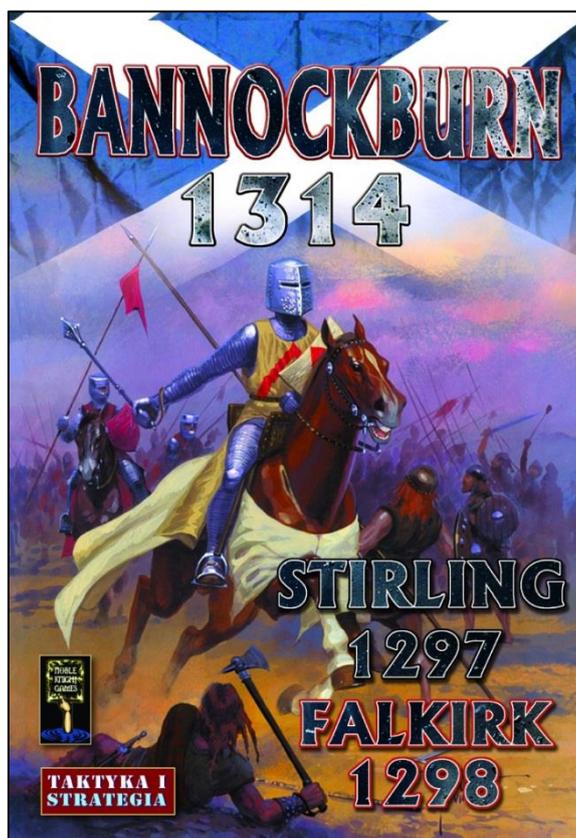

Bannockburn

1314

„Medieval” system



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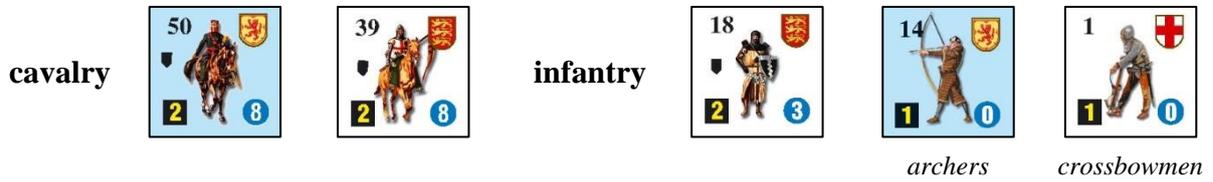
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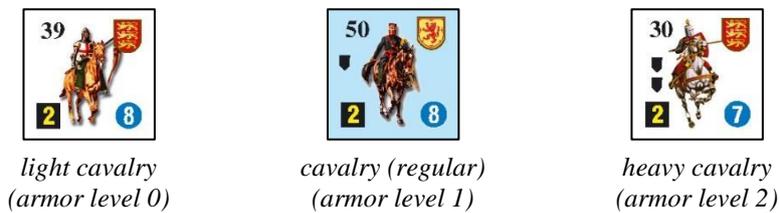
1.0 Basic Information

[1.1] Types of Units

Types of field units:



Types of cavalry:



Types of infantry:



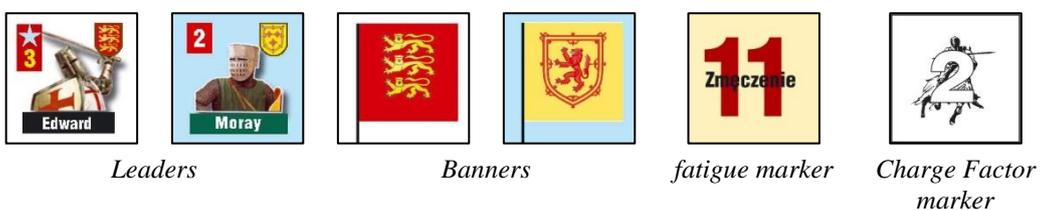
Battle sides:



[1.2] Counters

Game provides three types of counters:

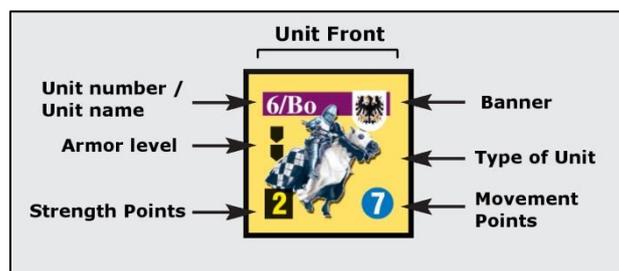
- leaders and banners
- field units
- auxiliary counters



Some scenarios may contain different types of counters which are described by the scenario's notes.

Each cavalry counter represents a conglomerate of 'lances', with about 150 horsemen/knights. Each infantry counter represents around 300 – 350 men. These values may differ depending on battle scale. See 12.0 for more information on units' organization in the game.

The counter shows all of a unit's characteristics relevant for the gameplay. At the top, on a colored rectangle marking unit's front, is the unit number and/or leading commander initials (usually first letter of his name) and its banner. On the left side of unit picture there are shields showing the armor of the unit. At the bottom there are strength (in the square on the left) and movement (in the circle on the right) points values.



Every unit has its strength defined by Strength Points (SPs). Number of SPs can decrease as a result of combat losses or other events. Loss of SP is marked by turning the unit's counter over to its reverse side (if unit's counter has reverse). A unit losing all its SPs is eliminated.



counter front



counter back
(reverse)

[1.3] Definitions

- Strength Point (SP)** => reflects unit's strength/morale/training/experience and other factors influencing unit's combat power.
- Movement Point (MP)** => reflects unit's maneuverability. It limits the number of hexes unit can move and/or maneuvers unit can make during a turn.
- Zone of Control (ZOC)** => marks unit's ability to influence its front area.
- Charge Factor (CF)** => reflects speed of cavalry units influencing their combat and ability to make a turn during movement (see [5.6]).
- Regular unit** => includes:
 - ⇒ cavalry (but not leaders) or
 - ⇒ infantry (but not ranged units).

[1.4] Combat Ratio

Combat Ratio (CR) is column in COMBAT table where combat result is to be looked up after 2 dice (2D6) roll.

CR is calculated as follows:

1. Attacking Player units' SPs are divided by defending Player units' SPs which, after rounding (see [1.6]), yields initial combat ratio.
2. Initial combat ratio is modified by both Players' combat modifiers (see [1.5]) in order to calculate final combat ratio.

Example:

Two cavalry units, each having 2 SPs, attack infantry unit with 1 SP. Total attacker's strength is 4. Total defender's strength is 1. Combat ratio is 4:1.

[1.5] Combat modifier

Combat Modifier (CM) is column shift applied on initial CR in order to obtain its final value. Both attacking and defending units can gain CMs through various factors like unit armor, charge factor, leaders etc.

Defender's CMs lower initial combat ratio (shift initial combat ratio column in COMBAT table to the left) while attacker's CMs increase initial combat ratio (shift initial combat ratio column in COMBAT table to the right).

2 combat modifiers for defender 3 combat modifiers for attacker

COMBAT TABLE												
dice roll	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
2	-	-	D1	D2 -1	D2	-1 / D2	-1 / D3D	-1 / D4D	-1 / D4D	-1 / D5D	D5D	-1 / D5D
3	-1 / -1	-	-1 / D1	D1 -1	D2 -1	D2 -1	D3	-1 / D3	-1 / D4	-1 / D5	-1 / D5	-1 / D5 -1

Maximum and minimum combat ratio on the COMBAT table can **never** be exceeded.

Example:

- Attacker units' total strength is 8 and they have 3 combat modifiers. Defending units' total strength is 3 and they have 1 combat modifier.
 - ⇒ Initial combat ration is 8:3 => 2.67:1 => 3:1.
 - ⇒ After attacker's CMs are applied combat ratio increases to 6:1.
 - ⇒ After defender's CMs are applied, final combat ratio is set to 5:1.
- Attacker units' total strength is 6 and they have 7 combat modifiers. Defending unit strength is 1 and it has 2 combat modifiers.
 - ⇒ Initial combat ration is 6:1.
 - ⇒ After attacker CMs are applied combat ratio is 9:1 (maximum possible).
 - ⇒ After defender's CMs are applied, combat ratio is set to 7:1.
 - ⇒ Final combat ratio will be 7:1.

Players must use all combat modifiers gained by armor, charge factor, leaders and other factors.

[1.6] Rounding

Any integer number division is rounded up.

Example:

- a) *If unit with strength of 1 SP should have it halved, its strength is still counted as 1.*
- b) *5 divided by 2 is 2.5. After rounding it is 3.*

For combat ratio calculations any initial CR below **.5** is to be rounded down and any result above or equal to **.5** is to be rounded up.

Example:

- a) *Attacker has 3 SPs while defender has 2 SPs. Combat Ratio is 3:2 => 1.5:1 => 2:1.*
- b) *Combat Ratio 6.49:1 is to be rounded to 6:1.*

[1.7] Group Factor Calculations

For combat and other purposes there may be a need to obtain charge factor and/or armor value for group of units. This is done by calculating mean of individual units' values. Lack of factor for given unit is included in the mean and counted as 0.

Example:

Four cavalry units attack single enemy unit. Charge factors are as follows: 3, 3, 2, 1 and armor factors are as follows 1, 1, none, none.

This group charge factor after rounding is 2 ($9 \div 4 = 2.25$) and armor value after rounding is 1 ($2 \div 4 = 0.5$).

Note that because group armor value is equal to 1, this group's combat factor, gained from charge factor, couldn't be greater than 2 (see 5.6.5).

