Dark Elf cavalry units have first occupied the hexes vacated by the High Elf cavalry using one hex of movement, and then pursued for a further two hexes. The High Elf dragons have chosen not to engage and therefore both units of Dark Elf cavalry have effectively passed through their Zone of Control. At this point the two Dark Elf Cavalry are out of command and control of a general and must remain stationary until they receive an order. It is now the High Elf movement phase in which they can now move their units to further prevent the now isolated Dark Elf cavalry from receiving orders or assistance by tactical use of their zones of control.

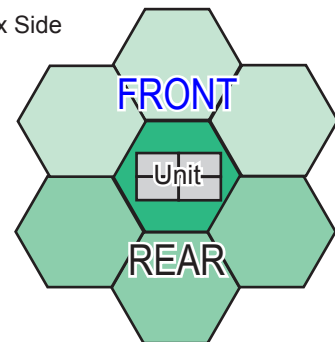
The 6 adjacent hexes to a unit are termed 'the units Zone of Control'. Any enemy unit that enters this zone must stop and engage in combat.

Units can become isolated from their Generals if the Zone of Control of enemy units breaks the line of communication. This is an important feature of the Command and Control rules and can impact considerably on a game.

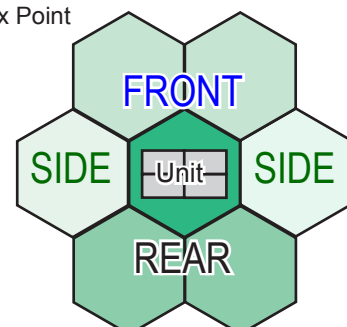
Generals and Magicians do not exercise a Zone of Control beyond the hex in which they are present. In the case of generals and Magicians this absence of a Zone of Control makes them relatively easy to surround and isolate from other friendly units.

Opposing Zones of Control effectively overlap once enemy units make contact with each other. In other words, any hex, which is adjacent to a friendly unit as well as an enemy unit effectively stops Command and Control. This has major implications for units forced to recoil, pursue or flee.

Unit Facing Hex Side



Unit Facing Hex Point



COMMAND AND CONTROL

The Command and Control efficiency of each fantasy army is different, and to reflect this in the rules, each bound begins with the Magician or 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.

For example, in a High Elf 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.

During a Command Move a general or Magician 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 or Magician can make a tactical move.

Generals and Magicians 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 and Magicians exercise no Zone of Control.

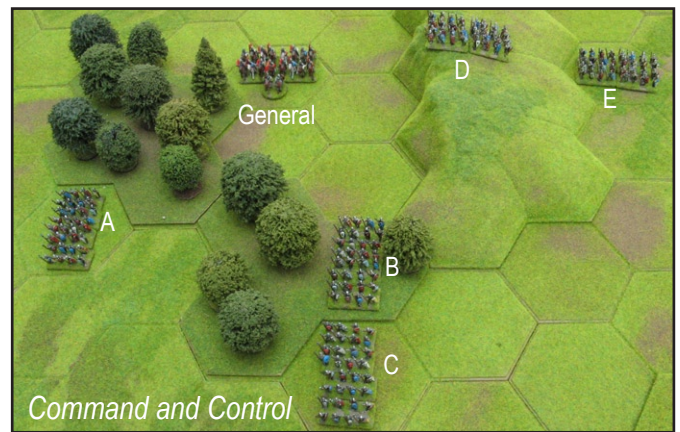
The Command Range can only extend one hex into a wood, area of broken ground or built-up area, and cannot pass through impenetrable terrain. The Command Range can extend over hills and around woods, across rivers and streams but not across lakes or over wooded ridges. It is presumed that competent commanders 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 and Magicians engaged in hand-to-hand combat, either individually or with a unit of troops, can still command units up to their normal Command Range.

Generals and Magicians who become disrupted as part of a unit through shooting, can only rally themselves and their accompanying unit in their next Movement Phase. They cannot make a Command Move or issue orders.

Generals and Magicians who become disrupted in hand-to-hand combat stay disrupted until the combat is over. They cannot issue orders, or leave the hex, or host unit, and can only rally themselves and their host unit in their Movement Phase when the combat is concluded, and are therefore no longer in hex-to-hex contact with an enemy unit.

