

# ***Magna Carta***

## **Standardized Rules for CRY HAVOC, SIEGE, CROISADES & VIKINGS**

Rules of the various modules of the Cry Havoc franchise can be contradictory, while leaving other aspects in the dark. The goal of this MAGNA CARTA (named after the charter forced onto John Lackland in 1215 by his feudal barons) is to propose a consistent set of rules that have been validated by the Cry Havoc community to supercede the existing rules.

Bob Gingell already proposed back in 2003 a compilation of the various rules available, while proposing improvements and clarifications. Bob's comprehensive work is just fabulous, but can really frighten the casual gamer only looking for a rule to play from time to time.

I personally used the French rules of CROISADES and VIKINGS as a basis as they are recognized as the most complete and consistent to date. I simply added, suppressed or modified the sections that might not be needed for a generic set of rules. I also added those rules published in the various extensions of Cry Havoc Fan and a few others published in various French fanzines, mostly Claymore.

I spent a lot of time creating attractive graphical examples of the various point of rules, as any Cry Havoc-related material must have a stunning visual impact: Check for instance the diagrams for the naval rules that are a significant improvement over the original version.

Don't be set back by the number of pages: You don't need to learn the MAGNA CARTA to start and play. Consider it as a reference book that you can check when you have a doubt or when you don't know. If you are a beginner, I recommend that you start and play with VIKINGS or whatever other game of the franchise that you own.

The MAGNA CARTA is not intended to be an ultimate work, that's why I didn't include the rules from SAMURAI BLADES or DARK BLADES. I "restricted" my scope to the historical periods in Europe and the Middle East, following my natural inclination. I will be happy to provide an editable copy of the MAGNA CARTA to anybody that would like to adapt it for periods or themes not covered by this rule.

My plan is to print this booklet in a professional way, just like what Philippe Gaillard and I did for our original maps and counter sheets.

There are probably still a few improvements that can be made and I'm looking forward to your feedback to implement them before going to print.

The French version of the MAGNA CARTA has been released over 2 years ago as a download from Cry Havoc Fan. It took me quite a while to come up with this English version, as this is no simple undertaking even though most of the translations come from the files of Bob Gingell. You should be able to easily pinpoint the 20% that were not generated by a native English speaker: I encourage you to provide me with a better translation.

Enjoy!

Buxeria,  
Irvine, July 11, 2011

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# 1 DESCRIPTION AND USE OF THE COUNTERS FOR THE GAME

## 1.1 Some comments on time scales and distance

Cry Havoc is a game that, on the tactical maps, simulates man-to-man combat. In other words, each game turn represents a very short period of real time: a few tens of seconds at most. Enough time to shoot an arrow, to strike a blow with a sword, or to run a few metres.

The width of a hexagon is equivalent to two metres, a space sufficient for one soldier to wield his weapon comfortably but not enough for a rider on a horse. It is for this reason that each mounted character occupies two hexes, and that it is forbidden to have two living characters on the same hex.

Missile-fire generally takes place at short or medium range. However, shooting at long range has been included for the benefit of players who wish to use additional maps so as to create a much larger game board.

## 1.2 The counters representing the characters

Each foot character is represented by two double-sided counters. The first shows on one side the character in good health and on the reverse the character stunned. The second counter shows the same character when he is wounded or... dead. Characters possessing a mount have four counters: two represent them on foot and two others mounted. On the back of the healthy mounted rider's counter is a picture of the horse without a rider, and on the back of the wounded rider is the dead horse.

On each counter are the name and picture of the character, as well as three numbers:

> **a black number:** it represents the attack strength of the character. Its amount is determined by the length and heaviness of the weapon, the skill of the man who is using it, and his physical condition.

> **a red number:** it represents the defence strength of the character. Its amount is determined by the skill of the character in parrying and dodging blows, as well as his physical condition. Characters in armour have their red number surrounded by a circle<sup>1</sup>.

> **a blue number:** it represents the movement allowance of the character, in other words the number of movement points that he can spend each game turn. Its amount is determined by the mode of transport - on foot or on horseback, the weight of armour worn, and the physical condition of the character<sup>2</sup>.

Other indications can be found:

> Horse riders use a small triangle to notify where the head of the horse is, hence the direction of the movement. It also defines the frontal arc of the horse.

> VIKINGS counters (as well as those from certain extensions) include a 1 or 2 letter acronym to indicate their troop type.

The system of double-sided counters is identical for all the characters in the game<sup>3</sup>.









It should be noted that a stunned character can neither move nor attack, and that his defence strength is reduced to the passive protection offered by the equipment worn or carried.

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<sup>1</sup> Counters from CRY HAVOC and SIEGE don't use the armour system.

<sup>2</sup> From CROISADES onwards, horse movement points were increased (12 instead of 8 for armour knights).

<sup>3</sup> With the exception of draft animals (horse, ox), pigs and goats which only have one counter (Good health / Dead)

	Face		Reverse	
Healthy mounted character		Counter A		Horse without its rider
Wounded mounted character		Counter B		Killed horse
Healthy foot character		Counter C		Stunned character
Wounded foot character		Counter D		Killed character

## 2 COURSE OF PLAY

The players initially choose one of the suggested scenarios to play. Before beginning the scenario, they must lay out the maps in the way indicated and select the characters presents in the scenario.

The game itself is composed of a number of successive game turns. Each game turn is composed of four phases: 2 phases of naval movement, and 2 phases of character movement each giving the initiative to one or the other side. During the Naval Movement Phases, the players move their boats simultaneously. During his phase of character movement, each player makes his characters shoot, move and fight. When there are several players on each side, the characters on the same side shoot, move and fight at the same time. As we will see, a player can also intervene with defensive missile-fire or counter-charge during the phase of his opponent.

### 2.1 Structure of the game turn

Each game turn occurs in the following way, naval phases are only used when ships are present:

#### First Phase of Naval Movement

1. CREW TASKS: Each player allocates a task to each character on his boats.
2. SPEED: Each player indicates, in secrecy, the speed of each one of his boats for the phase in progress. A speed marker is placed, face down, beside each boat.
3. BOAT MOVEMENT & THROWING GRAPPLING HOOKS: The speed markers are turned over. Each player moves his boats one hex at a time, in accordance with the speed indicated. Initiative always remains with the boat that moves the fastest. After each hex of movement at sea, resolve any collisions, throws of grappling hooks and attempts to cut grapples.
4. PULLING THE BOATS TOGETHER: Once all the movement is finished, the players can try to bring closer those boats held by grappling hooks.
5. RECORDING DAMAGE POINTS: Each player adds up the total of the damage points inflicted on his boats during the phase which has just taken place.