2.0 Phases and Turns

Games in medieval system are divided into turns. Every turn allows or obliges players to perform certain actions (movement, attack, defense etc.).

All actions in a turn are grouped into phases. Every phase allows for a given set of actions only. Performing an action outside the correct phase is prohibited. Each turn is finished after all its phases have been completed.

Players cannot change the order of phases. A phase can be omitted if there are no mandatory actions and both players choose not to perform voluntary ones.

After turn has been completed, players start a new one.

One turn represents around 30 minutes of real time.

Turns can be marked by TURN (*ETAP*) counter.



[2.1] Phases

Player with initiative (moves first) – player A.

Player without initiative (moves second) – player B.

Phase 1 – cavalry movement of player A

- a) Player A can move any number of his cavalry units. All unit's movements and maneuvers are limited by unit's MPs (see 4.0).
- b) Player's A can shoot at enemy units if his ranged units (e.g. horse archers) have such ability.
- c) **Player B** can shoot at Player's A cavalry units.
- d) **Player B** may perform countercharge on Player's A cavalry units.

Phase 2 – cavalry attack of player A

All cavalry units of player A having enemy units in their ZoCs must attack.

Phase 3 – infantry movement of player A

- a) Player A can move his non-cavalry (infantry) units. All units' movements are limited by their MPs (see 4.0).
- b) **Player B** can shoot at Player's A non-cavalry units.

Phase 4 – infantry attack of player A

All non-cavalry units having enemy units in their ZoC must attack.

Phase 5 – cavalry movement of player B

Analogous to phase 1.

Phase 6 – cavalry attack of player B

Analogous to phase 2.

Phase 7 – infantry movement of player B

Analogous to phase 3.

Phase 8 – infantry attack of player B

Analogous to phase 4.

Phase 9 – MORALE modifications (see 6.0).

MORALE is modified by events during the turn. New MORALE value is valid starting from phase 1 next turn.

Note:

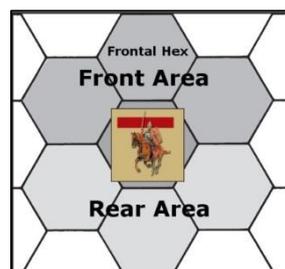
The term 'turn' has two meanings in these rules. The first (described in this chapter) describes division of play while another meaning refers to rotation of unit. The context always points whether 'game/play turn' or 'unit turn' is described.

3.0 Zone of Control

[3.1] Units Direction

In medieval system direction (front, rear) of units is very important. Changing movement direction was difficult for cavalry units, especially heavy ones. Therefore in the game position of the counter on a map is relevant.

- 3.1.1** Three hexes at the front of a unit (counter) are its "**front area**" while 3 hexes at the back of the unit (counter) are its "**rear area**". The front of a unit is marked by colored rectangle on the counter.



3.1.2 Attacker gains **2 CMs** if at least one unit attacks from defender's rear area.

Example:

Cavalry unit is attacked by 4 enemy infantry units. Two hexes of cavalry's rear area are occupied by attacking units. Attacker gains 4 CM in this combat.

[3.2] General Rules

3.2.1 Zone of Control (ZoC) extends onto unit's frontal area only.

3.2.2 Archers, crossbowmen and artillery (bombards) do not have ZoC.

3.2.3 ZoC does not extend through rivers.

3.2.4 Existence of ZoC does not negate existence of enemy ZoC on the same hex.

[3.3] Detailed Rules

3.3.1 Entering enemy ZoC does not cost additional MPs.

3.3.2 Unit entering enemy ZoC must stop. Exception to that rule is 3.3.3.

3.3.3 Unit does not need to stop in enemy unit's ZoC if its CF is greater than enemy's by more than 1. In this case **+1 MP** must be spent for movement to next hex.

Example:

Unit A with charge factor equal to 2 enters ZoC of a unit with CF equal to 0. Unit A does not need to stop but in order to move to next hex it must spend additional MP.

4.0 Movement

[4.1] General Rules

4.1.1 Players can move their units during movement phases, countercharge, retreat and pursuit.

4.1.2 Order of units to be moved during movement phase is Player's choice.

4.1.3 Players units' movement and/or maneuvers during movement phases are limited by each unit's MPs.

4.1.4 Unit does not need to use all its MPs, but any "saved" MPs do not carry over to next turn.

4.1.5 Unit cannot pass its MPs to other units.

4.1.6 Any number of units can move through a hex (see [4.5]).

4.1.7 Cost of movement for unit of given type is listed in TERRAIN EFFECT table.

[4.2] Detailed Rules

4.2.1 Unit can enter only its frontal hex (middle hex of front area).

4.2.2 Unit cannot enter hex occupied by enemy units. Exception to that rule is ride down (see [5.8]).

4.2.3 Unit A can enter hex occupied by other friendly unit B only in 2 cases:

a) unit A and unit B total strength does not exceed hex stacking limit (see [4.5])

b) unit A rides down unit B (see [5.8])

4.2.4 Entering hex occupied by friendly unit cost additional **1 MP** (case a).

4.2.5 Rivers can be crossed only through bridges or fords (they are marked on the map).

4.2.6 A unit, having CF greater than **0**, entering forest, village, ford or fortifications loses 1 SP and scatters.

- 4.2.7** A unit entering swamps loses 1 SP and scatters unless movement is on a road.
- 4.2.8** Movement on a road allows cavalry to move with CF equal to 1 through swamp, forest, village, ford or fortifications (effects of 4.2.6 are ignored).
- 4.2.9** Movement on a road reduces cost of refraining from CF increase to **0.5 MP** (see 5.6.12).
- 4.2.10** Unit can always move by 1 hex and make any turn or make any turn without moving. This cost all MPs unit had at the beginning of the movement phase. After such move unit's CF is reduced to 0.

This rule allows units to move onto adjacent hex or turn into any direction even if it does not have sufficient number of MPs at the beginning of movement phase.

[4.3] Maneuvers (turns)

Turning allows units to change direction of movement. Ability to do this quickly and in the tight formation was one of the most valuable skills of cavalry unit during medieval battle.

- 4.3.1** Base cost of each 60⁰ turn is **1 MP**.

Example:

Base cost of 180⁰ turn is 3 MPs.

- 4.3.2** Total cost of cavalry unit's turn equals base turn cost multiplied by unit's charge factor increased by 1 with armor level added.

Example:

Unit of heavy cavalry (armor level equal to 2) with charge factor equal to 3 (at full charge) wants to turn by 60⁰. Cost of such maneuver will be:

1 MP x (3 + 1) + 2 = 6 MPs

- 4.3.3** Infantry always pay **1 MP** for any turn (4.3.2 is ignored).

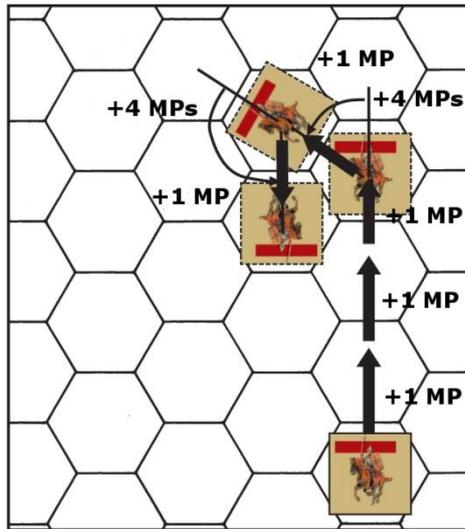
- 4.3.4** Cavalry unit with charge factor greater than 1 can turn by 60⁰ only.

To turn by more than 60⁰, charging cavalry unit must "break": make allowed 60⁰ turn, move 1 hex and then it can make any turn.

Example:

Light cavalry unit (armor level 0) has moved 3 hexes in straight line gaining charge factor equal to 3. In order to move back a unit must turn by 60⁰ then move 1 hex and then turn by e.g. 120⁰.

Unit spends 3 MPs on move by three hexes, then turns by 60⁰ at cost of 4 MPs, then moves by one hex for 1 MP, then turns by 120⁰ for 4 MPs and then moves by one hex at cost of 1 MP.



Cost of first turn is 4 MPs ($1 \text{ MP} \times (3 + 1) + 0 = 4$) and cost of second turn is 4 MPs ($2 \text{ MP} \times (1 + 1) + 0 = 4$).

Note that such maneuver will take more than one turn for regular cavalry unit.

4.3.5 Presence of ZoC increases final cost of turn by **+1MP**.

4.3.6 Terrain increases final cost of turn for a unit during movement. Terrain cost in MPs (from TERRAIN EFFECT table) must be added to the cost of turn.

Example:

Unit of heavy cavalry (not in charge, armor level 2) turns by 120° in forest. Cost of such maneuver is 4 MPs (for turn) + 2 MPs (terrain cost) = **6 MPs**.

4.3.7 Unit can turn in any direction after pursuit or retreat.

4.3.8 Unit can make only one turn on a hex during a phase (a turn on one hex cannot be divided into smaller parts).

4.3.9 Unit does not spend MPs for turns when moving on a road.

[4.4] Leaving and Returning to Map

4.4.1 Unit can leave map only as result of movement or pursuit. Map border is treated as impassable terrain for retreats.