Generals and Magicians can only leave a host unit when it is not engaged in hand to-hand-combat.



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.

REMOVAL OF STANDS THROUGH COMBAT

Any 4 stand unit that is reduced to a single remaining stand through combat (hand-to-hand or shooting) is lost and the one remaining stand removed automatically.

Any 2 or 3 stand units, such as artillery, chariots, warwagons etc. can function as a single stand unit and must lose all of their stands for the unit to be eliminated.

Combining Units Reduced Through Combat

Units of the same troop type and class which have been reduced by combat casualties can always join together 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 can remain unattached. (Hordes and Pike blocks can form up to 6 stand units.)

Single unattached stands must occupy their own hex and can be used as a reserve to reinforce other units of the same troop type and class reduced through combat. The single stand unit can be shot at in the normal way. It can be eliminated by enemy units with a higher combat factor simply occupying or passing through the hex. If the combat factor is the same or less then follow normal hand-to-hand combat procedure.

SHOOTING

Artillery and Missile Engines

Artillery and missile engines do not recoil or flee - they remain in their hex but can become disrupted. In general artillery and missile engines cannot shoot at flyers, but there are some exceptions (see Army Lists).

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

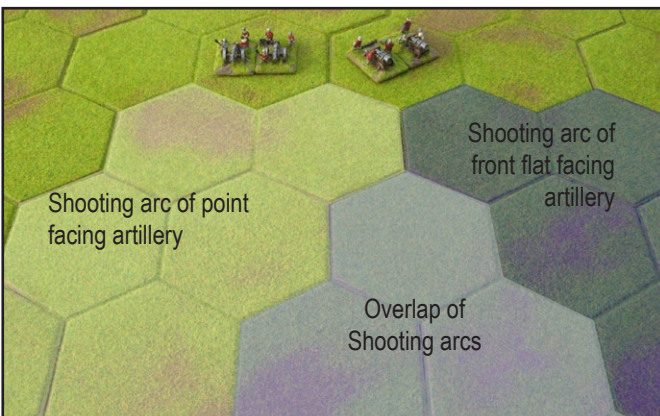
Each artillery model fires independently, but must fire at the closest enemy unit(s), although any number of artillery pieces can shoot at the same target, provided that it is within range, and has a clear line of sight to the target hex. (If a number of enemy targets are the same distance away - the shooter has a choice of target.) The various forms of artillery available to the different fantasy armies are to be found the relevant Army Lists. These lists include information on the chance of achieving a hit both at long and short range, the range distances in hexes, and the Shooting Effect factor.

Shooting Procedure

Identify the target, check that it is in range and clearly state which artillery piece(s) are to fire at the target unit. Use 1D12 per artillery piece to ascertain whether a hit (H) or 2 hits (2H) have been scored, and look up the effect on the target in the Combat Result Table (page 28).

Arc of Fire

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 formed by a triangle of hexes from these front faces. Artillery can change facing during their Movement Phase and still shoot.



Ballistae/Catapults Shooting Overhead on Flat Terrain

High trajectory weapons, such as ballistae and catapults, can fire 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 at least two hexes away from the target hex.*



The Orc Archers (A) on the slope can shoot, over the heads of the friendly unit(s), at the Dark Elf Cavalry (B).

Shooting over Friendly Troops from an Elevated Position

If shooters are elevated on a **slope** or a **hill**, they can shoot over the top of friendly troops 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 and ballistae on an **elevated position** can shoot over friendly units provided the distance to the target is at least twice the distance to the friendly unit.

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 instead of shooting. The unit can then shoot as normal in the following bound.

Effect of Terrain on Artillery Shooting

Artillery cannot shoot through impenetrable terrain and can only shoot one hex into broken ground or village/town hexes but not through or over these hexes. Artillery cannot shoot into woodland hexes.