#### Phase du joueur A

1. OFFENSIVE FIRE: All the missile troops of Side A can fire, with the exception of those that are in contact with an enemy character.
2. MOVEMENT AND DEFENSIVE FIRE: All of the characters of Side A who didn't shoot in the previous phase can move. Others must respect the limitations of their weapon type (see § 5.1 Fire & Movement). Side B can fire missiles during the movement of characters from Side A, using characters that are not in contact with the enemy. These characters must respect the specifics of defensive fire (see § 5.1 Fire & Movement, and § 5.3 Defensive fire).
3. COMBAT: All the characters of Side A that are in contact with enemy characters can attack., except those missile troops who already fired in sequence 1.
4. STUNNED CHARACTERS: All the characters of Side A that were stunned during the phase of Player B or one of the preceding naval phases are stood up (turn over the counters concerned).

#### Second Phase of Naval Movement

This occurs exactly like the first.

#### Phase of Player B

This is played exactly in the same way as that of player A, but this time it is Side B that has the initiative and which plays instead of Side A. Player A can intervene in Phase 2 with defensive fire. When Phase 4 is finished, a new Game Turn starts with the first Naval Movement Phase.

Note: It is important to keep strictly to the order of sequence of the Phases. Do not start a new Phase until the preceding one is finished.

## 3 ENVIRONMENT

### 3.1 Types of open terrain appearing on the maps

Terrain Aspect	Name	Movement cost per hex	Type of cover	Effect of terrain on combat
	Flat terrain	1	None	0
	Scrub	2 - Foot 4 - Horse	Light	-
	Tree (ground level)	Impassable to horses 2 - Foot	Light	-
	Tree (level 1)	4	Light	-
	Slope	2 - Foot 4 - Horse	Medium if fir crosses the top lip	-
	Marsh	2 - Foot 4 - Horse	Light	-
	Rock	Impassable to horses 4 - Foot	Light	-
	Garden	2	Light	-
	Vineyard	2 - Foot 4 - Horse	Light	-
	Beach	1	None	0
	Deep water	Impassable to horses or characters with armour 4 - Foot	Light, except if the shooter is near the water	-
	Shallow water	2	Light	-

As we will see later, the type of cover affects shooting at a distance, while the disadvantage attached to certain terrain (-) affects hand-to-hand combat.

### 3.2 The weather

The influence of meteorology on fighting should not be overlooked. Many sorties from besieged strongholds have succeeded in foggy weather due to the poor visibility; many battles have been lost because of limitations on movement caused by rain; etc...

Les facteurs tactiques ci-dessous donnent quelques règles simples pour simuler la plupart des conditions météo rencontrées en Europe ou en Terre Sainte (neige comprise, du moins dans les chaînes montagneuses du Liban ou de la Syrie).

Weather	Visibility	Impact on movement	Impact on missile fire	Impact on combat
Night	3	-	-	0
Fog	5	-	-	0
Rain	No limit	3/4 PM	+1	-
Snow	No limit	½ PM	-	-
Storm	10	½ PM	+2	-

Missile fire is only possible against targets that are visible.

The fractions concerning movement show that the number of movement points must be reduced to this figure (round down if necessary). Obviously these restrictions do not apply in covered buildings.

**Example:** A rider (15 MPs) moving in rain cannot advance more than  $15 \times \frac{3}{4} = 11.25$  which rounds down to 11 MPs.

Movement and combat in the dark: Combat in the dark is the same as in the light, and normally there is no change to movement costs: only in pitch darkness is the movement allowance halved.

## 4 MOVEMENT

Each character has a number of movement points marked on the counter representing him (the blue number). The following table summarizes the various movement points found in the game:

Type of character	Movement for healthy characters	Movement for wounded characters
Foot character without armour	8	4
Foot character with armour	6	3
Foot knight	4	2
Rider without armour	15	15
Rider with armour	12	12

Each hex entered makes him spend a number of movement points corresponding to the difficulty of the terrain (see § 3.1 Types of Open Terrain Appearing On The Maps). On each turn, a player can move all or some of his characters, by using the whole or part of the movement allowance of each one. The movement points used cannot be transferred between characters, nor can they be held in reserve for the following turns.

### 4.1 Stacking of counters

During the game it is possible for characters to pass **through** hexes containing a friendly character, a stunned character or a dead character. But at the end of each movement phase there must be no more than one living character on any hex.

### 4.2 Restrictions on movement

Characters cannot pass through hexes containing enemy characters unless these are stunned or dead. On the other hand, crossing hexes containing friendly characters causes no problem.

#### 4.2.1 Water & tree

Characters on horseback cannot pass through a tree hex, a building interior hex, a deep water hex\*, or a boat hex. Horses without a rider and led by the bridle can cross tree hexes, enter or leave a ship, and cross water hexes.

Only foot character without armour can cross a deep water hex, for a cost of 5 movement points. Armoured characters, whether on foot or mounted, can never cross a deep water hex. If they are forced to do so, for example as a result of combat, they will drown.

#### 4.2.2 Hexes containing dead persons

Hexes containing three dead persons or one dead horse cost one movement point more than the normal cost.

Hexes containing six dead persons or two dead horses become impassable. (The same rule applies if a hex contains three dead persons and one dead horse).

#### 4.2.3 How to clear a hex that has become impassable

Two characters on foot can move three dead persons or one dead horse by one hex. The two characters cannot do anything else during their turn, neither move nor shoot nor fight. If the corpses are thrown into the water they will sink into the depths and the counters representing them are removed from the map.

Note: This action is impossible if there is an enemy in a position to attack on an adjacent hex.

#### 4.2.4 How to carry a stunned character

A character on foot that moves through a hex containing a stunned character may carry that character on his back, but his remaining movement points will be divided by two (rounding down if necessary). At the end of his movement he drops the stunned character onto one of the hexes beside his own.

Note: This action is impossible if there is an enemy in a position to attack on an adjacent hex..

### 4.3 Infiltration of enemy lines

When a character crosses a hex during his movement, which is adjacent to an enemy who is in a position to attack, the player concerned must immediately face an infiltration test, before continuing his movement. He rolls 1D10 and consults the Infiltration Table in § 4.3.1. He rolls the die as many times as there are enemies adjacent to the hex in question (only one attack per enemy per phase). This rule only applies to hexes that are being crossed. A character that ends his movement on a hex adjacent to an enemy does not cause a die roll.



Example 1 : The Norman Bohémond wants to attack both Saracen infantrymen located 3 hexes away. He must stop on the first orange hex during his movement phase to face an infiltration test. The Sudanese javelinman rolls 1D10. Based on the results of the infiltration table, Bohémond may continue to move towards his targets. Note that the second orange hex doesn't require any Infiltration test.

Example 2 : If Bohémond wants to attack Ali the Syrian safely, he would be better off using the path adjacent to the mounted Mamluk as he cannot attack a foot soldier under a tree. Conversely, the path to the right will lead to an infiltration test from the Fatimid

pikeman. In both cases, there is no test in the final hex adjacent to Ali: There might be combat in the next phase.