4.4.2 Leaving a map (“crossing” map border) cost **1 MP**.

4.4.3 Unit that left map can return after 3 full game turns (see 2.0).

Example:

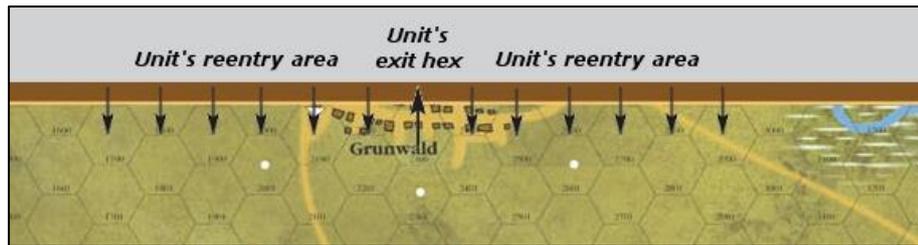
a) Unit left map in Turn 2 during its movement phase (phase 1). Unit can return to the map on Turn 5 during its movement phase the earliest.

b) Unit left map in Turn 2 during pursuit (phase 2). Unit can return to the map on Turn 6 during its movement phase.

4.4.4 Unit that left map can return no farther than 6 hexes from the departure hex for cavalry units and no farther than 4 hexes for non-cavalry units.

Example

Cavalry unit that left map from field 2300 can reenter it on fields 1700 to 2900 inclusive.



- 4.4.5 During the phase the unit returned to the game, the unit cannot move (unit's counter is just placed on return hex).
- 4.4.6 Unit cannot return to the map on impassable terrain.
- 4.4.7 Unit cannot return to the map on hexes occupied by enemy units(s) or in enemy ZoC.
- 4.4.8 If unit cannot or does not want to return to the map, then its return is delayed until this is possible and player decides to do so. Delay does not influence any return limitations (e.g. reentry zone from 4.4.4 remains the same).
- 4.4.9 Returning units must obey stacking limitations.

[4.5] *Stacking*

- 4.5.1 One hex can contain units with maximum strength of 2 SPs. Exception to the rules are marked explicitly (e.g. 11.1.8).
- 4.5.2 At **any moment** of the game stack limit cannot be exceeded.

This means that, for example, unit cannot move or retreat through hex if such action caused hex stacking limit to be exceeded. Cavalry units can ride down friendly infantry to be able to enter such hex.

Example

Full strength unit (with 2 SPs) cannot enter hex occupied by infantry unit with 1 SP.

5.0 **Combat**

[5.1] *Combat Procedure*

- 5.1.1 Combat procedure is as follows:
 - a) Attacker selects attacking unit(s) and their target(s).
 - b) Both sides total SPs and combat modifiers are counted.
 - c) Combat ratio is calculated (see [1.4])
 - d) Combat modifiers are applied (see [1.5]).
 - e) Two dice (2D6) are rolled.
 - f) Intersection of final combat ratio column with row respective to dice roll provides combat result. It should be applied before g) in following order: first loss of SPs, than retreat and pursuit if any.
 - g) One dice (D6) roll for scatter is made and result is checked in COMBAT SCATTER table.

Example:

Two cavalry units (each having 2 SPs), with charge factors 2 and 3, attack enemy cavalry (2 SPs) with charge factor 1. Attackers' armor values are 2 and 1, defender armor value is 0. Attack is being carried out through a stream.

For this combat initial combat ratio is 4:2 => 2:1. Then it needs to include:

- ⇒ *Attacker combat modifiers: 2 from charge factors (for attack through stream unit loses 1 CF – see 5.6.8) and 2 from armor (4 in total).*

⇒ *Defender combat modifiers: 1 from charge and 1 from terrain (2 in total).
Final combat ratio for this combat is 4:1.
If attacking player rolls 4 for combat result then defending unit must retreat by 2 hexes and attacker loses 1 SP (his counter needs to reverse). Finally roll for scatter must be made. On results 1 or 2 defending unit is scattered after retreat.*

Note:

Combat results are explained below COMBAT table.

[5.2] General Rules

- 5.2.1** Combat between units takes place only during combat phases or as a result of countercharge during cavalry movement phase.
- 5.2.2** All units having enemy in their ZoCs must attack.
- 5.2.3** All enemy units in attacking units' ZoCs must be attacked.
- 5.2.4** Unit can attack only units in its front area.
- 5.2.5** Single enemy unit can be attacked by multiple friendly units. Multiple enemy units can be attacked by single friendly unit. **In any combat, either attacking or defending units must be in one hex - here are no many on many combats.**
- 5.2.6** Attack from opposing directions provides **1** combat modifier for attacking Player.
- 5.2.7** In combat both Players gain combat modifiers equal to their units' (group) armor value.
- 5.2.8** If defending units is eliminated during combat then its opponent can enter hex released by defender and then:
 - a) can make any turn,
 - b) move onto adjacent hex and
 - c) make any turn again.This counts as regular movement (unit cannot move through enemy's ZoC, loses CF if turn is made etc.)
- 5.2.9** The order in which combats are resolved is chosen by attacking player (in cavalry movement phases player who makes countercharge is attacking player).
- 5.2.10** One combat must be concluded before any other combat starts.
- 5.2.11** Charge Factor is reduced by 1 after combat.

Example:

Cavalry unit with CF equal to 3 attacks enemy cavalry unit with CF equal to 2. After combat attacking unit will have CF equal to 2 and defending unit will have CF equal to 1.

- 5.2.12** Combat phase lasts till every attack is concluded.

[5.3] Terrain effect

- 5.3.1** Terrain effect on combat is described in TERRAIN EFFECT table.
- 5.3.2** If defender fights on multiple hexes the one with most SPs is counted for any CMs gained by defender.

[5.4] Retreat

Both attacker and defender may retreat as a result of a combat (if they receive a Dx or Ax results in COMBAT table).

- 5.4.1 Any retreats are mandatory
- 5.4.2 Retreating units must retreat by given number of hexes from the combat hex.

Example:

Result D2 means that defender must finish its retreat 2 hexes from hex where it was fighting.

- 5.4.3 Unit does not lose CF due to turns made during retreat.
- 5.4.4 If cavalry unit retreats on/through hex occupied by friendly non-cavalry unit then this unit is eliminated. Such ride down is obligatory if this is the only way for cavalry to retreat the full required distance (see 5.8).
- 5.4.5 Retreat is not possible into enemy ZoC or on terrain inaccessible for given unit.
- 5.4.6 If Player cannot retreat by required number of hexes it loses 1 SP for each hex the retreat was not possible (from all fighting units). If the loss causes unit's elimination it happens on last hex of retreat (unit must retreat by maximum number of hexes possible and then take losses due to partial retreat).

Example:

If defender must retreat by 4 hexes (D4 result) but he can move only 3 hexes from hex the combat took place, it loses 1 SP.

- 5.4.7 If several units defended it is Player's choice which one will suffer losses.

[5.5] Pursuit

After opponent has withdrawn, opposing side can (or must) make a pursuit.

- 5.5.1 Pursuit can be obligatory or voluntary.
- 5.5.2 Pursuit is voluntary if unit passes test on leader's influence according to below table. Otherwise pursuit is obligatory.

PURSUIT

Hexes from leader	Modified dice (1D6) roll	Result
0*	0 and less	PO
1	1 and less	PO
2	2 and less	PO
3	3 and less	PO
4	4 and less	PO
5 and more	5 and less	PO

* leader on attacker's hex

PO - pursuit obligatory

- 5.5.3 Obligatory pursuit can be made through retreat path only.
- 5.5.4 Voluntary pursuit allows leaving retreat path by 1 hex.

Example:

- a) *During obligatory pursuit unit A can only move through path set by retreating unit.*
- b) *During voluntary pursuit unit A can leave retreat path and move to adjacent hex.*

5.6.5 Combat modifier gained due to CF cannot be greater than unit's armor level increased by 1.

Example:

During combat, unit with armor level 1 and CF equal to 3, gains maximum combat modifier equal to 2. Its CF still counts as 3 for e.g. cost of turning. The unit still receives 1 combat modifier from its armor value (according to 5.2.7).

5.6.6 CF is reduced to 0 and not counted for in attack on units in fortifications, forest or on swamps.

5.6.7 CF is reduced by 1 if cavalry unit moves through bridge.

5.6.8 CF is reduced by 1 for moving through stream.

5.6.9 CF is reduced by 1 for each hex moved uphill.

Example:

Unit moves uphill by 2 hexes so its CF is reduced by 2.

5.6.10 If attacking unit must retreat (any of Ax results) then its CF is reduced to 0.

5.6.11 Unit which CF is **greater than 0** must move onto hex in its frontal area if it has sufficient MPs to do so.

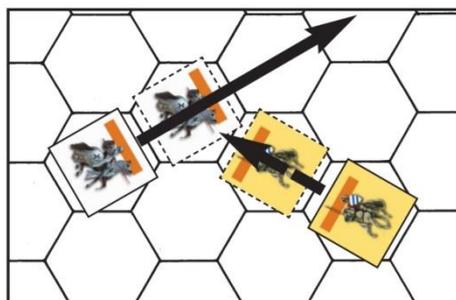
5.6.12 Unit that does not want to increase its CF after entering a hex must spend additional **1 MP**.

5.6.13 Unit must spend additional **2 MPs** if it wants to reduce its current CF value when entering a hex.

[5.7] Countercharge

Allows inactive player to react to enemy moves – attack on charging enemy cavalry units instead of passively waiting for the attack.

5.7.1 Countercharge is made by friendly cavalry unit on **currently moving** enemy cavalry unit adjacent to its front area.