Shooting at Units Engaged in Hand-to-Hand Combat

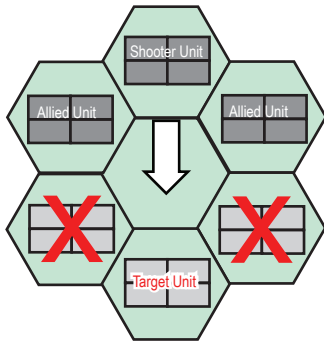
Artillery can shoot at enemy troops that are engaged in hand-to-hand combat with friendly troops, provided that they have a clear line of sight to the enemy unit. However, if they miss their designated target they must roll the dice again to see if they hit their own troops! This does not apply to an artillery unit firing at an enemy that is charging into contact, or when charging into contact with friendly units in hex-to-hex contact with itself.

Shooting (Small Arms)

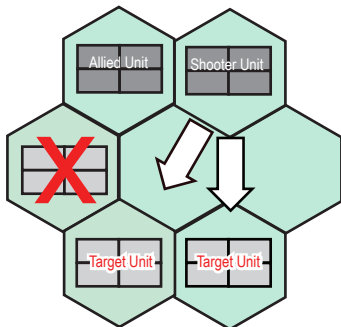
In the Army Lists the shooters have a Shooting Factor of (6+), (7+), (8+), which indicates the dice score required to score a hit. All shooting is simultaneous and can be combined with artillery shooting for greater effect.

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 must fire at their nearest enemy unit and can turn before firing if they are not disrupted.
- All designated shooters have a range of 2 hexes and must have a clear line of hexes to their target.



Units with the red cross can not be targeted because the shooter can not fire through allied units.



Facing Hex Point

- Shooters can only shoot out of the front 2 or 3 hex sides, unless they are chariots which can shoot in any direction.
- Shooters can turn to face any direction, unless they are disrupted, shoot at all enemy units moving into contact with themselves and split their fire between different attacking units if they choose.
- Once in hand-to-hand combat all shooters are unable to shoot in subsequent Shooting Phases.
- Only chariots can charge into hand-to-hand combat and still shoot in the next Shooting Phase 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.
- 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.
- 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 at A1 or A2 armour, add 1 or 2 to the score to hit their target. E.g. Archers (7+) require a 9+ to hit a A2 target.

Gunpowder weapons are not affected by armour e.g. Handgunners (8+)G still require a 8 to hit an A2 target.

Crossbows (8+)C reduce A2 armour down to A1 and A1 to 0.



Example

The scores achieved with 4D12's are: 4, 9, 10 & 12. A 9+ score is therefore achieved with 3 of the 4D12's scoring 3 hits on the High Elf Spears. (A2 armour is reduced to A1 by Dark Elf crossbows requiring a 9+ to hit.)

Use the Combat Result Table, 3rd row down, 1st column (A Class), to ascertain that High Elf Spears have been forced to recoil one hex instead of making contact with the Dark Elf Crossbows.

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. Units in column 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.

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 melee is formed and a melee marker placed in the unit's hex.

The Impact Bonus appears as a (+1), (+2), (+3) or (+4) 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.**

e.g. When losing one stand a 4 stand unit with an Impact Bonus of (+2) would have this bonus reduced to (+1)

Hand-to-hand Combat Results are quickly and efficiently calculated for both sides using the simple formula below:

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

A unit of High Elf Archers have failed to stop a unit of Orc Wolf Riders from charging into contact. Below are the two rounds of hand-to-hand combat that followed.

First Round

	High Elf Archers (A Class)	Orc Wolf Riders (B Class)
Combat Factor	2	4
Number of stands able to fight	4	4
Impact Bonus	-	(+4)
Random Factor (Both sides throw a D6)	5	4
Total	11	16

The result of the first round of hand-to-hand combat is a 5 hits victory to the Orc Wolf Riders. This score of 5 hits is looked up in the 'Combat Result Table' and indicates that the A Class High Elf Archers **recoil disrupted and lose a stand**. The combat will continue in the next Combat Phase because the Orc Wolf Riders have automatically followed-up the recoiling High Elf Archers. No melee has formed, so the Orc Wolf Riders still use their Impact Bonus, and the High Elves are now disrupted so cannot count their number of stands in the next combat phase.