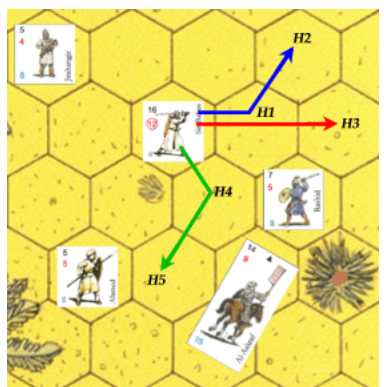


During the combat phase, advances and retreats are also movements. Only those extending over more than one hex can lead to an infiltration test on the hex(es) crossed before the final destination. In case of advance after combat, the defeated character(s) cannot perform any infiltration test.



Example 3 : Bohémond fought Ali and forced him to retreat. Bohémond moves forward after the combat and crosses first the hex previously occupied by the Syrian, then stops on his final hex. There is no infiltration test.

Retreat (following missile fire or combat) is handled in the same way: Infiltration tests are performed on all hexes crossed except the final one. Note that retreat is impossible on a hex adjacent to an enemy that was involved in the combat. In this case, the retreating character doesn't move but is wounded instead.



Example 4 : Sir Amalric must retreat 2 hexes following a crossbow fire. The Templar can choose between 3 itineraries, which translate into :

- Only one infiltration test in H1 for the blue path;
- One test in H1 as well for the red path;
- Two tests in H4 for the green path.

Note: As explained in the retreat rules, the first hex crossed must be opposite to the incoming direction of the missile fire. Sir Amalric cannot retreat in the hex North-West of H1 and end in H2. He cannot avoid the infiltration test.



### 4.3.1 Infiltration table

1 - 5	No effect
6 - 7	Movement stopped
8 - 9	Character wounded
10	Character killed
Character attempting to infiltrate (bonuses can be added)	Character attempting to oppose the infiltration (maluses can be added)
Rider -1	Rider +1
Armored -1	Pikeman (\$) +1
Wounded +2	Wounded -2

(§) Only applies to Western Europe halberdiers, billmen and spearmen from the 12th century.

#### 4.3.1.1 Restrictions due to terrain

An enemy can only oppose an infiltration if he can attack the hex on which is the character attempting to infiltrate.

For example, the infiltration rule does not apply when the hex crossed is a boat hex and the enemy is on another boat, in the sea, or on land. It does apply, however, when the hex crossed is a land or sea hex and the enemy is on an adjacent boat hex. The infiltration rule does not apply when the enemy is on the other side of a window or arrow-slit.

#### 4.3.1.2 Special rule for mounted characters

Only roll the die once for mounted characters, even though they occupy two hexes. It is the front part of the counter that is used for the infiltration rule.

### 4.3.2 Mounted characters doing an about-face

The infiltration test is also performed when a mounted character wants to do an about-face while being adjacent to enemies.

Only enemies located on the two central lateral hexes of the horse or camel can oppose the infiltration. The player rolls 1 or 2D10 based on the number of enemies present on these 2 hexes.

As a consequence, a mounted character can do an about-face with no risk if his opponents are only located in the 6 other hexes surrounding his horse or camel.

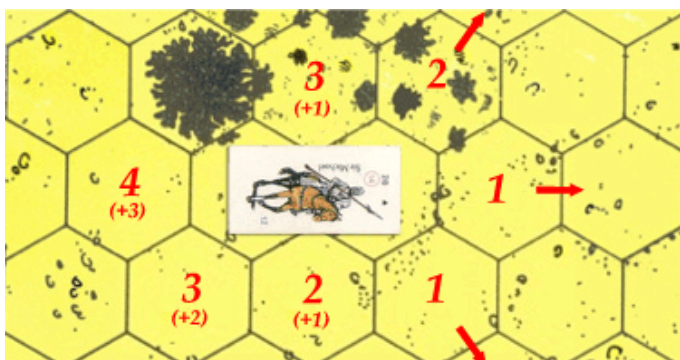


Example 5 : Bohémond wants to do an about-face. Only the Sudanese javelinman (him again!) can oppose him with an infiltration test as he stays on one of the 2 orange hexes. The other 2 Saracens can't oppose the Norman.

## 4.4 Special movement rules for mounted characters

### 4.4.1 Turning the horse

The arrow drawn on the counters of mounted characters shows the general direction of movement. To advance into the hex towards which the arrow is pointing or into one of the two hexes adjacent, the rider spends movement points (MPs) normally. However, once the rider turns his horse greater than this, he spends 1, 2 or 3 points more than the normal cost for the hex, as shown on the diagram that follows.



The numbers on the hexes show the cost of entering. The arrows show the direction of the hexes that form the frontal arc of the rider (see § 1.2).

Note. A rider who makes an about-face (a 180° turn) spends 3 MPs.

#### 4.4.2 Mounting and dismounting from a horse

To mount or dismount from a horse, a light cavalryman (unarmoured) spends 2 Movement Points and a heavy cavalryman (armoured) spends 3 MPs. These points are deducted from the Movement Allowance shown on the counter before the character mounts or dismounts. The remaining Movement Points can be used as follows:

- > If the character is mounting the horse, double the character's remaining Movement Points on foot and this gives the mounted Movement Allowance that remains.
- > If the character is dismounting from the horse, halve the character's remaining mounted Movement Points and this gives the foot Movement Allowance that remains. If the character is wounded, divide by four. In these two situations, round down to the lower number if necessary.



To be able to mount a horse, a character must be on one of the hexes adjacent to the horse. Neither the rider nor the horse can be adjacent to an enemy in a position to attack. Replace the counters for the rider on foot and the horse with the single counter representing that same rider mounted. Only riders can later mount horses belonging to other characters. When a character dismounts, replace him with the counter for the horse and place the counter for the rider on foot on an adjacent empty hex. There is no special restriction on dismounting.

#### 4.4.3 Leaping over an obstacle

A rider can try and leap over a water, trench, low wall or fence hex. When leaping, the player must roll 1D10 and check the following table. Result applies immediately.

Die Roll Result	Consequence
1-9	Successful leap ; the rider carries his movement beyond the obstacle.
10	The horse refuses to leap ; the rider is stunned and dismounted in front of the obstacle.
11+	Poor reception ; the horse is killed, the rider wounded and dismounted beyond the obstacle.

Die roll modifiers:

- > Armoured rider, wounded rider: +1
- > Attempts to leap 2 hexes at once: +4

#### 4.4.4 Horses without a rider

Horses without a rider stay immobile until they are mounted or led by the bridle.

To lead a horse by the bridle it is enough for a character (even a wounded one) to pass through one of the hexes adjacent to the horse. This action is impossible if there is an enemy in a position to attack next to the horse. The character can continue on his route, followed by the horse, which is treated as a simple extension of the counter leading it. For mounted characters, this automatic action is only possible if he is in an hex adjacent to the horse at the beginning or the end of his movement phase.

