

1.0 Basic Information

[1.1] Types of Units

Types of field units:

cavalry







horse archers









infantry

crossbowmen


Types of cavalry:



light cavalry
(armor level 0)



cavalry (regular)
(armor level 1)



heavy cavalry
(armor level 2)

Types of infantry:



retainers
(armor level 0)



light infantry
(armor level 1)



heavy infantry
(armor level 2)

Battle sides:


















Poles, Lithuania, Tatars


Teutonic Knights


[1.2] Counters


Game provides three types of counters:


- leaders and banners
- field units
- auxiliary counters

















Leaders

Banners

fatigue marker

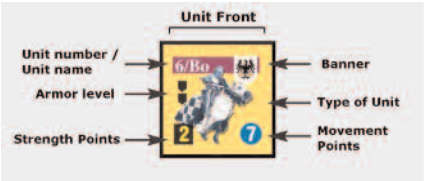
Charge Factor marker

Tabor

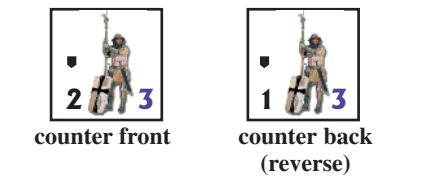
Some scenarios may contain different types of counters which are described by the scenario's notes.

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.



[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).

COMBAT TABLE											
Attacker	1-6	1-8	1-10	1-12	2-1	2-2	2-3	2-4	2-5	2-6	2-7
Defender	1-6	1-8	1-10	1-12	2-1	2-2	2-3	2-4	2-5	2-6	2-7

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

Example:
a) 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.

b) 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, com-

bat 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 ÷ 4 = 2.25) and armor value after rounding is 1 (2 ÷ 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).

4.0 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.

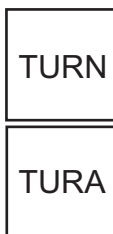
Each turn is finished after all its phases have been completed.

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

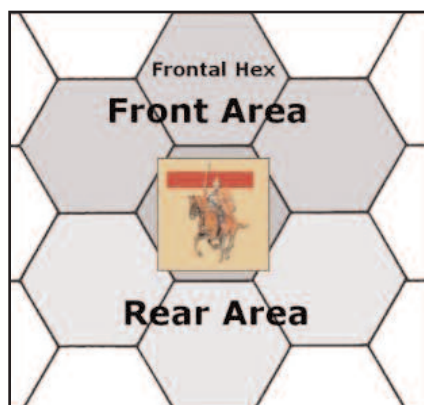
rules. The first (described in this chapter) describes division of play while another meaning refers to rotation of unit. The context always points whether 'game/play turn' or 'unit turn' is described.

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:

$1 \text{ MP} \times (3 + 1) + 2 = 6 \text{ MPs}$

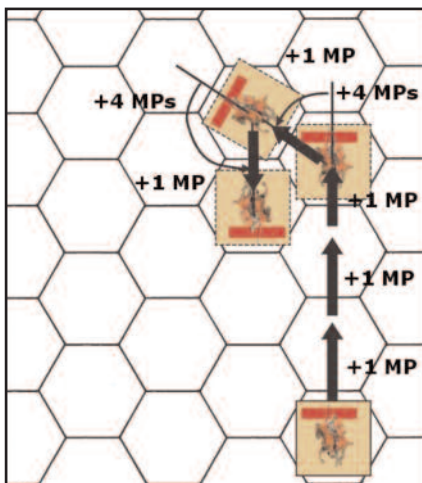
4.3.3 Infantry always pay 1 MP for any turn (4.3.2 is ignored).

4.3.4 Cavalry unit with charge factor greater than 1 can turn by 60° only.

To turn by more than 60°, charging cavalry unit must „break”: make allowed 60° 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 60° then move 1 hex and then turn by e.g. 120°. Unit spends 3 MPs on move by three



hexes, then turns by 60° at cost of 4 MPs, then moves by one hex for 1 MP, then turns by 120° 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.