2nd Round (Next Combat Phase)

	High Elf Archers (A Class)	Orc Wolf Riders (B Class)
Combat Factor	2	4
Number of stands able to fight	0 (Disrupted)	4
Impact Bonus	-	(+4)
Random Factor (Both sides throw a D6)	6	2
Total	8	14

This second round of hand-to-hand combat sees the Orc Wolf Riders already 10 points ahead before the Random Factor is added. Despite reducing this to 6 points when adding the Random Factors (1xD6), this gives a 6 hits victory to the Orc Wolf Riders. The 6 hits are 'looked up' against A Class in the 'Combat Result Table'. The High Elf Archers are eliminated because they lose a further 2 stands and the last stand of a 4 stand unit is always removed through combat.

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, 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 melee 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, 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.



Example

3 units of Undead Warriors (D Class) attack 1 unit of High Elf Cavalry (B Class) which have become separated from the main body but are lead by a general which enables them to use 2D6 in hand-to-hand combat instead of the usual 1D6.

Undead Warriors

The highest Combat Factor is 2, plus the highest Impact Bonus, +1, plus the number of stands eligible to fight, 12, plus random factor (D6), 3. This gives a total score of 18.

High Elf Cavalry

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 Result, (from the Combat Result Table): all three Undead Warrior units loose 1 stand and become disrupted. Undead do not recoil or flee and so the combat will continue in the next combat phase in which the units will fight in melee which means that no Impact Bonuses can be used.

Melee

Units in melee 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.). At this point a melee is formed and a melee marker placed in the hexes of the now stationary units.

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

The melee marker can only be removed once the unit is no longer in hand-to-hand combat.

Turning to Face

Any unit that is contacted by an enemy unit, on any of its hex sides can turn to face its attackers unless it has already been disrupted in which case the unit will continue to face the original direction.

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.

If the already engaged units are in melee, the new attacker can add any Impact Bonus into their combat calculation as well as its number of stands.

Skirmish Units

In the Army Lists some light cavalry and infantry shooters have the option of skirmishing.

Skirmish units fight as individual stands, one stand per hex, extending over 4 hexes. Skirmishing infantry units can move 2 hexes.

They can shoot the normal distance of 2 hexes but cannot be targeted or shot through themselves by enemy shooters or artillery, unless in hex-to-hex contact.

All skirmishing units can evade up to 2 hexes if contacted by an enemy and still shoot.

Mounted skirmish units have the option of fleeing. They must do so as a body and must form into a unit occupying a single vacant hex, with no single stand moving more than a full normal move.

Infantry and mounted skirmish units can evade back into a unit of four stands using their 2 hex evade move or use a normal move to re-form.

Any friendly troops can pass through their own skirmish units.

Skirmish Units versus Enemy Skirmish Units

Skirmish units do not shoot at or fight hand-to-hand with enemy skirmish units. They can stop the advance of enemy skirmish stands by simply occupying important hexes.

Hand-to-Hand Combat with Skirmish Units

Skirmish units do not fight hand-to-hand. After the skirmish unit has evaded, a pursuing unit simply has to occupy the hex to remove the skirmish stand within and can still continue its movement to the next and so on. It is therefore possible for a unit of light cavalry to wipe out a skirmish unit in one move without a dice being rolled. The pursuing unit must have a combat value and stands greater than that of each individual skirmish stand. Once a skirmish unit of 4 stands has lost 3 stands, the whole unit is lost – the same as in normal combat.



Example

A unit of High Elf Archers is ordered to skirmish in front of advancing Ratmen Spears.

The High Elf Archers can continue to shoot and move backwards as they carry out their evade move. When reaching their own lines, the skirmish unit using their evade move, can pass through in skirmish order, then have the option to form up into a unit during their Movement Phase.

Pavisses

Pavisses add an A2 protection from shooting to all unit types permitted to use them. This is in addition to their normal armour rating.

All units carrying pavisses are limited to one hex of movement even when in column (2 hexes in column on a road).

If the unit moves, it cannot shoot in the subsequent Shooting Phase.

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

Pavisses do not affect hand-to-hand combat but defending units do not have to automatically follow-up a recoiling enemy

Pavisses are removed from play if the unit is forced to recoil or flee during hand-to-hand combat.

Wooden Stakes

Wooden stakes prevent the use of Impact Bonuses in hand-to-hand combat for both attacking and defending troops.

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

Stakes can only be lifted instead of moving – the unit can then move and fight as normal in the following game turn.

Units defending stakes do not have to follow-up if they force an attacking unit to recoil in hand-to-hand combat.