5.7.2 Countercharging units:

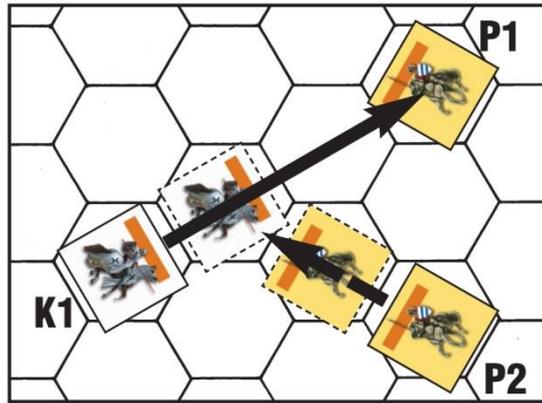
- can (but does not have to) make 60° turn, and then
- must move on hex adjacent to currently moving enemy cavalry unit and
- fight in countercharge combat

5.7.3 Countercharge combat must be resolved before movement of next enemy unit.

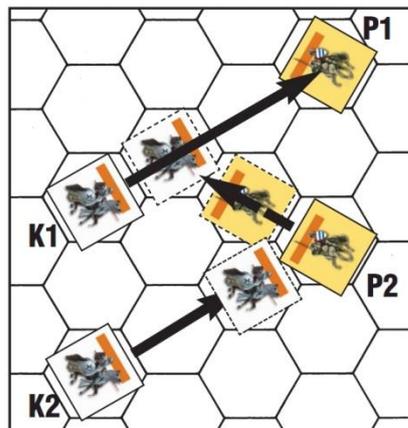
5.7.4 Countercharge combat does not prevent units from fighting in subsequent cavalry combat phase.

Example:

Unit K1 moves to attack unit P1. Unit P2 countercharges in order to prevent the attack. Countercharge combat is resolved just after unit P2 moves.



If Player K started to move unit K2 countercharge on K1 is not allowed. If Player P decided to countercharge on K1, Player K can use unit K2 to attack countercharging unit P2 in cavalry combat phase.



- 5.7.5** If enemy unit is adjacent to front areas of more than one friendly units all of them can countercharge.

Example:

Enemy unit enters field that is adjacent to front areas of 4 friendly cavalry unit. Any (none or all) of these units can countercharge. One combat will be fought with enemy as a result of such countercharge.

- 5.7.6** During countercharge all movement rules apply. Namely unit's CF is reduced to 0 if unit makes a turn and unit's CF is increased by 1 for one hex it moves towards enemy unit.

Example:

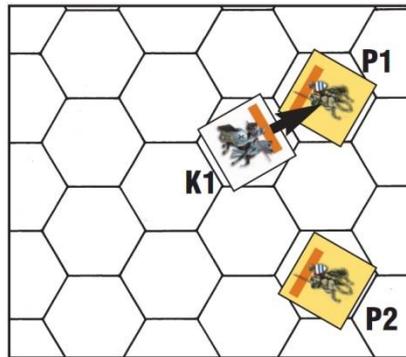
Countercharging unit with CF 1 (armor value 2), that does not turn, increases it by 1 (so it will gain CM equal to 2). If unit turns and then moves, its CF will be 1 and unit will gain 1 CM in the combat.

The same unit countercharging through ford will have its CF reduced to 0 and does not gain any CM in the combat.

- 5.7.7** Unit can countercharge only once during enemy movement phase
5.7.8 Unit cannot countercharge if it is in ZoC of enemy cavalry unit(s).
5.7.9 Unit without armor (armor value equal to 0) doesn't gain CM from its CF during countercharge fight.
5.7.10 Enemy unit cannot be countercharged if adjacent to other friendly unit.

Example:

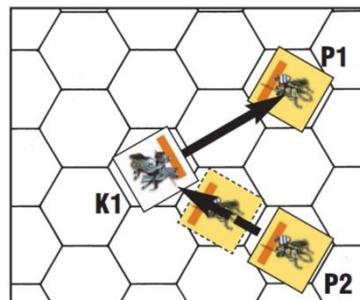
Unit P2 cannot countercharge on K1 as it is adjacent to P1.



5.7.11 Enemy unit that was countercharged stops its movement regardless of countercharge combat result (it can pursue if countercharging unit(s) retreat or is eliminated due to combat result).

Example:

If unit K1 wants to start movement, unit P2 can countercharge to stop unit K1.



[5.8] Ride Down

5.8.1 Cavalry unit with Charge Factor greater than 1, moving through non-cavalry unit (also friendly one) can ride it down.

5.8.2 In order to ride down a cavalry unit's CM gained from CF (see 5.6.4 and 5.6.5) increased by its armor level reduced by terrain and armor level of the unit's being ridden down must be greater than 0.

Example:

a) Light cavalry (armor level 0) with Charge Factor equal to 3 wants to ride down a retainer unit (armor level 0) that it caught in clear terrain (no defensive bonus).

The unit can ride down unlucky infantry since:

$$CM (1) + Armor (0) - Defender armor (0) - terrain modifier (0) = 1.$$

If defending unit was in the hills (with cavalry charging uphill) or had an armor the ride down would not be possible.

b) Heavy cavalry (armor level 2) at full speed (Charge Factor 3) storms uphill (terrain effect: -1 and reduction of cavalry's CF to 2) on heavy infantry (armor level 2). Infantry unit will be ridden down since:

$$2 + 2 - 2 - 1 = 1$$

c) Cavalry cannot ride down infantry in forest since cavalry unit doesn't have sufficient CF when entering such hex (see 4.2.8).

- 5.8.3 Unit ridden down is eliminated.
- 5.8.4 Riding down a unit down does not cause MORALE factor change.
- 5.8.5 Cavalry must enter hex occupied by a unit to ride it down.
- 5.8.6 In movement phase cost of riding down (in MPs) is equal to SPs of units being ridden down on a hex.

Example:

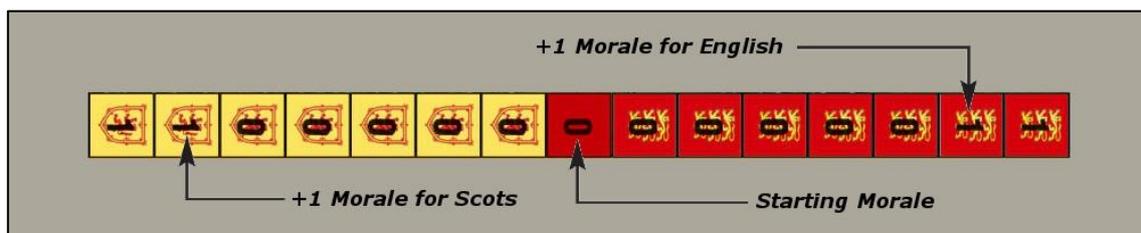
Cavalry unit wants to ride down two infantry units, each one having 1 SP, standing on one hex. Cost of riding down this hex is 2 MPs.

- 5.8.7 During pursuit or retreat (see 5.4.4) it is enough to enter hex occupied by a unit to ride it down – unit does not (and couldn't) spend MPs for this action.
- 5.8.8 Infantry in fortifications, buildings or in any kind of special formation (e.g. Scottish shiltron) cannot be ridden down.



6.0 Morale

During medieval battles morale of fighting armies and their units was crucial to the final outcome of the battle. This is reflected in the rules by MORALE value. For each game, map has special MORALE track with a counter to indicate influence of overall battle course on currently fighting units.



MORALE track example.

[6.1] General Rules

- 6.1.1 MORALE track shows morale during given moment of the battle. Current MORALE value influences units' behavior on the map.
- 6.1.2 MORALE value provides additional combat modifier for the Players' units in every combat.

Example:

If MORALE value is '+1' for Poles it means that all Polish units and their allies gain +1 combat modifier during their combats.

- 6.1.3 MORALE counter start position is marked on MORALE track. It is usually '0' at the beginning of the battle. Some scenarios may have different starting MORALE value.
- 6.1.4 Enemy unit elimination moves MORALE counter by 1 box to the benefit of eliminating player.
- 6.1.5 Fall of a banner (even if not captured by enemy) moves MORALE counter by 3 boxes to the benefit of opposing Player. Recapture of a banner reverse the effect – counter is moved 3 boxes to the benefit of recapturing Player.
- 6.1.6 Leader death moves MORALE counter by 8 boxes to the benefit of killing player.
- 6.1.7 Grand leader death moves MORALE counter by 12 boxes to the benefit of killing Player.
- 6.1.8 Units with '+2' MORALE subtract 3 from dice roll when testing for obligatory or voluntary pursuit (see 5.5.2).

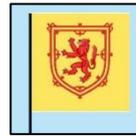
6.1.9 MORALE counter can be moved after every kill but its influence is set just once – at the end of the turn in phase 9.

7.0 Banners

During medieval battles banners with knights' alignment had tremendous morale influence on the battlefield. In many cases banner lost could harness combat morale to the point of morale break and units retreat from battlefield.



English banner



Scottish banner

[7.1] General Rules

7.1.1 Every side has a number of banners (described in scenario setup) that player places on hexes with leader units (one banner with leader of choice) at the beginning of the battle.

Note:

Banners are independent and do not need to move with the leader. It just always needs to be held by regular unit.

7.1.2 A banner is not a regular unit. It does not have MPs, SPs or ZoC, it does not add to the stacking limit and it can be moved only by a **regular unit**.

7.1.3 Banner can be moved with only one unit during a turn.

Example:

Unit A holding banner can pass it to other unit B before it makes any movement. Then banner can be moved with unit B. If unit A moves, it can also pass banner to other friendly unit but this unit cannot be moved even if it wasn't activated yet.

7.1.4 Banner must always be held by a friendly unit if possible. It cannot be abandoned. To change holder, banner must be passed to other friendly unit (on the same or adjacent hex). Passing banner costs **1 MP** for banner holder.

7.1.5 Banner falls when unit holding it is eliminated and no other friendly units to keep it are on the hex. It has to be left on hex where unit holding it was eliminated

7.1.6 Banner is captured by enemy when any hostile regular unit enters hex with fallen banner (during pursuit, movement or any other displacement).