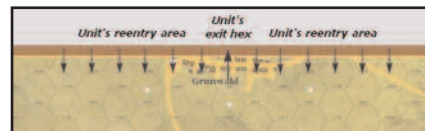
b) Unit left map in Turn 2 during pursuit (phase 2). Unit can return to the map on Turn 6 during its movement

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.

4.5.3 Cavalry units can stack with infantry units. Unit of the different nations can stack together.

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, then 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 frm leader (heksów)	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	5 and less	PO

* leader on attacker's hex

PO - pursuit obligatory

5.5.3 Obligatory pursuit can be made through retreat path only.

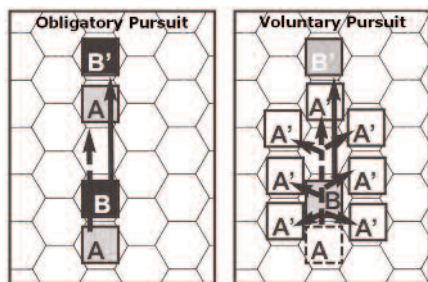
5.5.4 Voluntary pursuit allows leaving retreat path by 1 hex.

Example:

a) During obligatory pursuit unit A can only move through path set by retreat-

ing unit.

b) During voluntary pursuit unit A can leave retreat path and move to adjacent hex.



5.5.5 First hex of any pursuit must be the hex emptied by retreating unit(s).

5.5.6 Enemy ZoCs are ignored during pursuit.

5.5.7 Unit does not increase CF during a pursuit.

5.5.8 Unit does not lose CF for turns less than 1200 made during pursuit.

5.5.9 Pursuit allows cavalry riding down non-cavalry enemy units (if cavalry unit can enter the hex during pursuit).

5.5.10 See 6.1.8.

[5.6] Charge

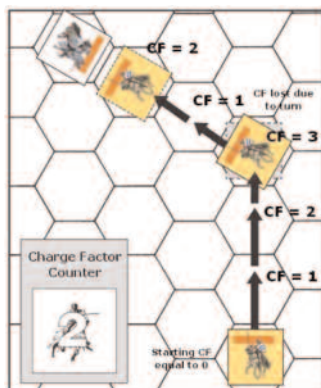
5.6.1 Charge Factor (CF) is attributed only to cavalry units. Infantry unit has implicit CF equal to 0.

5.6.2 Minimum value of CF is 0, maximum CF value is 3.

5.6.3 Unit gains CF for every hex moved since its last turn. If unit turns, its CF is reduced to 0.

Example:

A cavalry moves 3 hexes gaining CF equal to 3. Then it turns by 600 and moves 2 hexes towards enemy knights. When it reaches them its CF is equal to 2.



5.6.4 Cavalry unit gains combat modifier equal to its current CF.

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.

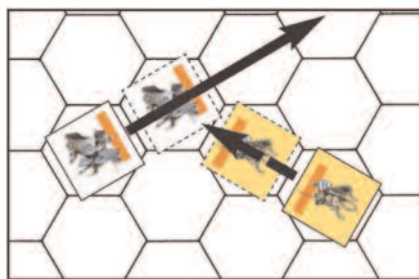
5.6.12 Unit that does not want to increase its CF after entering a hex must spend additional 1 MP.

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:

a) can (but does not have to) make 600 turn, and then

b) must move on hex adjacent to currently moving enemy cavalry unit and

c) fight in countercharge combat

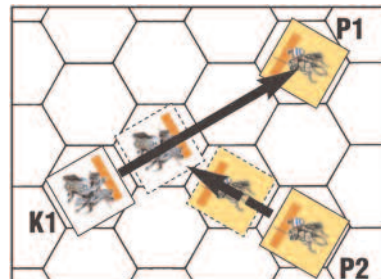
5.7.3 Countercharge combat must be resolved before movement of next

enemy unit.

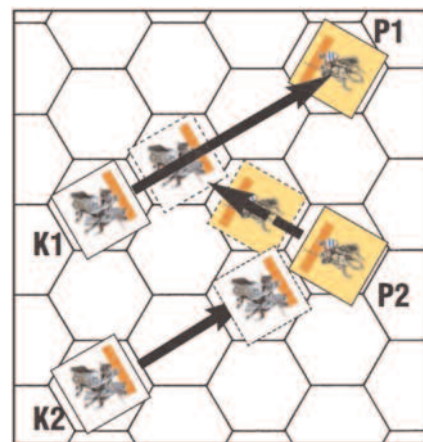
5.7.4 Countercharge combat does not prevent units from fighting in subsequent cavalry combat phase.