Stakes can be removed by an advancing enemy unit that causes the enemy unit to flee. The unit must stop in the hex to remove the stakes and cannot therefore pursue.

Hard Targets (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 shooters are both in hard cover and 2:1 if one side is in the open with no calculations or dice to roll!

Example

Three units (12 stands) of Dark Elf Crossbows shooting from a two hex range can suppress up to 6 stands of High Elf Archers in hard cover.



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; High Elf Spears with Archers, or Orc Spears with Orc Archers. War wagons with crossbowmen, handgunners or billmen etc.

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

Both troop types must be of the same class i.e. both A,B,C etc., unless clearly stated otherwise in the relevant army list.

Stands of shooters should always be placed at the back of combines units (but can still shoot).

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.

Example

2 stands of infantry combined with war wagons will move fight and respond to combat as war wagons and not infantry. They would not recoil or flee but can become disrupted. However, once both war wagons have been eliminated, the infantry would move, shoot, fight and make combat responses as a single arms unit.

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. A horde of 'A' class fanatics would take some stopping!

Three horde units of 4 stands can be combined into two units with 6 stands in each. With the exception of blocks of pikemen, 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 or Magician, 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).

Some armies allow for aggressive hordes, which 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 or Magician. Aggressive hordes move to engage enemy units first, before other friendly units make their normal moves.



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 line.

Aggressive 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 control of a General or Magician. 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 Dark Elf Chariots move into an adjacent hex to a unit of Orc Spears, which is occupying a forest hex.

The Orc Spears 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 Orc Spears choose not to attack, the Dark Elf Chariots can continue to move past them unhindered. The Chariots have in effect moved through the Zone of Control of the Orc Spears.

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

GENERALS AND MAGICIANS IN COMBAT

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

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

Generals and Magicians 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 or Magician is deemed to have been killed or captured.

Magicians in Combat

Magicians do not use 2D6 when accompanying a unit into hand-to-hand combat but still enjoy the protection afforded by the host unit. However, they can use 2D6 if they are alone in their own hex. They can therefore fight alongside a friendly unit in an adjacent hex fighting against the same enemy unit and still use 2D6. This may seem peculiar at first but the reasons for this will become clear during game play. It encourages the independence of Magicians and at the same time increases their vulnerability.

Example

An Barbarian general has challenged a High Elf general to single combat. For this to happen the general must be alone in the hex and therefore not accompanied by a unit of troops. The high Elf general has accepted the challenge and entered the same hex as the barbarian - this is the only time that opposing generals or units can occupy the same hex. The supporting troops from both sides which are occupying adjacent hexes are now excluded from involvement in the ensuing duel.

Both generals now roll 2D6 and the losing general is either killed or captured.



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. The same applies to Magicians who may be regarded as solitary or perhaps accompanied by an apprentice.

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

Risk to Generals and Magicians from Shooting & Missile Fire

Generals and Magicians cannot be targeted by shooters or artillery when they are not with a unit of troops.

If the Magician or general's unit is shot at by shooters or artillery, he can only be killed if all the stands in the unit are lost and therefore the general or Magician dies with them.

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 for all troop classes.

Single Combat Between Opposing Generals and Magicians

For single combat to occur the general or Magician (without a host unit), must occupy the **same hex as the enemy general or Magician**. A general can choose to use his command move to attack the opposing general or Magician by entering the same hex and engaging in single combat. (This is the only time that opposing generals or Magicians 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 usually 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 rally if it is not adjacent to an enemy unit i.e. in combat.

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 cannot turn to face an enemy. 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 direction of facing before shooting.

The number of stands eligible to shoot is reduced by half. If an odd number of stands are 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 is still able to shoot.

The Barbarian hordes in the picture on the left will fight as if disrupted while occupying or fighting from a river hex.

Removal of Disruption Markers and Rallying

Any disrupted unit will automatically rally at the end of its sides Movement Phase when all ordered movement has been completed, by removing the disruption maker and turning around in the hex to face any direction.

Any disrupted units 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 and some of these are listed below.

All mounted troops fight as if disrupted when occupying or fighting units already occupying forest or broken ground or village/town hexes.