7.1.7 Any friendly units on hex with banner and any units adjacent to it gain **1 CM**. Being in range of multiple banners does not provide additional CMs (unit can gain only 1).

7.1.8 See 6.1.5.

8.0 Leaders



Grand Leader
(range 3)



Leader
(range 1)

[8.1] General Rules

- 8.1.1** A leader is not a regular unit. It does not have SPs or ZoC. It can be stacked with other friendly units without adding to the stack limit. It can also move alone without other friendly unit.
- 8.1.2** Leader has 10 MPs and moves like cavalry unit (e.g. regarding influence of terrain for movement).
- 8.1.3** Leader ignores enemy ZoCs.
- 8.1.4** Leader death means that all units under his command lose **1 SP** (see 12.0).
- 8.1.5** Death of Grand Leader (all leaders with range 3) means that all Player's units lose 1 SP.
- 8.1.6** Any unit loss caused by leader death is not reflected on MORALE track.
- 8.1.7** Leaders do not scatter.

[8.2] Leader in combat

- 8.2.1** Any unit stacked on hex together with leader gains 2 CMs.
- 8.2.2** Any unit within leader's command range gains 1 CM.
- 8.2.3** Unit can gain CMs just from one leader.
- 8.2.4** If leader is stacked with units engaged in combat and those units are forced to retreat (Dx or Ax result), a 2 dice (2D6) roll must be made for leader death. If the roll is less or equal to number of fields units with leader have to retreat, the leader dies in the fight.
- 8.2.5** Any SP loses inflicted by enemy to retreating units should be subtracted from dice roll result in 8.2.4. This also includes additional loses, e.g. in situations when units cannot retreat by required number of hexes (see 5.4.6).

Example:

- a) *Units attacking with leader received combat result A2 -1. Roll for leader death must be made. If 2 dice roll is 2 or 3 the leader dies.*
- b) *Units defending with leader on the same hex received combat result A3 -1 and can retreat by 2 hexes only (taking additional 1 SP loss as a result). Roll for leader death must be made. If 2 dice roll is 2, 3, 4 or 5 the leader dies.*

- 8.2.6** Leader retreats independently from unit(s) it was stacked with and ignores enemy ZoCs when retreating.
- 8.2.7** Leader is not affected if he cannot retreat – he stops in the last hex possible for withdrawal. If possible enemy can enter such hex and kill the leader (see 8.2.8).

Example

Leader and accompanying units must withdraw 2 hexes according to combat results but only 1 hex of withdrawal is possible. While accompanying regular units obey regular withdrawal rules, leader withdraws by 1 hex and stops (he can be killed by enemy pursuit if accompanying regular units are all killed).

If the stack could not withdraw at all, leader stays on the hex (and can be killed by enemy pursuit if all accompanying regular units are all killed).

- 8.2.8** Leader alone on hex is killed when enemy unit enters such field during movement or pursuit.
- 8.2.9** Leader alone on hex is killed, if attacked during combat phase or countercharge. Such combat is fought (which may mean losses for attacker) using maximum COMBAT table combat ratio, but regardless of the result, the leader is killed.
- 8.2.10** See 6.1.6 and 6.1.7.

9.0 Scatter

Losing a will to fight was one of the most important reasons of failure in medieval battles. It often happened that, despite minimal casualties, units just scattered and abandoned battlefield.

[9.1] General Rules

9.1.1 Unit is scattered:

- ⇒ in combat (see [5.1]).
- ⇒ as a result of enemy's actions (e.g. ranged fire).

9.1.2 Unit that was scattered is put on "Scattered Units" (*Rozproszenie*) track that is drawn on a map for each side of the battle.



9.1.3 Unit stacked with a leader cannot be scattered as a result of a combat.

9.1.4 If there is no place for a unit on "Scattered Units" track then such unit is eliminated.

9.1.5 Losses resulted from unit scatter does not count for MORALE track changes.

9.1.6 At the beginning of unit's movement phase a one die (D6) roll is made for each unit in "Scattered Units" track. Result of **4 and more** means that unit is regrouped and can be placed on any hex within its leader range.

9.1.7 If unit's leader is killed than unit can be placed in the Grand Leader's command range. Such unit lose 1 SP (unit with only 1 SP remaining is eliminated). If Grand Leader is also killed then such scattered units are eliminated (without MORALE effect).

9.1.8 Regrouped unit is considered to be moved and has CF equal to 0.

10.0 Ranged units

[10.1] General Rules

10.1.1 Ranged unit's counter has movement (SP equal to **0**) and combat (MPs equal to **0**) formation side. For stacking purposes combat formation's SPs are allowed for.



movement formation



combat formation

10.1.2 Ranged unit can shoot at enemy units only when in combat formation.

10.1.3 Change of formation (turning counter) cost **1 MP**.

10.1.4 Ranged unit can be moved to adjacent accessible hex without formation change.

10.1.5 Ranged unit shoot at any time during enemy movement phase.

Example

'At any time' means that e.g.:

- a) Ranged unit can shoot at any unit (in range) before any movement of enemy units (just after enemy movement phase started).
- b) Ranged unit can shoot as soon as unit enters their fire range (see 10.2.7).
- c) Ranged unit can shoot after enemy finished all his movement (still before end of enemy movement phase).

10.1.6 Ranged unit can shoot only **once** during a turn.

10.1.7 Specific unit characteristics – different than described in general rules (e.g. number of shoots per turn, range) - are described in unit's section rules (e.g. for Horse Archers).

[10.2] Ranged fire

10.2.1 If ranged unit shoot at enemy units in friendly ZoC then dice (1D6) roll must be made. On **1** a friendly unit adjacent to enemy under fire (chosen by owning Player) suffers 1 SP of losses. In this case enemy target unit does not suffer any losses.

Example:

Archers shoot at enemy cavalry unit next to friendly infantry unit. Player rolls for "friendly fire" and result is 1. As a result enemy unit does not suffer any losses (roll for its losses is skipped) and friendly infantry loses 1 SP.

10.2.2 Enemy armor influences ranged unit fire. Armor level is subtracted from ranged unit fire dice roll.

10.2.3 Ranged unit fire dice roll is modified by terrain. 1 should be subtracted if shooting at units in forest, village or within fortifications.

10.2.4 If ranged unit shoots at hex with a leader, a 2 dice (2D6) roll should be made. Result of 12 means leader death. The roll is made for each unit shooting to the hex.

Example:

This rule even means, that friendly leader can be killed by friendly fire, e.g. in situation described in 10.2.2 (on dice (1D6) roll 1 and then 2 dice (2D6) roll 12).

10.2.5 Ranged unit must have visibility to the target. Visibility is blocked by hex with hills, forest, village or fortifications. Visibility is not blocked by friendly units.



Polish archers cannot shoot at unit A because visibility is blocked by village. They can however shoot to unit.

10.2.6 Concurrent fire from both friendly and enemy units is made with initial units' strength. Any losses are set after both units have shoot.

Example:

Horse Archers enter hex adjacent to crossbowmen. In this case both units can shoot. If both Players decide to shoot then they roll for enemy losses and any damage inflicted by enemy is counted after both shoots are finished.

[10.3] Direct combat

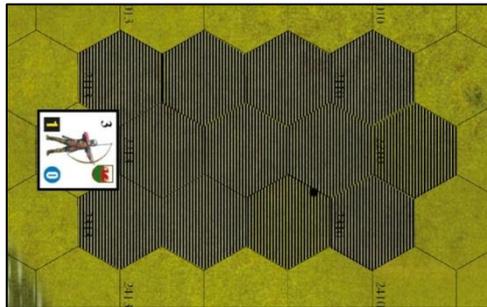
10.3.1 Attacker gains **2 CMs** when their targets include ranged units.

10.3.2 Ranged unit (in any formation) fighting **alone** use only **1 SP** (regardless of number of ranged units fighting).

10.3.3 Ranged unit in combat formation cannot retreat in direct combat. They must take losses due to the fact that they do not retreat, but still have chances of survival from enemy attack.

[10.4] Archers

10.4.1 Archers range is shown on below picture:



10.4.2 Archers shoot according to ARCHER FIRE table:

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-1	-1	-1S	-1S	-1	-2
2	-	-	-	-	-	-	-	-	-1	-1	-2	-2
3	-	-	-	-	-	-	-	-	-1	-1	-1	-1
4	-	-	-	-	-	-	-	-	-	-	-1	-1

S - unit scatters automatically

[10.5] Horse Archers

Horse Arches had speed and maneuverability. With their light bows they were great in disorganizing enemy formations at the beginning of combat.

10.5.1 Besides ability to shoot horse archers are considered cavalry units (e.g. [10.3] doesn't apply, they don't have combat/movement formation etc.) with limitations described in this section.

10.5.2 Horse Archers units' base turn cost is **0.5 MP** for 60⁰ turn.

10.5.3 Horse Archers don't get any combat modifiers from their CF.

10.5.4 Horse archers can shoot to targets on any adjacent hex.

10.5.5 Horse archers shoot according to HORSE ARCHER FIRE table:

HORSE ARCHER FIRE

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-1	-1	-1	-1

10.5.6 Horse archers can shoot twice in a game turn: additional to enemy movement phase, they can shoot during friendly movement phase.

10.5.7 Horse archers can shoot only once **during** friendly movement phase.

Example

Horse archer can enter enemy ZoC and shoot at the enemy during their movement phase.

10.5.8 Cost of firing during friendly movement phase is **1 MP**.

10.5.9 Horse archer unit that has 1 SP subtracts 1 from dice roll when shooting.

10.5.10 If horse archers inflicted losses, the unit must also make test for scatter according to COMBAT SCATTER table (B1 row).