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

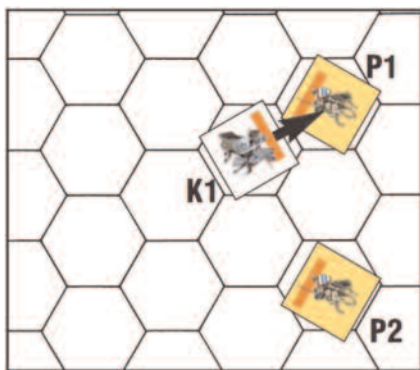
5.7.8 Unit cannot countercharge if it is in ZoC of enemy cavalry unit(s).

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:

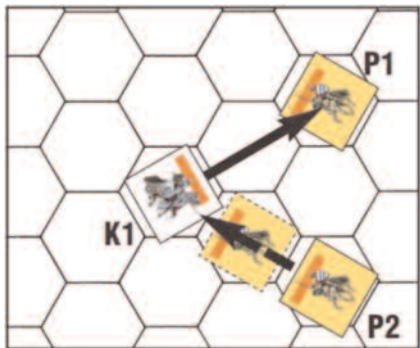
Unit P2 cannot countercharge on K1 as



it is adjacent to P1.

5.7.11 Enemy unit that was countercharged stops its movement regardless of countercharge combat result (it can pursuit 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 1 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 shiltrion) cannot be ridden down.

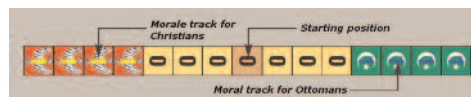
5.8.9 To ride down enemy unit, cavalry must have a CM odds 4:1 or more.

6.0 MORALE

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 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.

[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

[8.1] General Rules



Grand Leader
(range 3)



Leader
(range 2)

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 losses inflicted by enemy to retreating units should be subtracted from dice roll result in 8.2.4. This also includes additional losses, 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” (Oddziały Rozproszone) track that is drawn on a map for each side of the battle.



Scattered Units track for Tatars

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** Loses 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.



combat
formation



movement
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.



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

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:

ARCHER FIRE				
Range	2 dice (2D6) roll			
	2-3	4-5	6-9	10-12
1	-	-1	-1	-2
2	-	-	-1	-2

[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:

HORSEARCHER FIRE		
Range	2 dice (2D6) roll	
	2-8	9-12
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 the same as the archers'.

10.6.2 Crossbowmen shoot according to CROSSBOWMAN FIRE table:-2

CROSSBOW FIRE				
Odlegość	Rzut kośćmi (2K6)			
	2-3	4-5	6-9	10-12
1 pole	-	-1	-1	-2
2 pola	-	-	-1	-2

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

[10.7] Bombards

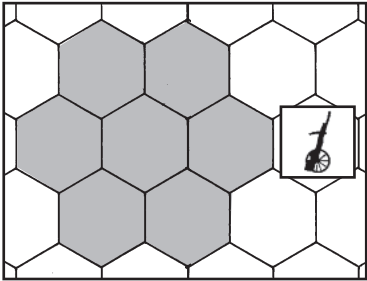
Medieval bombards were predecessors for modern artillery. But those units didn't play important role on the battlefield yet.

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

BOMBARD FIRE (UNITS)										
Range	(2D6)									
	2-4	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 is scattered

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)							
Odlegość	Rzut kośćmi						
	2-6	7	8	9	10	11	12
1	-	-	D	D	D	D	D
2	-	-	-	D	D	Z	D
3	-	-	-	-	D	D	D

D – object destroyed

17.0 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.

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.

12.2 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 checked before unit’s action.