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



MAGIC

Only wizards, necromancers, witches, shamans etc. can use magic. There is no differentiation made between the various types of magic users – they are simply referred to by the generic term Magicians. In order to keep the influence of magic to a more manageable level, the number of Magicians allowed in any fantasy army is quite restricted as demonstrated in the various army lists.

Elemental Spells

Magic is restricted to spells aimed at controlling the elements Earth, Fire and Water. The range at which a spell can be evoked is 1 to 3 hexes and must be in a hex to which the Magician must have a clear line of sight. The hex can be vacant or contain enemy units but not friendly units, but can be adjacent to a hex containing friendly or enemy units, which are all affected by elemental attacks without discrimination. Any unit of troops, general or Magician present in the hex into which an elemental is evoked are instantly destroyed. Only one spell can be cast per game turn after the Magician's side has completed all movement. It signals the start of the shooting phase and must be completed before any shooting (artillery or small arms) takes place from either side. Magicians can only cast and control one elemental at a time and can not cancel and then evoke an elemental in the same game turn. Magicians that have successfully evoked an elemental must remain stationary in their hex. Any accompanying troops in the hex are free to move out in their next or any subsequent movement phase.

Casting an Elemental Spell

The player must clearly designate the target hex as well as specifying which of the three types of elemental is to be evoked i.e. earth, fire or water. A D12 is rolled and the score must match that required to successfully evoke the elemental specified:

- 1,2,3, 4 or 5 for a Water elemental
- 6,7,8 or 9 for a Fire elemental
- 10,11 or 12 for a Earth elemental

The earth and fire elementals can be evoked in any hex except those containing water. Conversely water elementals can only be evoked in hexes containing water e.g. a river, stream, lake or sea hex.



Elemental Attacks

Elemental attacks any and all units occupying adjacent hexes to itself at the beginning of the hand-to-hand combat phase and before all other combat. Roll one D6 to ascertain the effect on each individual target unit including generals and Magicians, reading the results directly from the combat results table. General and Magician are killed on a roll of 4, 5 or 6 on a D6.. Only the evoking Magician, unaccompanied by a host unit, can occupy an adjacent hex to his/her own elemental without suffering an attack.

Elementals cannot be attacked by units of troops themselves – they simply inflict pain on others! They have a Zone of Control the same as units of troops – once entered the unit must stop be they friend or foe.

Elementals can be attacked by other elementals, so that magic can fight magic in a 'wizards duel' as opposing Magicians fight for supremacy. No two elementals can be evoked in the same hex and so the elemental challenger must be evoked in an adjacent hex in order to do battle. An earth elemental will immediately destroy a fire elemental, and both are destroyed by a water elemental. If the evoked elementals are the same use a D6 to decide which is vanquished. Instantly re-roll any draw.



Effect of Terrain and Different Target Units on Elemental Attacks

Fire elementals cannot attack units, generals etc. that occupy an adjacent water hex.

Any unit, General or Magician occupying a wood hex cannot be attacked by a Water elemental by virtue of the protection afforded by the tree cover, but are destroyed by a Fire elemental

A Water elemental will destroy any unit, General or Magician that is in a water hex. This includes units in boats, rafts or those crossing bridges.

If the evoking Magician is in an elevated position such as a hill hex, wall, tower etc. he/she can evoke and control an elemental over the heads of any ground units (but not flyers) because a direct line of sight can be maintained.

Removal of Elementals

An elemental will continue to exist until:

The Magician removes the elemental at the beginning of his/her sides shooting phase before any artillery or small arms shooting takes place.

The Magicians host unit is disrupted or made to recoil or flee in which case the Magician must go with them and the elemental is immediately removed.

An unaccompanied Magician is engaged in hand-to-hand combat by an enemy unit, general etc.

The direct line of sight to the elemental is blocked at any point by an enemy or friendly unit, including Flyers. If the Magician is in an elevated position on a hill, wall, tower etc. he/she can still control the elemental over the heads of any ground units (but not flyers), because a direct line of sight can be maintained.

Use of Magic Against Castles and Fortifications

The Hordes & Heroes Siege and Assault supplement contains all the information necessary to run games which involve an attack on a wide range of different types of defences, strongholds and fortifications. This publication is free to download from the Kallistra website. In addition to the usual range of medieval siege equipment a medieval fantasy army can also use elementals to breach defences as detailed below. Unlike on the open battlefield elemental attacks must be directly targeted at defensive structures.