During movement, a mounted character can attempt while passing to catch the bridle of an uncontrolled horse, but it is necessary to roll 1D10 to see if he succeeds:

- > 1 - 6: The manoeuvre is successful and the character can finish his move leading the riderless horse with him. The riderless horse must be placed on one side or the other of the mounted character, in parallel and slightly behind in relation to the latter.
- > 7 – 10: The manoeuvre fails. The riderless horse remains where it is. Even if the character ends the move adjacent to the horse, he will not be able to control it this turn.



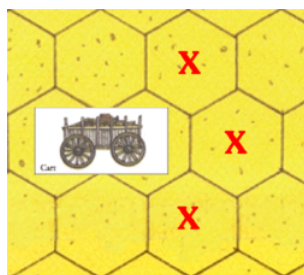
A horse without a rider stays under the control of the original player so long as he has a living character who is not stunned next to the horse. When this is not so, the horse will belong to the first player who takes control of it.

A mounted character holding another horse by the bridle will automatically lose control of it if he engages in combat or is attacked.

Note: A character on foot can lead up to three horses by the bridle. A mounted character can only lead one.

## 4.5 Draft animals and carts

### 4.5.1 Draft Animals



A cart can either be moved by a draft animal or by men. If a draft animal pulls it, it will move at the same speed as the horse. If two men move it, it has a movement allowance of 2 points per turn. If there are three or more men, the movement allowance is 3

Movement Points per turn. The draft animal or at least one of the men moving the cart must be on one of the hexes marked with a cross on the adjacent diagram. Note that only the rear half of the animal must be adjacent to the front of the cart. It can only move



if it is led by the bridge. In order to lead a draft horse, a character must be in a hex adjacent to the animal at the start of the movement phase.

All the other rules relating to horses without a rider will also apply to a draft animal (see 4.4.4). Les deux cases qu'occupe un chariot bloquent la ligne de tir des personnages situés sur le même niveau d'élévation.

A character must spend a complete turn to harness or unharness a draft animal to or from a cart, whether the animal is living or dead. To be able to move a cart the designated characters must all start their movement Phase on a hex adjacent to it.

#### 4.5.1.1 Firing at draft animals and combat

Any attack against a draft animal is solved using the tables against a mounted character. Results affecting the rider are ignored.

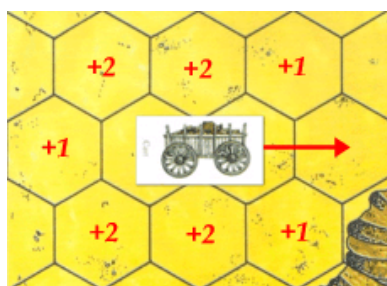
Note: Draft animals have one point in defense.

### 4.5.2 Tactical factors

Hex type	Description	Movement cost	Cover type	Effect on combat
	Stationary Cart	2	Average	+
	Moving Cart	3	Average	0

### 4.5.3 Stationary cart

#### 4.5.3.1 Movement



The extra cost in Movement Points to climb onto or descend from a cart is calculated as shown in the diagram.

Note: It is not possible to climb onto or descend from a cart through the hex in front, whether or not the draft animal is harnessed.

Movement from one cart hex to another costs 2 MPs.

#### 4.5.3.2 Shooting from the cart

Characters shooting from a stationary cart have no restrictions. Other characters on foot next to the cart will not block the line of fire.

### 4.5.4 Moving cart

A cart is treated as moving if it moved forwards using all or part of the movement allowance of the draft animal during the movement phase. 2 characters can ride the cart. The character in front holds the reins and drives it.

#### 4.5.4.1 Movement

It is not possible to climb up or descend from a cart while it is moving. A character in the cart at the beginning of the movement phase can move within the cart, from one hex to the other, at a cost of 3 MPs.

#### 4.5.4.2 Shooting from the cart

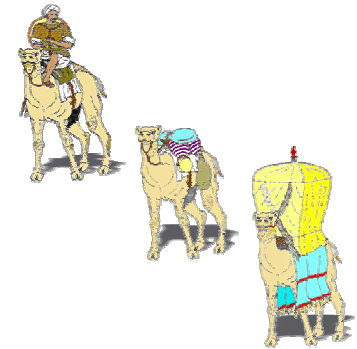
Missile fire is still possible, but +1 must be added to the die roll to take account of the instability of the cart.

## 4.6 Camels

### 4.6.1 Description

3 types of camels are included in the game:

- > Camel riders are Bedouins armed with javelins and a light armor made of wool and cotton similar to a gambeson.
- > Pack camels are used like mules to carry any kind of load or merchandise.
- > Camels with a litter carry important women like princesses and can of course represent an easy prey for raiders. To carry a character, simply put his counter on top of the camel counter (or below if the scenario calls for some decoy tactics).



Unlike other CRY HAVOC counters, the camel “dead” stance is replaced with a “kneeling” one to show him kneeling down to let a rider mount or dismount (see 4.6.4). A “dead” marker will be used when the camel is actually killed.

### 4.6.2 Movement

Movement allowances for camels vary according to their usage:

- > Camels used for war have a 12 movement-point allowance, similar to a caparisoned horse carrying heavily armored characters but inferior to the 15 MP allowance of light cavalry. This reflects the lower speed of camels over horses.
- > Pack camels or camels carrying litter have a reduced allowance of 8 as their load may fall off at higher speed.

### 4.6.3 Camels without a rider

Pack camels and camels with a litter don’t have riders. They can only be led by the bridle, by a foot character or another mounted one.

Camels without a rider stay immobile until they are mounted or led by the bridle.

To lead a camel by the bridle, it is enough for a character (even a wounded one) to pass through one of the hexes adjacent to the camel. The character can continue on his route, followed by the camel, which is treated as a simple extension of the counter leading it. If the character is mounted, taking control of the camel is not automatic unless halted; in other words, when the character starts or ends his movement on one of the hexes adjacent to the riderless camel.

During movement, a mounted character can attempt while passing to catch the bridle of an uncontrolled camel, but it is necessary to roll 1D10 to see if he succeeds:

- > 1- 6: The maneuver is successful and the character can finish his move leading the riderless camel with him. The riderless camel must be placed on one side or the other of the mounted character, in parallel and slightly behind in relation to the latter.
- > 7- 10: The maneuver fails. The riderless camel remains where it is. Even if the character ends the move adjacent to the camel, he will not be able to control it this turn.

A camel without a rider stays under the control of the original player so long as he has a living character who is not stunned next to the camel. When this is not so, the camel will belong to the first player who takes control of it.

A mounted character holding another camel by the bridle will automatically lose control of it if he engages in combat or is attacked.

Note: A character on foot can lead up to three camels by the bridle. A mounted character can only lead one.

### 4.6.4 Mounting and dismounting from a camel

To be able to mount a camel, the animal must first be kneeling down (use the “dead” stance of the counter). For this, a character must be riding him or standing next to the half of the counter containing the head. This action costs 2 MP for both the camel and the character. The same rule applies when the camel stands up.