BOMBARD FIRE (UNITS)

Range			(2D6)							
2-4	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 is scattered

Terrain influence for move and combat			
terrain:	terrain influence		combat
	infantry	cavalry	
„clear”	1	1	-
slope	prohibited		-1
stream	+1	+1	-1
forest	2	4	-2

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/D3R	-1/D4R	-1/D4R	-1/D5R	D5R	-1/D5R
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	A1R	-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	A4-1R	A3-1R	A2-1R	A1R	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

CROSSBOW FIRE				
Range	2 x D6			
	2-3	4-5	6-9	10-12
1 hex	-	-1	-1	-2
2 hexes	-	-	-1	-2

ARCHER FIRE				
Odległość	2 x D6			
	2-6	7	8-11	12
1 hex	-	-1	-1	-2
2 hexes	-	-	-1	-2

HORSEARCHER FIRE		
2 x D6		
2-8	9-12	
1 hex-	-1	

PURSUIT

Hexes frm leader (heksów)	Modified dice (1D6) roll	Result
0		
1	1	PO
2	2 and less	PO
3	3 and less	PO
4	4 and less	PO
5	5 and less	PO

* leader on attacker’s hex
PO - pursuit obligatory

COMBAT SCATTER

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

One dice (D6) roll

CLASH OF TITANS

When 50 thousands of knights stood on the fields near Grunwald on July 14, 1410, the whole world kept his breath. Teutonic Order master Ulrich von Jungingen was so sure of victory that he wanted it to be the most spectacular one. Therefore his army awaited enemy from the very dusk allowing the enemy to set the formation and even to attend the field holy mess. They moved back and tried to provoke Poles into rash attack.

Head of Polish, Lithuanian and Tatar forces – King Jagiełło was not deceived and carefully prepared for

battle. Only when he set and checked everything order for attack was given.

The battle had a very dynamic course. After a short time right wing of Polish army (Lithuanians and Tatars) started to retreat (historians argue until today if this was intentional or not). Knights of Teutonic Order started to pursuit moving away from the battlefield. At the same time the left wing of Polish army outflanked and crushed Teutonic knights. They started to retreat towards the center of the formation.

This was the moment where Teutonic Order reserves, best court banners, under command of Ulrich von Jungingen himself, charged frontal assault in the center hoping to change the course of the battle. It was very tough and powerful charge but it was stopped. Teutonic Order Master was killed. This was the signal for the remaining forces to retreat.

It changed quickly into panic and slaughter of Teutonic army. The knights that pursuit after retreating Lithuanians returned to late and couldn't change the course of the battle...

SETUP:

POLES :

Polish cavalry counters, **Jagiełło**, **Zyndram**, **Andrzej**, two banners, should be placed on the map within **1 hex** range from fields with red dots: 823, 1422, 1424, 1623, 1725, 1824, 1926, 1926, 2124, 2623, 2725, 2922, 3025, 3121, 3320, 3519, 3820.

LITHUANIANS :

Lithuanian cavalry counters, **Witold**, **Jerzy i Szymon**, banner, should be placed on the map within **1 hex** range from fields with light brown dots: 4017, 4417, 4220, 4322, 4927.

TATARS:

Counters should be placed on the map within **1 hex** range: 3816, 4315, 4616, **Dżelal**.

TEUTONIC ORDER:

- Bombards 1917, 2218, 2517, 2817.
- Infantry 1702, 2003, 2302, 2602.
- Archers 2017, 2117, 2417, 2916.
- Crosbowmen 3116, 3513, 3812, 4112.
- Cavalry 1916, 2217, 2616, 2816, 3115, 3512, 3811, 4111, 4410, 4009, 3708, 3307, 3008, 2707, 3203 (1) for all.
- Jungingen 3009
- Vallenrod 4212
- Lichtenstein 2617
- Gersdorf 2204
- Salzbach 3511
- Merhein 2016

VICTORY CONDITIONS

POLES, LITHUANIANS, TEUTONIC ORDER:

Each side gains:

- Automatic victory:** when all enemy leaders are killed or escaped from map.
- or
- for every leader killed +16 VP
 - for every banner captured +10 VP
 - for every cavalry unit killed + 4 VP
 - for every crossbowmen unit killed +3 VP
 - for every archery unit killed +2 VP
 - for every infantry unit killed +1 VP

Difference of Victory Points (VP) between Players sets the victory scale:

0	Draw
1 – 20	tiny victory
21 – 40	small victory
41 – 70	considerable victory
71 - 100	great victory
>100	overwhelming victory

REINFORCEMENT:

POLES:

Every Player enters all his units that could not be placed on the map as reinforcements. During each turn a Player can enter game with two cavalry units and when all his cavalry entered the map he can enter map with three infantry units per turn.