Earth Elementals

Magicians can attempt to evoke an earth elemental in any trench, wall, entrance gate or tower hex etc. Once successfully evoked the elemental immediately destroys the structure regardless of its constructional material or size creating a breach. All stands occupying these structures are lost. The earth elemental continues to exist until cancelled by the Magician or vanquished.



Fire Elementals

Fire elementals can be evoked in any hex containing a mainly wooden defensive structure such as a wooden wall, tower or gate which they instantly destroy and all occupying stands are lost. However, they cannot be used against stone structures and will leave a stone gatehouse standing but still burn down the wooden gate allowing assaulting troops access through (defending troops on the wall above will remain unharmed). Fire elementals evoked in an adjacent hex to one containing other wooden structures do not have any effect on that structure, or defenders therein. The fire elemental continues to exist until cancelled by the Magician or vanquished.



Water Elementals

Because water elementals can only be evoked in water hexes and have no effect on land based defensive structures in adjacent hexes, they have limited use against castles and fortifications. However, they might sometimes prove useful where a castle is surrounded by a wet moat, or next to a river, stream, lake, or the sea. A defending Magician could cause havoc amongst attacking forces. (See photo to the left)

Protection from Elemental Attack

Units, generals and Magicians on land that occupy trenches, castle walls, towers, behind wooden screens, or any substantial physical barrier are protected from all types of elemental attack from any adjacent hex.



(A) A 'Dwarf' Magician has successfully evoked a fire elemental to burn down the entrance gates to the Barbarian fortification. At the same time the 'Barbarian' Magician has evoked an earth elemental in the Dwarf trench hex. (B) The elementals have instantly destroyed the gate and trench. The exposed units 1, 2 and 3 must be attacked using 1D6. The units in adjacent fort and trench hexes are protected from elemental attack.



Psychological Units (PS)(e.g. tormented spirits)

A psychological attack only induces fear and panic into the hearts of its opponents but inflicts no physical harm unless the attack is accompanied by another non psychological unit. Tormented spirits (ghosts) on their own will through combat outcome only force enemy units to recoil, flee and be disrupted. Only if affected units cannot make the required response moves are they lost as casualties.



Flying Units

There is an assortment of different organic and mechanical flying units available to the various fantasy armies contained in the army lists. They add a new dimension to the game with their speed and ability to pass over and attack units from all directions including directly above in the case of bombers.

Command and Control of Flyers

Because flyers are able to survey the battlefield from above they can receive orders and signals from any general, Magician or body of troops and or use their initiative. They are therefore always in command and control and free to move and attack as required unless disrupted, in which case they will stay stationary (and hover) whilst they rally.



Movement of Flyers

All flyers must face to a particular hex side or point at all times and move using the same method as ground troops. They cannot move backwards, but they can turn round to face the opposite direction at a cost of one movement point. They, can all hover, or move from their current hex to another vacant hex in their movement phase. However, they cannot occupy an already occupied hex containing friends or foe or forcibly displace another friendly unit unless forced to do so by combat outcome. They are fast, with movement speeds of 4, 5 or 6 hexes and can pass over all terrain features. Although they can pass over mountain ranges they cannot finish a move in a mountain hex (the models won't stand on the steep slopes!).



Flyers in combat

Shooting

Shooting flyers can shoot in the same way as ground shooters but they can shoot overhead of any units on the ground with a range of 3 hexes. They can turn in any direction and shoot in their opponents bound as long as they are not disrupted. Shooting flyers can shoot at other flyers but do so with a maximum range of 2 hexes.

Flyers as Targets of Shooters

Any ground shooters can target flyers within the normal 2 hex range. Some artillery pieces such as High Elf bolt shooters can also target flyers using the normal method for artillery shooting



Aerial Bomber Attacks

Some flyers have the ability to drop bombs on their opponents below. A bomber attack takes place in the artillery shooting phase of their sides bound. Any hex which has been passed over by an aerial bomber during the movement phase can be attacked. A unit of bombers can launch one attack for each bomber model in the unit (usually two), into the same or different hexes.