To mount or dismount a camel, a character must be on one of the two side hexes adjacent to the head of the camel (note that this is different from horses). Only riders can later mount a camel captured in combat. When a rider mounts or remounts a camel, the counters for the rider on foot and the camel are replaced by one single counter representing that same rider on his mount.



The movement cost to mount or dismount is 2 MPs for camel riders and 4 MPs for characters inside the litter. Remaining foot MPs after mounting are doubled; mounted MPs after dismounting are halved for unwounded characters, divided by 4 for wounded characters (rounding down).



Example:

Step 1: To make the camel with the litter kneel down, Ahmed can be in any of the 3 positions mentioned and he will have to spend 2 MPs. Khafr can order his camel to kneel down at a cost of 2 MPs.

Step 2: During the same turn, Khafr can dismount in any of the 2 hexes in front of the head of his camel at a cost of 2 MPs. He has already spent 2+2 MPs and his remaining movement allowance is 4 divided by 2, or 2. Hassan was hidden in the litter carried by Ahmed. His movement-point allowance was not

affected by the kneeling down procedure of his camel. He can then dismount at a cost of 4 MPs, which leaves him a movement allowance of 2 MPs once off the camel.



In the same way, pack camels also need to kneel for loading and unloading goods.

#### 4.6.5 Camels and horses

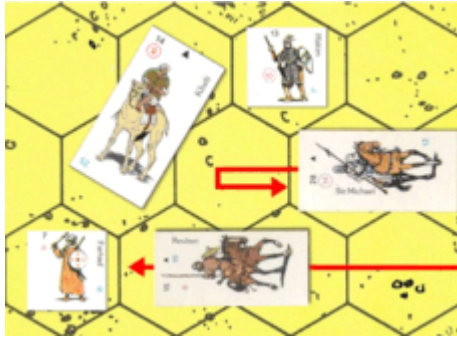
Horses unused to camels had difficulty closing with them because of their smell and were more likely to run off. For this reason, any horse moving in a hex adjacent to a camel must pass a fear test:

- > 1- 4: the horse is scared and retreats 1 hex. If the rider is fighting that turn, he will suffer a one column left shift penalty due to his difficulty in controlling his horse. Other rules related to retreat apply.
- > 5-7: though scared, the horse is forced to enter the hex by his rider. If the rider is fighting that turn, he will suffer a one column left shift penalty due to his difficulty in controlling his horse.
- > 8- 10: No effect.

Horse-mounted Saracens, Bedouins and Turcoples add 2 to the die roll as their horses are supposed to be accustomed to the presence of camels nearby. This test doesn't need to be performed if the horse is already adjacent to the camel.

Camels and horses cannot be mixed together when leading animals by the bridle

Other limitations related to combat are covered in section 4.6.8.



Example: Sir Michael (Templar) and Reuben (Turcopole) are attacking Khafir (camel rider). Sir Michael passed the challenge test to stay in Hakim's zone of influence but he only rolls a 3 on the fear test and must retreat 1 hex. He still can attack Hakim but the ratio 28:13 (2:1) is reduced to 1:1. Reuben for the same test rolls the same 3, but adds 2 to the result, being a turcopole. He can enter the hex and attack Farhad with a penalty. The initial ratio of 15:4, or 3:1, becomes 2:1.

#### 4.6.6 Cover

Standard cover rules used for horses apply for camels as well.

A character inside the litter benefits from light cover.

A kneeling camel provides medium cover to any character behind it. A kneeling camel with litter provides heavy protection. In both cases, there is no combat bonus.

#### 4.6.7 Missile fire

The camel rider is equipped with javelins. Both offensive and defensive fire is possible without any limitation on movement, even on foot.

As an option, and for enhanced realism, the number of javelins per rider can be limited to 4.

#### 4.6.8 Combat

Any horse-mounted character attacking or defending in a hex adjacent to a camel suffers a one column left shift penalty due to his difficulty in controlling his horse, even if he is not fighting a camel rider.

Cavalry cannot charge camels. Camel riders cannot charge.

The passenger in the litter is effectively passive and cannot attack. From a defensive standpoint, only the camel can be attacked by direct combat, not the passenger, as the nature of the litter and the size of the camel would make it impossible to inflict direct hits on the occupant of the litter. If the camel is killed, it collapses and the occupant of the litter can then be fought (or captured) normally.


















## 5 MISSILE-FIRE

Nine missile weapons are available in this game: the axe, the throwing-dagger, the stone, the javelin, the sling, the shortbow, the longbow, the crossbow and the ballista. Only characters that are carrying these weapons at the start can use them during the missile-fire Phases. Each character can only fire once during a missile-fire Phase, but it is possible to shoot more than once at the same target with different missile-men. Note that the shortbow and the javelin are used both on foot and on horseback, and that the throwing-dagger is only used by Assassins.

Each weapon has its own specific characteristics that will influence how it is used: strength, frequency of fire, range, handiness, and for some types ammunition limitation.

### 5.1 Fire & Movement

Frequency of fire and handiness are two factors that influence the mobility of the shooter. Thus, the handier a weapon is, the less that movement is limited. But, a character that wants to make both an offensive shot and a defensive shot will generally move less than a character that only makes the one offensive shot. The relevant characteristics of each weapon are summarised in the following table:

Western 12th - 13th	Orient 12th - 13th	9th - 11th	Type of missile weapon	Short +0	Range Medium + 1	Long + 2	Frequency of fire	Limits on movement
			Stone	1-2	3	4	Offensive OR Defensive	No limit
							Offensive + Defensive	Movement reduced by half*
			Axe (1)	3-4		7-8	Offensive OR Defensive	No limit
			Dagger	1-2	3-4	5-7	Offensive + Defensive	No limit
			Mounted Javelin	1-4	5-10	11-15	Offensive only	No limit
			Foot Javelin	1-5	6-12	13-25	Offensive only	No limit
			Sling	1-8	9-15	16-30	Offensive only	Movement reduced by half*
							Offensive + Defensive	Movement impossible
			Mounted Shortbow	1-8	9-15	16-35	Offensive + Defensive	No limit
			Foot Shortbow	1-10	11-25	26-50	Offensive only Offensive + Defensive	No limit Movement reduced by half*
			Long Bow	1-12	13-30	31-90	Offensive only	Movement reduced by half*
							Offensive + Defensive	Movement impossible
			Crossbow	1-15	16-30	31-75	Offensive OR Defensive	Movement impossible
			Ballista	1-30	31-60	61-105	Offensive only, every 3 turns (2 turns to reload)	Movement impossible

\* Round down the number obtained if necessary.

(1) As the axe is whirling, ranges for 1-2 and 5-6 hexs are considered as ineffective as the target is hit by the axe handle and not the blade.