10.5.11 Horse Archers are not influenced by fatigue (see 13.0).

[10.6] Crossbowmen

A crossbow was much more powerful than a bow and could target even the best armored knights. Its power caused such fear among knights that they called it 'dishonorable' weapon and were pushing strongly to ban it.

10.6.1 Crossbowmen shooting range is similar to the archers'.

10.6.2 Crossbowmen shoot according to CROSSBOWMAN FIRE table:

CROSSBOW FIRE

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-1	-1	-1	-1	-1	-1S	-1S	-2	-2
2	-	-	-	-	-	-1	-1	-1	-1S	-1S	-2	-2
3	-	-	-	-	-	-	-	-	-1	-1	-1S	-1S
4	-	-	-	-	-	-	-	-	-1	-1	-1S	-1S

S - unit scatters automatically

10.6.3 If crossbowmen inflict losses a dice roll should be made. On 6 enemy unit is scattered.

[10.7] Bombards

Medieval bombards were predecessors for modern artillery. But those units didn't play important role on the battlefield yet.

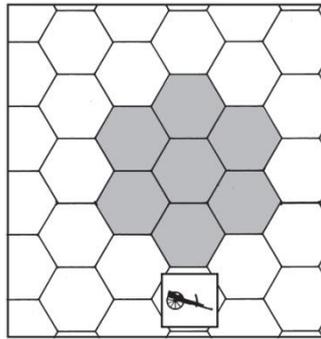
10.7.1 Bombards shoot at units according to BOMBARDS FIRE (UNITS) table:

BOMBARD FIRE (UNITS)

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	S	S	S	S	S
2	-	-	-	-	-	-	-	-	S	S	S	S
3	-	-	-	-	-	-	-	-	-	S	S	S

S - unit scatters automatically

10.7.2 Bombards range is showed on below picture:



10.7.3 For bombards only armor level **2** influences its fire (*10.2.3* is ignored). **1** is subtracted from the fire roll result for such units.

10.7.4 Bombards cannot retreat when in combat formation. They must take losses due to the fact that they do not retreat, but still have chances of survival from enemy attack.

10.7.5 Bombards can shoot at objects according to BOMBARDS FIRE (OBJECTS) table:

BOMBARD FIRE (OBJECTS)

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	D	D	D	D	D
2	-	-	-	-	-	-	-	-	D	D	D	D
3	-	-	-	-	-	-	-	-	-	D	D	D

D - object destroyed

11.0 Objects

[11.1] Fortifications

Fortifications are any buildings build by man and having defensive ability: bailey, ramparts, palisades and any other fortified buildings built by a man. They are described in the map legend.

11.1.1 A unit attacking through fortifications has its SPs halved.

11.1.2 Cavalry unit attacking through fortifications loses its CF.

11.1.3 Movement through fortifications cost additionally:

+1 MP	=>	Infantry with armor level equal to 0
+2 MPs	=>	Infantry with armor level equal to 1 or 2
+3 MPs	=>	Cavalry with armor level equal to 0
+4 MPs	=>	Cavalry with armor level equal to 1
+5 MPs	=>	Cavalry with armor level equal to 2

11.1.4 Movement through gates (marked on the map) does not cost additional MPs.

11.1.5 Pursuit through fortifications is possible only on hex occupied by defending unit.

Example

Unit defending in fortifications received combat result D2. It retreats by 2 hexes but attacker can enter only hex it occupied during combat.

11.1.6 Fortifications can be destroyed by regular unit. If the unit stays on the fortified hex for 3 full turns, then on turn 4, at the beginning of movement phase, fortification is considered to be destroyed.

11.1.7 If unit is attacked during destroying fortifications the procedure described in 11.1.6 needs to be restarted.

Example

Infantry unit entered fortified hex on turn 4. Player declared fortifications destruction and left the unit on the hex till turn 8. On turn 8, movement phase, fortifications are destroyed and infantry unit can move.

If unit was attacked, even by unsuccessful ranged fire, the whole procedure needs to be restarted.

11.1.8 Stacking limit for fortified hex is 10 SPs. Such hex can fight with maximum strength of 4 SPs though.

11.1.9 Maximum 2 SPs of cavalry units can be stacked on fortified hex.



[11.2] Wolf pits

11.2.1 The pits are hidden and revealed when enemy unit enters the hex.

11.2.2 Cavalry unit entering the pits must roll 1 dice (1D6). The results are as follows:

- ⇒ **1** – no effect
- ⇒ **2** – retreat by 1 hex
- ⇒ **3** – scatter
- ⇒ **4-6** – losing 1 SP

11.2.3 Cavalry unit that entered the pits loses its CF.

[11.3] Shiltron

Scottish infantry in XIIIth and XIVth century developed very effective defensive formation called shiltron (wall of shields). This innovation gave Scots an edge over English cavalry for which it was extremely difficult to attack infantry in such formation.



11.3.1 Shiltron formation is marked by special auxiliary counter.

11.3.2 Shiltron can be created by Scottish infantry unit by using its all nominal MPs.

11.3.3 Shiltron cannot be created in enemy ZoC.

11.3.4 Unit in shiltron formation has its SPs doubled (also in attack) if more than half of enemy SPs is cavalry.

11.3.5 Unit in shiltron formation does not have ZoC but all adjacent hexes are its frontal area.

11.3.6 Shiltron reduces enemy cavalry's CF to 0 (but not lower than 0).

11.3.7 Shiltron reduces enemy cavalry's armor level by 1 (but not less than 0).

11.3.8 Shiltron formation is removed from unit if it pursues or retreats (Dx/Ax results).

11.3.9 Unit in shiltron formation can move by 1 hex only (such move uses all of unit's MPs).

11.3.10 Shiltron formation can be lifted at a cost of **2 MPs**.

11.3.11 No friendly unit can enter a hex with infantry in shiltron formation.

OPTIONAL RULES

Rules in this section can be omitted by less experienced players as they may be confusing and too complicated for first games.

12.0 Units organization

Basic medieval cavalry organization unit was the 'lance' – created by the lord and his retinue. Lances were grouped and fought within 'banner' – which marked group of lords from one family or area. There were also 'court' banners created by the King, Prince or Książ.

In the game, for simplicity and to reduce the number of counters, each counter represents several lances that fought together. Lances are commanded by a leader assigned in the scenario or in some cases by the Player.

[12.1] General Rules

- 12.1.1 Each leader has certain number of units assigned in the scenario.
- 12.1.2 If there is unit pool (units not assigned to any leader) then Player can assign those units freely to any leader at the beginning of the game.
- 12.1.3 Unit assignment cannot be changed during game.

13.0 Fatigue

Fatigue is a factor that greatly influenced medieval battles. There were combats where, after several hours of fierce fight, both sides ceased fighting and rejoined after couple of hours of rest.

[13.1] General Rules



- 13.1.1 Fatigue rules apply to leader and his units (see 12.0).
- 13.1.2 Unless scenario specific rules set it differently, starting fatigue for a leader is **0**.
- 13.1.3 If leader moves, fights or influence any fight during the turn its fatigue increases.

Example

Steward has made his first move. Its fatigue level increases from 0 to 1.

If in next turn he influences (even) 1 combat its fatigue increases from 1 to 2.

- 13.1.4 Fatigue increases if any unit under the leader has CF greater than 0.
- 13.1.5 If leader's fatigue is not increased during a turn then Player can lower it by **1**.
- 13.1.6 Fatigue can change by 1 level in a turn only.

[13.2] Fatigue effect

- 13.2.1 For each unit under command of a leader with fatigue level above 12 one dice (D6) roll is made. Result below **4** means that unit becomes scattered.
- 13.2.2 Fatigue effect is check before unit's action.

Game Tables

COMBAT TABLE												
2 dice roll	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
2	-	-	D1	D2 -1	D2	-1 / D2	-1 / D3S	-1 / D4S	-1 / D4S	-1 / D5S	D5S	-1 / D5S
3	-1 / -1	-	-1 / D1	D1 -1	D2 -1	D2 -1	D3	-1 / D3	-1 / D4	-1 / D5	-1 / D5	-1 / D5 -1
4	-1 / -	-1 / -1	-	D1	D2	D2	-1 / D2	D3 -1	D3	D4	D5	D5 -1
5	A1	-1 / -	-1 / -1	-1 / D1	D1 -1	D2	D2 -1	D2	D3 -1	D3	D4 -1	D5
6	A1 -1	A1S	-1 / -	-	D1	D1 -1	D2	D2 -1	D2	D3 -1	D3	D4
7	A1 -1	A1 -1	A1	-1 / -1	-1 / D1	D1	D2	D2	D2 -1	D2 -1	D3 -1	D3
8	A1	A1	A1 -1	-1 / -	-	-1 / D1	D1 -1	D2	D2	D2	D2	D3 -1
9	A2 -1	A2	A1	A1	-1 / -1	-	D1	D1 -1	D2	D2	D2 -1	D2
10	A2 -1	A2 -1	A1	A1 -1	-1 / -	-1 / -1	-1 / D1	D1	D1 -1	D2	D2	D2 -1
11	A3 -1	A3	A2 -1	A1	A1	-1 / -	-	-1 / D1	D1	D1 -1	D2	D2
12	A4 -1S	A3 -1S	A2 -1S	A1S	A1 -1	A1	-1 / -1	-1 / -1	-1 / -1	-1 / -1	-1 / D1 -1	-1 / D2 -1

Modifications: MORALE, armor, Charge Factor, Leaders, Banners, terrain

Examples:

-1 / -1 => both Players lose 1 SP

D2 -1 => defender must retreat by 2 hexes and loses 1 SP

-1 / D2 -1 => attacker loses 1 SP, defender must retreat by 2 hexes and loses 1 SP

-1 / D4S => attacker loses 1 SP, defender must retreat by 4 hexes and scatters

A1S => attacker must retreat by 1 hex and scatters

COMBAT SCATTER						
Combat Result	Unit Type					
	Heavy Cavalry (armor 2)	Cavalry (armor 1)	Light Cavalry (armor 0)	Heavy Infantry (armor 2)	Infantry (armor 1)	Other
D1 / A1	-	-	1	-	-	1
D2 / A2	1	1	1 - 2	1	1	1 - 2
D3 / A3	1	1 - 2	1 - 3	1	1 - 2	1 - 3
D4 / A4	1 - 2	1 - 3	1 - 4	1 - 2	1 - 3	1 - 4
D5 / A5	1 - 3	1 - 4	1 - 5	1 - 3	1 - 4	1 - 5

One dice (D6) roll.