1D6 is rolled for each bomber attack and the result is read directly from the appropriate column in the combat results table for the target unit being bombed. Each bomber attacks separately, and although two (or more) attacks can be made on the same unit the scores and effects are worked out separately and cannot be combined. Therefore, if the target unit recoils or flees from the hex after the first attack, the second bomber cannot target this same unit unless it recoils or flees into another hex which has also been passed over by the bomber unit.



Flyers in Hand-to Hand Combat

Flyers can engage other flyers in the usual way by simply occupying an adjacent hex to its opponent. Flyers can also choose to attack enemy ground troops, but only if they wish to do so. A unit of flyers can simply occupy a hex and act as a 'blocker' preventing access to enemy units. This is a very effective tactic against non-shooters but flyers are always vulnerable to missile shooting from the ground.

If a unit of flyers does attack a unit of troops or unaccompanied general or Magician, any other enemy units in hex-to-hex contact with the attacking flyers can also engage in the combat. In other words flyers have the option of staying out of reach and safe from ground troops wielding hand weapons but not missile troops.



Flyers Zone of Control

All flyers, unlike ground troops, can choose to exercise their Zone of Control. If an enemy ground unit enters an adjacent hex, a flying unit can choose to attack or not. If the enemy ground unit is not attacked it can continue moving as normal. Therefore flying units can be very useful in blocking the command and control of generals, but in so doing become available to enemy ground attack. They can be deemed to be operating at or just above ground level rather than using altitude to stay out of reach of all non-missile weapons wielded by ground troops.

Flyers are all automatically subject to the Zone of Control of other flyers.



WINNING THE BATTLE

An army is defeated when;

1. All of the Generals and Magicians 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 and Magicians) 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.

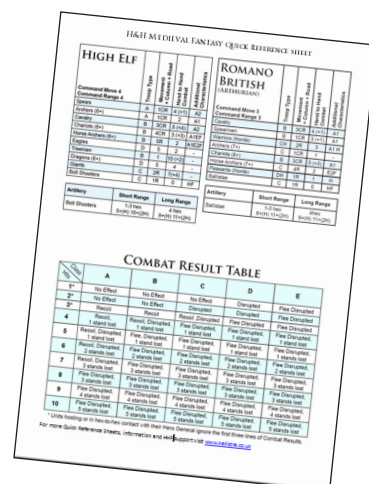
4. The Commander in Chief is killed or captured (Optional Rule)

In medieval and medieval fantasy 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. Therefore, as an optional rule, the death of the Commander-in-Chief results in the loss of the battle and therefore the game.



ONLINE SUPPORT

Visit the website, www.kallistra.co.uk for dedicated support, Frequently Asked Questions section, and lots more. You'll find some useful tool such as The Quick Reference Sheet Generator, that allows you to produce a Quick Reference Sheet (QRS) for your two select 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



COMBAT RESULT TABLE

Class Hits	A	B	C	D	E
1*	No Effect	No Effect	No Effect	Disrupted	Flee Disrupted
2*	No Effect	No Effect	Disrupted	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 melee, or Holding Fire instead of using the markers below: Red for Disrupted, Blue for Melee and Green for Hold Fire.



Markers

Disruption Markers



Melee Markers



Hold Fire Markers



A CLOSING NOTE

Hordes & Heroes Medieval Fantasy is designed as a fast play table top wargame. You should find the rules easy to follow, if you do have any difficulties, you can contact us through our web site, where you will also find a dedicated Hordes & Heroes Medieval (and Fantasy) support section. Armies can be constructed using the army lists, which are available to download from the Kallistra web site. There is also a Siege Warfare Supplement to the rules, which will enable your armies to attack and defend castles, towns, fortifications and earthworks, etc.

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, Chesterfield Open Gaming Society, Wyvern Wargames Club, The Sons of Simon De Montfort, The St Helens Wargaming Society and The Forest Outlaws.

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Hordes and Heroes Medieval Fantasy is a fast play hex based game in which armies, large and small, do battle across the medieval world.



The rule system is easy to learn and yet sophisticated enough to enable a wide range of very different medieval fantasy armies to demonstrate characteristic strategies and tactics in movement, shooting and fighting hand-to-hand, to overcome their opponents and achieve a decisive victory.

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