Note: The limitations on movement only apply to the game-turn preceding defensive fire. A character that decides not to fire during both his own turn and the enemy turn can always move normally.



## 5.2 Missile-fire and combat

A character cannot fire when he is on a hex adjacent to an enemy character at the moment of firing. He is treated as being involved in hand-to-hand combat. This rule obviously does not apply if the enemy character is not in a position to attack the hex occupied by the shooter (see § 6.7 Restrictions on combat).

Once a player decides that his/her character will shoot during his/her turn (offensive fire) and/or the enemy player-turn (defensive fire), the character cannot attack an enemy character. This does not prevent the character from moving later into contact with an enemy, nor does it prevent him from defending normally if he is attacked during the enemy turn.

Note: The limitations on combat only apply in the game-turn preceding the defensive fire. A character that decides not to fire during his turn and the subsequent enemy turn can always attack normally.

## 5.3 Defensive fire

Only characters that have observed the requisite conditions for movement and who have not been attacked during the previous turn can carry out defensive fire. In addition, only crossbowmen that have not made an offensive shot will have the right to make a defensive shot in the subsequent turn.

Unlike offensive fire, which is used against immobile characters, defensive fire takes place while the enemy is moving. The player using defensive fire can thus interrupt a character's move at any moment on a specific hex and declare that he/she is firing on him there with one or more missile-men. As a result of simultaneous firing, all the missile-men that will intervene at this moment must be identified **before** the shots are resolved. Whatever the results of the shots, all are treated as having fired. In other words, if a player identifies, for example, three missile-men and the enemy character is killed by the second shot, the third missile-man will still have carried out his shot. His shot will not have had any additional effect: a result often produced in reality..

If, after having survived one or more shots in one hex during his movement, the enemy character can still move, a fresh defensive fire cannot be carried out against him unless he has moved:

- > 1 hex further if he is on foot and wounded
- > 2 hexes further if he is on foot and unharmed
- > 3 hexes further if he is mounted
- > 4 hexes further if he is mounted and charging

So from here to there he may perhaps have the time to hide behind a tree or arrive in contact with the character that had just shot at him...

Note: It is not possible to use defensive fire against a character that has not started his move, unless the other player declares that the character will not be moved that turn. It is not possible to fire at one character, then at another, and then to return to fire again at the original target. Once the shots against one character have been finished, that character cannot be targeted again until the next game-turn.

## 5.4 Resolving missile fire

### 5.4.1 Steps

To shoot at an enemy:

- > Identify the type of weapon used by the shooter;
- > Check the distance between him and his target (the number of hexes excluding the one the shooter is in);
- > Check the type of target (on foot or mounted), and refer to the appropriate table;
- > Notice the cover type of the target (None, Light, Medium or Heavy), and check the appropriate column on the missile fire table;
- > Roll 1D10 and read the result in the corresponding missile fire table;
- > Note when shooting on a rider: The shooter can select which hex the target is in to shoot at (either the closest or the one where the rider's cover is the lightest).

### 5.4.2 Shooting at mounted characters / 1D10

If the character aimed at is armoured, the shooter adds +1 to the die roll.

Die roll depending on weapon				Result depending on cover		
Ballist Bombard	Crossbow Dagger Axe	Long bow Sling Stone	Shortbow Javelin	None	Light	Medium
1				F	F	F
2				F	F	E
3	1			F	E	D
4	2	1		E	D	C
5	3	2	1	D	C	B
6	4	3	2	C	B	A
7	5	4	3	B	A	-
8	6	5	4	A	-	-
9+	7+	6+	5+	-	-	-

#### Explanation of results:

- : Shot misses. No effect.
- A : Offensive fire: Rider retreats 4 hexes immediately (§)  
Defensive fire: Rider's movement allowance is reduced by 4 hexes for this turn.
- B : Horse unharmed, rider stunned and dismounted.
- C : Offensive fire: Horse unharmed, rider wounded.  
Defensive fire: Same + A. Horse alone: Killed
- D : Offensive fire: Horse killed, rider wounded & stunned.  
Defensive fire: idem + armoured cavalryman can move 1 hex on foot, light cavalryman 2 hexes.
- E : Horse unarmed; rider killed & dismounted. Horse alone: Killed
- F : Horse killed; rider killed & dismounted.

### 5.4.3 Shooting at characters on foot / 1D10

If the character aimed at is armoured, the shooter adds +1 to the die roll.

Die roll depending on weapon				Result depending on cover			
Ballist Bombard	Crossbow Dagger Axe	Long bow Sling Stone	Shortbow Javelin	None	Light	Medium	Heavy
1				C	C	C	C
2				C	C	C	B
3	1			C	C	C	B
4	2	1		C	C	B	A
5	3	2	1	C	B	B	A
6	4	3	2	B	B	A	-
7	5	4	3	B	A	A	-
8	6	5	4	A	A	-	-
9	7	6	5	A	-	-	-
10	8+	7+	6+	-	-	-	-

#### Explanation of results:

- : Shot misses. No effect.
- A : Offensive fire: Character retreats 2 hexes immediately (§)  
Defensive fire: Character's movement allowance this turn is reduced by 2 hexes.
- B : Offensive fire: Character wounded;  
Defensive fire: Character wounded, and can only move half of remaining movement allowance (rounding down if necessary).
- C : Character killed.

(§) The character affected must immediately retreat. He can retreat across hexes occupied by friendly characters. He can also displace friendly characters in order to end up at the required distance from his

starting point. But if the retreating character or one of the displaced characters is forced to pass or stop on a hex adjacent to an enemy, he must submit to the consequences of the infiltration of Enemy Lines Table. It is impossible to retreat across a hex occupied by an enemy. A character that cannot retreat the full distance necessary is automatically wounded.

Important: A stunned or wounded character is considered to be dead if wounded or stunned again. A stunned character that is forced to retreat is also considered to be dead..

#### 5.4.4 Modifiers to missile-fire die rolls

Several factors can impact the result of missile-fire, in addition to the die roll:

Modifier	Circumstances affecting missile-fire die roll
+1	<b>Shooter:</b> Wounded; On boat or cart; In a tree; On a moving siege tower or belfry; Dagger at difference of 1 elevation level, or javelin at difference of 2+ levels; Stone (med/long range). <b>Target:</b> Armoured; Aiming at one hex of 2-hex target. <b>Weather:</b> Rain; Sun in eyes.
+2	<b>Shooter:</b> Dagger at difference of 2 elevation levels. <b>Weather:</b> Storm.
-1	<b>Shooter:</b> Volley fire. <b>Target:</b> Using 2-handed axe.

Note: The result of missile-fire against a character (on foot or mounted) will vary whether he wears an armour or not.

#### 5.4.5 Errare humanum est

To err is human... There is great confusion during combats. To simulate this state of events, each time that a shooter misses his target, the player concerned rolls the die a second time to see if he has wounded a character nearby by mistake. If he rolls a number from 1 to 6, the projectile will end its flight in one of the 6 hexes around the target and wound any character there. Characters in armour will not be wounded but will immediately retreat 2 hexes. Obviously if the line of fire is blocked by an obstacle, the character cannot be hit.