TERRAIN EFFECT

	movement		combat
	infantry	cavalry (leader)	
clear	1	1	-
stream	+1	+2	-1
road	1*	1/2 (1/3)	-
swamps	-	-	1/2A**
forest	2	4	-2
village	2	3	-1
hill	+1	+0,5	-1

* if all movement is on road unit can move 1 extra hex (also on road)

** attacker strength is halved (when attacker is on swamps)

ARCHER FIRE

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-1	-1	-1S	-1S	-2	-2
2	-	-	-	-	-	-	-	-	-1	-1	-2	-2
3	-	-	-	-	-	-	-	-	-1	-1	-1	-1
4	-	-	-	-	-	-	-	-	-	-	-1	-1

S - unit scatters automatically

CROSBOW FIRE

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-1	-1	-1	-1	-1	-1S	-1S	-2	-2
2	-	-	-	-	-	-1	-1	-1	-1S	-1S	-2	-2
3	-	-	-	-	-	-	-	-	-1	-1	-1S	-1S
4	-	-	-	-	-	-	-	-	-1	-1	-1S	-1S

S - unit scatters automatically

BOMBARD FIRE (UNITS)

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	S	S	S	S	S
2	-	-	-	-	-	-	-	-	S	S	S	S
3	-	-	-	-	-	-	-	-	-	S	S	S

S - unit scatters automatically

BOMBARD FIRE (OBJECTS)

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	D	D	D	D	D
2	-	-	-	-	-	-	-	-	D	D	D	D
3	-	-	-	-	-	-	-	-	-	D	D	D

D - object destroyed

HORSE ARCHER FIRE

Range	2 dice (2D6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-1	-1	-1	-1

PURSUIT

Hexes from leader	Modified dice (1D6) roll	Result
0*	0 and less	PO
1	1 and less	PO
2	2 and less	PO
3	3 and less	PO
4	4 and less	PO
5 and more	5 and less	PO

* leader on attacker's hex

PO - pursuit obligatory

SCENARIOS

Stirling

historical scenario

On September 11th, 1297 Scottish forces occupying Ochill hills attacked English forces regrouping on northern bank of Forth river. English army could use only one bridge and a ford which hampered its maneuverability considerably and allowed Scots to fight the enemy in parts while the main body of English forces waited on the other bank of the river.

English Player faces a huge logistic problem. It has to be decided what forces and in what order will cross the river and engage with Scottish highlanders. It helps that Scots are entering the battle partially too and cannot crush English all at once.

Game is not easy for both sides and it was not in 1297. There are victory options for both sides and the victory will be decided over the board.

Initial Setup

Scots		English	
Wallace (F2), banner	3318	de Thweng (F4)	2710
4 x INF [0]	3318(1)	2 x CAV [2]	2710(1)
3 x INF [1]	3318(1)	Surrey , banner	612
5 x INF [0]	3309(1)	4 x CAV [2]	517
1 x INF [1]	3309(1)	Valdegrave (F3)	2118
Moray (F2)	3512	Cresingham (F2)	1216
4 x INF [0]	3512(1)	Yorkshire	1112
3 x INF [1]	3512(1)	11 x INF [2], 16 x INF [1], 22 x INF [0],	
5 x INF [0]	3416(1)	11 x ARCH	hexes:
1 x INF [1]	3416(1)	2515(1), 2519(1), 216(1), 1314(1), 1412(1),	
5 x INF [0]	3121(1)	1111(1), 1214(1), 813(1), 811(1),	
1 x INF [1]	3121(1)	road from hex 2118 to 1216.	
5 x INF [0]	2724(1)	Lenox , 2 x CAV [0]	909(1)
1 x INF [1]	2724(1)	Steward , 2 x CAV[0]	706(1)
3 x INF [1]	4021(1)		
4 x CAV [0]	4006		

Legend:

Wallace (F2), banner	3318	» Wallace (a leader) and his banner are placed on hex 3318. Wallace's fatigue is set to 2.
4 x INF [0]	3512(1)	» 4 infantry units with armor level 0 are to be placed on hex 3512 and within 1 hex range.
4 x CAV [2]	517	» 4 cavalry units with armor level 2 are to be placed on hex 517.

Victory Conditions

Scots

Automatic victory when there is no English units on northern bank of Forth river (excluding units on swamps).

⇒ Surrey killed	+ 28 VPs
⇒ other leader killed	+ 24 VPs
⇒ cavalry unit killed	+ 8 VPs
⇒ infantry unit [2] killed	+ 3 VPs
⇒ infantry unit [1] killed	+ 2 VPs
⇒ infantry unit [0] killed	+ 1 VPs
⇒ archer unit killed	+ 4 VPs
⇒ capturing a bridge	+ 40 VPs
⇒ capturing a ford	+ 28 VPs

English

Automatic victory when Wallace and Moray are killed

⇒ Wallace killed	+ 28 VPs
⇒ Moray killed	+ 26 VPs
⇒ cavalry unit killed	+ 8 VPs
⇒ infantry unit [1] killed	+ 2 VPs
⇒ infantry unit [0] killed	+ 1 VPs
⇒ capturing a ford (including hexes 1702 and 1802)	+ 8 VPs

Scenario Notes

- ⇒ Game start on turn 11 and ends on turn 30.
- ⇒ Initiative: Scots.
- ⇒ During first two turns English archers must be in movement formation.
- ⇒ Scottish units supporting English forces (Lenox, Steward) can move from turn 16.
- ⇒ Scottish units supporting English forces (Lenox, Steward) switch sides as soon as MORALE factor reaches +2 for Scots. Counters are changed to Scottish and Scottish Player can move the units immediately.
- ⇒ On turn 11 English infantry cannot make any attacks (even if it has enemy in its ZoC).
- ⇒ Moving through Kildean ford cost +1 MPs for infantry and +3 MPs for cavalry.

- ⇒ This scenario can be played in free setup variant. In such case Scottish Player sets up his forces freely on Ochill Hills and English forces are placed freely on southern bank of Forth River.

Falkirk

historical scenario

Similarly to Stirling a year ago also this time Scottish leaders decided to fight a battle using the defenses of stream and swamp hoping for the same outcome. But English learnt from the lesson they were taught and did not want to risk uncoordinated charges on prepared infantry.

English army set up a camp a day from Falkirk and took a rest before the battle. They also must have been negotiating with some of Scottish noblemen because soon cavalry was ordered to march north. As soon as it crossed the stream it charged towards Scottish Shiltrons but was easily fought off. This was the moment when Scottish cavalry was to countercharge but it didn't and left the battlefield instead. Most probably it was bribed and the departure sealed the fate of Scottish infantry – which, isolated by cavalry, was finished off by archers. After the battle the Scottish army was virtually annihilated.

Initial Setup

Scots	
Steward	1211
3 x INF [1]	1211(2)
6 x INF [0]	1211(2)
MacDuf	1710
3 x INF [1]	1710(2)
6 x INF [0]	1710(2)
Wallace, banner	2108
5 x INF [1]	2108 (2)
4 x INF [0]	2108 (2)
Grahame	2607
2 x INF [1]	2607(2)
7 x INF [0]	2607(2)
Comyn	1806
2 x CAV [2]	2303(1)
2 x CAV [1]	2303(1)
5 x CAV [0]	2004(1)
2 x CAV [1], 3 x CAV [0]	1704(1)
4 x CAV [0]	1405(1)
2 x CAV [0]	1206(1)
8 x ARCH	1410, 1909, 2407, 2806

English	
Lincoln (F3)	1318
10 x CAV	1318(2)
Norfolk (F2)	1222
10 x CAV (moves from Turn 2)	1222(2)
de Bohun (F1)	1622
10 x CAV (moves from Turn 3)	1622(2)
Beck (F3)	3215
10 x CAV	3215(2)
Hansford (F2)	3317
10 x CAV	3317(2)
<i>English cavalry unit are selected freely from all cavalry counters available.</i>	
Reinforcements:	
During each turn English Player can enter six infantry or archer units from hexes 1522 and/or 3122. Maximum number of units that can enter the map in reinforcements is 70.	
Edward and his banner enters the map from hexes 1522 or 3122 on turn 5.	

Legend:

Lincoln (F3)	1318	»Lincoln (a leader) is placed on hex 1318. Its fatigue is set to 3.
4 x INF [0]	3512(1)	»4 infantry units with armor level 0 are to be placed on hex 3512 and within 1 hex range.
2 x ARCH	1410	»2 archer units are to be placed on hex 1410.

Victory Conditions

Scots

Automatic victory when there is no English units on northern bank of Westquarter stream.