Units can enter game from any hex on south edge of the map.

BLITZKRIEG 1410

Teutonic Order forces appeared first on the battlefield and used the time to prepare as much as possible. The best scenario for them would be to fight with Poles who didn't regrouped and enter into battle in parts. For this plan the position was taken to block the road where Polish army was entering the battlefield.

Right wing of Teutonic army was set at Łodwingowo, left one was on the line of woods. This left Poles very tiny area between Teutonic positions and the forest, perfect for fast and powerful charge on regrouping Polish knights. The position had some weakness too. It allowed for outflanking Teutonic

army behind forest near Łodwingowo (less dangerous) or directly at the rear of their army by moving between lakes south of Stębark. In this hypothetical variant only Polish army appearance on the battlefield was kept historical – all other actions are in Players' hands.

SETUP:

POLES:

Polish cavalry counters, **Jagiello**, **Zyndram**, banner, should be placed on the map within **1 hex** range from fields with red dots: 1623, 1824, 1925.

LITHUANIANS:

Counters should be placed on the map within **1 hex** range: 4630, 5028.

TATARS:

Counters should be placed on the map within **1 hex** range: 4526.

TEUTONIC ORDER:

Counters should be placed on the map within **1 hex** range: 2014, 2215, 2416, 2617, 2818, 3019, 3220, 3421, 1918, 2119, 2320, 2521, 2722, 2923, 3124. Counters should be placed on the map within **2 hex** range: 2711, 3213, 3713.

VICTORY CONDITIONS

POLES, LITHUANIANS, TEUTONIC ORDER:

Each side gains:

- Automatic victory:** when all enemy leaders are killed or escaped from map.
- or
- for every leader killed +16 VP
 - for every banner captured +10 VP
 - for every cavalry unit killed + 4 VP
 - for every crossbowmen unit killed +3 VP
 - for every archery unit killed +2 VP
 - for every infantry unit killed +1 VP

Difference of Victory Points (VP) between Players sets the victory scale:

0	Draw
1 – 20	tiny victory
21 – 40	small victory
41 – 70	considerable victory
71 - 100	great victory
>100	overwhelming victory

REINFORCEMENT:

POLES:

During each turn a Player can enter game with **8** cavalry units and when all his cavalry entered the map he can enter map with **4** infantry units per turn. Units can enter game from any hex on south edge of the map.

Lithuanians reinforcements can enter game with **6** cavalry units from hex 4631.

NOTES:

- Teutonic Order player moves an sets up first.
- At the beginning of the game none of the units has any charge factor.
- At the beginning of the game all units have full SP.
- Units that are not set up on the board are not used in this scenario.
- Game starts at the 1 turn and ends at 20 turn or earlier, if any of the players gains automatic victory.
- At the beginning of the game morale counter is on the level “0”.

ULRICH'S ATTACK

The battle entered the most important stage, some of the units have been destroyed while some of them withdrew from fighting in the result of fatigue or because of suffered loses. Main forces of the Teutonic Order and the Polish army joined in a murderous embrace in the middle of the battlefield. Nobody gave a pardon, knights were fighting with swords, axes and daggers,

because it was clear that only the victor will survive this fight. And yet the commander of the Teutonic Order had an ace in his sleeve. After regrouping his reserve, he awaited for the right moment for the decisive charge. When such moment came, he commanded the entire reserve to attack. Heavy cavalry of the best units charged like a thunder from the sky. Polish lines were shaken, some

units even withdrew. But the fortune was with Poles. In the same moment the Lithuanian forces returned on the battlefield, as well as some Polish units that awaited on the right flank. Now all these knights attacked the Teutonic Order. The clash of the new, forces turned to be even more intensive. The victory shawl continued to swing from one side to another.