Note: Before rolling the die, allocate a number to each of the 6 hexes around the target. For mounted targets take as the centre the front part of the counter containing the little black arrow.

### 5.5 Restrictions on firing and cover

#### 5.5.1 Line of fire

A character can fire on an enemy character at any time that an unblocked line of fire exists between the shooter's hex and the target. The line of fire consists of an imaginary straight line drawn from the centre of the hexagon of the shooter to the centre of the hexagon of the target.

If that line of fire crosses a hex containing either a character or any type of terrain other than flat terrain, the shot is subject to restrictions explained in the following paragraphs.

#### 5.5.2 Firing across particular terrain and types of cover

##### 5.5.2.1 Scrub

It is possible to shoot into and across scrub hexes. A character benefits from light cover if he is on a scrub hex or if the line of fire crosses a scrub hex.

##### 5.5.2.2 Trees

If there are trees or branches of trees between the shooter and his target, the shot is impossible. It is possible, however, to fire at a target in a tree hex so long as the line of fire does not cross any other tree hex. A character on a tree hex benefits from light cover.

A bowman, slinger, dagger or axe thrower can shoot from up a tree. Crossbowmen and javelinmen cannot shoot. A shooter from up a tree adds +1 to his die roll.

##### 5.5.2.3 Slope

Slope hexes do not block the line of fire so long as it does not cross the top lip of the slope. When the line of fire crosses the lip of a slope, shooting is not possible unless the character on the lower level is at least as far away from the slope hex as the character on the upper level. If he is closer, no firing is possible between them because they cannot see each other.

Exception: Shooting is possible when the character on the lower level is on the slope hex itself. He can then shoot, but he can also be shot at because it is considered that he is half-way up the slope.

A character on a slope hex benefits from medium cover if the line of fire passes over the lip of the slope.



Two crossbowmen and an archer, A, B & C, shoot at characters D & E. For A & B, D benefits from medium cover as the fire crosses the top lip of the slope. On the other side, they can't shoot at E who is closer from the slope than they are. For C, D doesn't benefit from any protection as the fire doesn't cross the top lip of the slope.

#### 5.5.2.4 Water

A character in a water hex (sea or river) never blocks a Line of Fire. He benefits from light cover except if the shooter is an hex adjacent to water. A character in a water hex cannot shoot.

His cover turns to medium if the line of fire crosses a wooden bridge (as on the Temple and Watermill maps) or scrub. His cover turns to infinite if fire crosses a stone bridge with a parapet (as on the Wight's Bridge map) or a boat. Cover is also medium for a character in shaky water.

Targets in a river or swamp don't have any cover if the shooter is on the bank or on a bridge. This rule doesn't apply if the shooter is on a beach hex or for sea hexes..

Furthermore, rules for shooters on higher elevation will eliminate the effects of terrain (see 5.5.6). Targets in river or swamp hexes (but not sea), or in an embarkation (except a large ship) don't benefit from normal cover of their terrain if:

- > the shooter is one level higher in elevation and is located less than half of the short range distance;
- > the shooter is more than one level higher in elevation and is located within the short range distance.

#### 5.5.3 Firing over other characters

If the line of fire of a crossbowman, axe thrower, slinger or Assassin passes through a hex occupied by a living character, shooting is impossible. For a living character the rule applies also to animals but not to stunned characters; the latter do not block the line of fire.

On the other hand, archers and javelinmen can shoot over other characters on condition that the target is at medium or long range and only benefits from light cover (or no cover at all), and is not in contact with a character from the same side as the shooter.

##### 5.5.3.1 Exceptions:

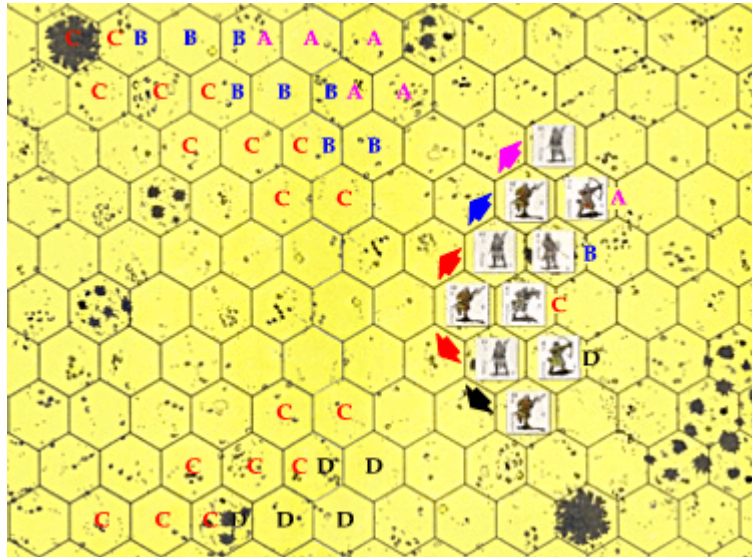
- > A character in a water hex does not block a line of fire. He can be shot over freely;
- > Horse archers can fire over friendly characters that are immediately adjacent to them. They are, however, bound to observe all the other restrictions on firing;



A, B, D and E are fighting against C, F and G.

- Character A is a horse archer.
- Because he is higher than B, A can shoot over him at C.
- D is also an archer, but he is not mounted. Consequently he cannot fire over E at F.
- A cannot fire over E at G because he is not adjacent to E..

- > Some combat formations allow archers, crossbowmen and javelinmen to shoot through a row of friendly characters that are immediately adjacent to them. This row must consist of at least three characters identically armed and, on the Arab side, of the same nationality (see example below). Apart from the characters that form this row in front of the missile-men, all the restrictions apply normally. The line of fire extends in a straight line from the dividing line between the two front row hexes, and is either 1 or 2 hexes in width from hex 4 onwards.



Each missile-man can only fire straight in front of him between two characters in the front row. The field of fire of each shooter is shown by the corresponding letters (A, B, C, D).

Any enemy that is less than 3 hexes from the front row cannot be shot at..

When a shooter on a slope cannot see a character situated at a lower level (see § 5.5.2.3), he can fire overhead freely.

#### 5.5.4 Riders in cover

A mounted character occupies two hexes. If the two hexes do not provide the same cover, treat him as benefiting from the heaviest cover. Example: A mounted character occupying a flat terrain hex and a scrub hex benefits from light cover.

#### 5.5.5 Combined terrain effects

Characters in water or kneeling benefit from light coverage as they are a more difficult target to shoot at. The same rule applies for smaller targets, like characters on the ground (ramping or stunned) and small animals. General rules are designed for standing characters, so small targets should receive additional coverage when located in “half-height” terrain like scrub or swamps. Low walls and windows provide infinite cover as a kneeling or stunned character can’t be seen. This combination rule is also used when a line of fire crosses é types of cover, like shooting across a scrub hex on a kneeling target or a character in the water.