⇒ leader killed	+ 10 VPs
⇒ English banner captured	+ 8 VPs
⇒ cavalry unit killed	+ 5 VPs
⇒ infantry unit killed	+ 1 VPs
⇒ archer unit killed	+ 3 VPs

English

Automatic victory when all Scottish leaders are killed

⇒ leader killed	+ 10 VPs
⇒ Scottish banner captured	+ 8 VPs
⇒ cavalry unit killed	+ 5 VPs
⇒ infantry unit killed	+ 1 VPs
⇒ archer unit killed	+ 3 VPs

Scenario Notes

- ⇒ Game start on turn 1 and ends on turn 20.
- ⇒ Initiative: English.
- ⇒ Scottish infantry has Shiltron formation.
- ⇒ Comyn forces are removed from play on turn 2.
- ⇒ If MORALE factor reaches +2 for Scots, the commanding Player can remove 3 SPs from Wales counters once per turn in its Movement Phase (including turn when morale reached +2).
- ⇒ This scenario can be played in fictional variant. In this variant Comyn units are not removed from Play and English Player receives 10 VPs.

Prelude

historical scenario

Historical scenario showing attack of English vanguard on shiltron commanded by Robert Bruce on June 23rd 1314. This skirmish was the key to the whole battle as losing the position would put Scottish army in very inconvenient position. The English already controlled the eastern Bannock Burn (*burn* being a Scottish term for a stream) crossing and losing western crossing would mean an encirclement of the whole army at the very beginning of the battle and retreat to the forests on the rears would only sealed the total defeat.

The victory, Scots had on this crossing raised morale of all Scottish forces and gave them the spirit to win the whole battle. This was seen by Robert Bruce himself and this is why he commanded the spot directly and put his brother in charge of reserve forces.

It must be admitted that English helped a lot by charging blindly on Scottish shiltrons and loosing themselves in bloody and unnecessary attacks.

Initial Setup

Scots	
Robert Bruce, banner	1118
9 x INF [0]	1118(2), 1219(2)
5 x INF [1]	1118(2), 1219(2)
2 x ARCH [1]	1118(2), 1219(2)
Edward Bruce	1521
10 x INF [0]	1521(2), 1523(2)
4 x INF [1]	1521(2), 1523(2)
2 x ARCH [1]	1521(2), 1523(2)
Douglas	2317
6 x INF [0]	2317(2)
4 x INF [0]	2021(1)
2 x INF [1]	2021(1)
2 x ARCH	2317(2)
Keith	2409
3 x CAV[0], 2 x CAV[1], 2 x CAV[2]	2410(1)
Randolph	3608
8 x INF [0]	3608(2)
3 x INF [1]	3608(2)
2 x ARCH	3608(2)

English	
De Bohun	823
2 x CAV [2]	823(1)
2 x CAV [0]	823(1)
De Clere	724
2 x CAV [2]	724 (1)
2 x CAV [0]	724 (1)
2 x CAV [2]	525 (1)
2 x CAV [0]	525 (1)
2 x CAV [2]	426 (1)
2 x CAV [0]	426 (1)
Clifford	3211
6 x CAV [2]	3211 (1)
Pembroke	2128
3 x CAV [2]	2128(1)
3 x CAV [1]	2130(1)
Mauley	3015
4 x CAV [2]	3015 (1)

Legend:

Robert Bruce, banner	1118	»Robert Bruce (a leader) is placed on hex 1118. Its fatigue is set to 0.
4 x INF [0]	2021(1)	»4 infantry units with armor level 0 are to be placed on hex 2021 and within 1 hex range x.
3 x CAV [2]	2128(1)	»2 cavalry units with armor level 2 are to be placed on hex 2128 and within 1 hex range.
2 x ARCH	1410	»2 archer units are to be placed on hex 1410.

Victory Conditions

Scots

- ⇒ Blocking old 'Roman' road (road from hex 823 to 1715) + 20 VPs
- ⇒ leader killed + 15 VPs
- ⇒ cavalry unit [2] killed + 5 VPs
- ⇒ cavalry unit [1] killed + 4 VPs
- ⇒ cavalry unit [0] killed + 2 VPs

English

- ⇒ Scottish banner captured + 15 VPs
- ⇒ leader killed + 10 VPs
- ⇒ cavalry unit killed + 5 VPs
- ⇒ infantry unit killed + 2 VPs
- ⇒ For clearing 'Eastern' road to Stirling castle (road from hex 2128 to 4400) – no Scottish unit on the road. + 10 VPs
- ⇒ For clearing old 'Roman road' from Scots (road from hex 823 to 1715)) – no Scottish unit on the road. + 20 VPs

Scenario Notes

- ⇒ This scenario presents the skirmish that took place in the afternoon on June 23rd 1314 which was the prelude of the main battle (scenario "Bannockburn 1314) that was fought on June 24th 1314.
- ⇒ Game start on turn 14 and ends on turn 20.
- ⇒ Initiative: English.
- ⇒ All English leaders has fatigue 9.
- ⇒ Scottish infantry has Shiltron formation.
- ⇒ After this skirmish the MORALE factor and all losses should be noted - they will influence the main battle (scenario below).

Bannockburn 1314

historical scenario

Gloucester couldn't wait for orders in his fierceness and instantly charged on the Scots with his lance. His example was quickly followed by other lances. Nobody wanted all the fame to be for Gloucester only. What was the danger of infantry standing in the clear field, nobody could stand the full speed charge of heavy cavalry!.

So after a couple of minutes all first line of English cavalry was charging towards Scottish lines. Horse tramping and armor rattling could make chilling shivers in many but Scots were still in the place where Robert Bruce ordered them to stand. Rows of pikes aimed towards approaching horsemen was a wall that could not be broken. When the charge reached Scottish lines it virtually stopped in place. Cavaliers were falling from their saddles and horses pranced in rage. And the next waves were coming and pushing forward...

Infantry and archers that could change the outcome of this onslaught were far away and needed time to reach the battlefield. The time that was running out for the cavalry very quickly...

Initial Setup

Scots	
Edward Bruce	1921
11 x INF[0], 3 x INF[1], 4 x ARCH	1921(2)
Randolph	2317
12 x INF [0], 4 x INF [1], 4 x ARCH	2317(2)
Douglas	2512
3 x INF [1], 11 x INF [0], 4 x ARCH	2512(2)
Robert Bruce, banner	2706
3 x INF [1], 7 x INF [0], 3 x ARCH	2706(2)
Keith	3301
3 x CAV[0], 2 x CAV[1], 2 x CAV[2]	3301(1)

English reinforcements:
English Player has reserve of 45 infantry units (freely chosen) that he can enter on the map from hexes 2930, 3330, 3730. From each hex the Player can enter 4 units per turn.

English	
25 x ARCH	4018(1), 4021(1)
Edward, banner	3522
1 x CAV[2], 1 x CAV[0]	3522(1)
Mauley	2427
7 x CAV [2]	2427(1)
Hereford	2823
7 x CAV [2], 4 x CAV [1]	2823(2)
5 x CAV [0]	2823(2)
DeClare	2920
1 x CAV [2], 5 x CAV [1]	2920(1)
1 x CAV [0]	2920(1)
Pembroke	3117
6 x CAV [2], 1 x CAV [1]	3117(1)
Gloucester	3314
2 x CAV [2], 1 x CAV [1]	3314(1)
3 x CAV [0]	3314(1)
Wales miners	2030, 2130, 624(1)
Wales infantry	2928, 2929, 2930, 3227, 3228, 3229, 3230, 3328
3 x Crossbowmen	3126, 3226
INF[0]	3825, 3826, 3827, 3828, 3829, 3728, 3729, 3730, 3629, 3726

Legend:

DeClare	2920	»DeClare (a leader) is placed on hex 2920.
3 x INF [1],	2512(2)	»3 infantry units with armor level 1 are to be placed on hex 2512 and within 2 hex range.
2 x ARCH	1410	»2 archer units are to be placed on hex 1410.

Victory Conditions

Scots

Automatic victory when all English leaders are killed.

⇒ leader killed	+ 10 VPs
⇒ English banner captured	+ 12 VPs
⇒ for not letting Edward leave through Western edge of the map	+ 12 VPs
⇒ cavalry unit [2] killed	+ 4 VPs
⇒ cavalry unit [1] killed	+ 3 VPs
⇒ cavalry unit [0] killed	+ 2 VPs
⇒ infantry unit killed	+ 1 VPs

English

Automatic victory when all Scottish leaders are killed.

⇒ leader killed	+ 10 VPs
⇒ Scottish banner captured	+ 12 VPs
⇒ Edward leaving the map through Western edge	+ 12 VPs
⇒ cavalry unit [1] killed	+ 3 VPs
⇒ cavalry unit [0] killed	+ 2 VPs
⇒ infantry unit killed	+ 1 VPs

Note:

If Edward leaves the map it does not influence MORALE factor of English forces.

Scenario Notes

- ⇒ Game start on turn 4 and ends on turn 20.
- ⇒ Initiative: English.
- ⇒ Scottish infantry has Shiltron formation.
- ⇒ MORALE factor starts on the same position as it finished at the end of “Prelude” skirmish.
- ⇒ All losses from “Prelude” are to be accounted for.
- ⇒ During first 2 turns every English cavalry unit must attack closest Scottish shiltron and those unable to must move towards as close as possible.
- ⇒ Both Scottish and English archers are in movement formation.
- ⇒ If regular (not grand) leader dies then 6 closest units lose 1 SP (rule [8.1.4] and [8.1.5] is ignored).
- ⇒ Scattered units from “Prelude” scenario are placed on the map without any consequences.