SETUP:

POLES:

Poles:
Cavalry 3920(1), 4121(1), 2016(1),
2018(1), 2219(1), 2519(1),
2820(1), 3119(1), 3920(1), 4121(1)

Jagiello 1712

13 x Cavalry units, banner 1712(2)

Zyndram, banner 2820

Andrzej 3920

Infantry 1721(1), 1525(1),
2328(1), 3124(1)

Half of the infantry units has armor
factor 1,

Half of the infantry units has armor
factor 0.

LITHUANIANS

Cavalry 4318(1), 4626(1), 4830(1)

Szymon 4318

Witold, banner 4626

Jerzy 4830

TEUTONIC ORDER:

35 cavalry (player's choice) units may be set up freely on the following hexes and within the one hex distance from them:

2110, 2113, 2315, 2417, 2717, 2917.

Along with the units: **Merchein**,
Lichtenstein, **Gersdorf**, banner.

Reserve:

3411(1), 3612(1), 3813(1), 3710. Along with the units: von **Jungingen**,
Vallenrod, banner.

Infantry 2303(1), 3303(1)

VICTORY CONDITIONS

POLES, LITHUANIANS:

Automatic victory: when all Teutonic Order leaders are killed or escaped from map.

– for every leader killed +16 VP

– for every cavalry unit killed + 4 VP

– for every crossbowmen unit killed +3 VP

– for every archery unit killed +2 VP

– for every infantry unit killed +1 VP

– for every banner captured +10 VP

TEUTONIC ORDER:

Automatic victory: when all Polish and Lithuanian leaders are killed or escaped from map.

=> for every leader killed +16 VP

=> for every cavalry unit killed + 4 VP

=> for every crossbowmen unit killed +3 VP

=> for every archery unit killed +2 VP

=> for every infantry unit killed +1 VP

=> for every banner captured +10 VP

NOTES:

- Teutonic Order player moves an sets up first.
- At the beginning of the game none of the units has any charge factor.
- At the beginning of the game all units have full SP.
- Units that are not set up on the board are not used in this scenario.
- Game starts at the 12 turn and ends at 20 turn or earlier, if any of the players gains automatic victory.
- At the beginning of the game morale counter is on the level "0".



was aided by them in his campaign against the Golden Horde (also supported by Poland), but his forces suffered a defeat at the Vorskla River. Following this setback, Vytautas changed his alliances again and in 1401 supported the Samogitian uprising hand in hand with Jagiello, despite having fought on the opposite side just a few years earlier.

In 1404, he struck another deal with the Teutonic Order in connection with his unrealized plans to conquer Moscow. His last change of allegiances took place in 1409, when he started to demand the Teutonic Order – who were in haste to fortify Samogitia – to respect the rights of the local population. Negotiations were started. In April, a grand feast was held at the Vilnius Castle for the diplomatic mission of the Teutonic Order led by Grand Marshal Friedrich von Wallenrode. Despite bilateral assurances of friendship, no accords were signed. Afterwards, there was an exchange of secret messengers between Vilnius and Malbork. It was probably the matter of confidential arrangements or proposals between Lithuania and the Teutonic Order to jointly turn against Poland, who was the strongest of all three.

However, it was apparently not profitable enough for Vytautas. At the end of May, another uprising broke out in Samogitia, and by openly supporting it, Vytautas found himself in a state of war against the Teutonic Order. In June, envoys of the Teutonic Order appealed for peace in Cracow, which would mean leaving the Lithuanian allies on their own. The defeat of isolated Lithuania would most probably bring about not only bitter end of the ambitions to regain Samogitia, but also the loss of other lands and a transfer of power over this vast country to one of the dukes under strict subordination to Malbork. Poland could not let it happen. A Polish diplomatic mission led by Mikołaj Kurowski, the Archbishop of Gniezno, was sent to the capital of the Teutonic Order, but they failed to reach an agreement. On August 6, the Teutonic Order declared war on the Kingdom of Poland claiming that Poland sent ships carrying weapons to Samogitia. Władysław Jagiello learned about this on August 14 in Nowy Korczyn, when he received the declaration of war from the diplomatic mission of the Teutonic Order.



Bombards used by the Teutonic Order at the beginning of the 15 century. This photograph shows a field bombard.

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