Cover combination	Resulting cover
Light + Light	Medium
Light + Medium, or more	Infinite

#### 5.5.6 Shooting from a higher elevation

Terrain impact can be neutralized when shooting from a higher elevation. Targets in a river or pond, scrub or swamp, a slope or an embarkation don’t benefit from their normal cover if:

- > the shooter is one level higher in elevation and is located less than half of the short range distance;
- > the shooter is more than one level higher in elevation and is located within the short range distance.

Most terrains bordering hexes (such as those providing light coverage like low walls and parapets, or those providing higher coverage like battlements and stockades) only provide coverage at the hex behind that border.



## 6 COMBAT

When two characters, or more, are on adjacent hexes, they can fight each other. Each combat is optional. The decision whether or not to attack rests with the player whose turn it is [the active player]. His/her characters are called the attackers. In the following player-turn they will defend against the opponent's attackers. Each character can only make one attack per turn, but a defender can be attacked several times by different attackers.

To resolve a combat, divide the attack strength (black number) by the defence strength of the character being attacked (red number). This will give an odds ratio which matches a column of possible results on the relevant Combat Table. The attacker then rolls the die to determine the exact result of the combat in question. There are two Combat Tables - one is used to resolve combats against mounted characters, the other against characters on foot.

When calculating the odds ratio, the number obtained must be rounded, if necessary, in favour of the defender. Thus an attacker with a strength of 8 against a defender with a strength of 3 gives a ratio of 2.6 against 1 which rounds down to 2 against 1 (2:1). Attacks attempted at odds of less than 1 against 1 (1:1) are impossible.

### 6.1 Effects of terrain on combat

The odds ratio of a combat can be modified by the nature of the terrain occupied by each of the characters involved. You can see from the Terrain Types table (see the Game Aid card) that a terrain can influence combat in two ways: it can be neutral (0), or disadvantageous to the character occupying it (-).

According to the terrain that each occupies, the odds ratio may need to be modified by shifting the column of possible results to the left or to the right. This is shown on the table above the two Combat Tables on the Game Aid card.

A mounted character is considered to occupy the least advantageous terrain of the two hexes occupied.

Attacker in terrain	against	Defender in terrain	Effect on the odds column (1:1, 2:1, 3:1, etc.)
-		+	shift 2 columns to left
-		0	shift 1 column to left
0		+	shift 1 column to left
0		-	shift 1 column to right
+		0	shift 1 column to right
+		-	shift 2 columns to right

If the two sides are on equivalent terrain, the column does not change and the odds remain the same.

### 6.2 Combat against more than one character

When a character occupies a hex adjacent to several opponents, he can choose to fight some, all or none. If he decides to attack more than one, he must add their defence strengths to make one single total factor, which is then used with his attack strength to calculate the odds.

When two characters (or more) decide to attack one enemy character, they can attack individually, or alternatively they can add their attack points to create a single total factor which is used to calculate the odds against the defender's strength. If they attack together, they may, as a bonus, shift the odds column so obtained by one column to the right (see example below). This rule does not apply to a mounted character unless he is attacked by several riders.

When the result of the combat shows that one of the attackers or defenders has been stunned or wounded, the player of the side affected decides which of the characters receives the blow. On the other hand, the result "Attacker retreats" or "Defender retreats" applies to all the characters that participated in the attack or defence.

A stunned character is automatically dead if, during the action, enemies occupy all the hexes surrounding him.

If the attackers decide to attack jointly and they are on different types of terrain, the least advantageous terrain will be counted to compare with that occupied by the defender.

**Example:** Assume that two characters attack an enemy at 4 against 1 (4:1). If one is on terrain (0) and the other on terrain (-), the two attackers are considered to be on terrain (-). If the defender occupies terrain (0), the Terrain Effects table (see the Game Aid card) shows that the odds ratio must be shifted one column to the left (4:1 becomes 3:1). But if they attack together they can shift the odds ratio one column to the right. The

combat will thus be resolved at 4:1, the number of attackers having counterbalanced the terrain disadvantage.

### 6.3 Combat against a defender in armour

When a character attacks a defender in armour (a defence strength with a circle around it), he adds 1 point to the number rolled on the die. It is this modified number which indicates the result of the combat. If there are several defenders and not all are in armour, this rule does not apply but any resulting injuries will be inflicted on an unarmoured character.

### 6.4 Combat against mounted characters / 1D10

If there are several mounted attackers, shift the odds one column to the right.

Die roll	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1
1	C	D	D	E	E	F	F	G	G	H	H	H
2	C	C	D	D	E	E	F	F	G	G	H	H
3	C	C	C	D	D	E	E	F	F	G	G	H
4	B	C	C	C	D	D	E	E	F	F	G	G
5	B	B	C	C	C	D	D	E	E	F	F	G
6	A	A	B	C	C	C	D	D	E	E	F	F
7			A	B	C	C	C	D	D	E	E	F
8				A	B	C	C	C	D	D	E	E
9					A	B	C	C	C	D	D	E
10						A	B	C	C	C	D	D

#### Die roll result

Add +1 to the die roll if defender is in armour (10+1=10)

#### Explanation of results

**A** - Attacker wounded, horse unharmed

**B** - Attacker retreats one hex (§)

**C** - Defender retreats one hex (§)

**D** - Horse killed, rider stunned and dismounted

**E** - Horse unharmed, rider wounded

**F** - Horse killed, rider wounded and dismounted

**G** - Horse unharmed, rider killed and dismounted

**H** - Horse killed, rider killed and dismounted

### 6.5 Combat against foot characters / 1D10

If there are several attackers, shift the odds one column to the right.

Die roll	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1
1	D	E	E	E	F	F	F	F	F	F	F	F
2	C	D	D	E	E	F	F	F	F	F	F	F
3	C	C	D	D	E	E	F	F	F	F	F	F
4	B	C	C	D	D	E	E	F	F	F	F	F
5	B	C	C	C	D	D	E	E	F	F	F	F
6	A	B	C	C	C	D	D	E	E	F	F	F
7		B	C	C	C	C	D	D	E	E	F	F
8		A	B	C	C	C	C	D	D	E	E	F
9			A	B	C	C	C	C	D	D	E	E
10				B	C	C	C	C	C	D	D	E

#### Die roll result

Add +1 to the die roll if defender is in armour (10+1=10)

#### Explanation of results

**A** - Attacker wounded

**B** - Attacker retreats one hex (§)

**C** - Defender retreats one hex (§)

**D** - Defender stunned

**E** - Defender wounded

**F** - Defender killed

(§) Retreats apply to all the defenders or attackers involved. A character can retreat across hexes occupied by friendly characters. He can also displace friendly characters in order to end up at the required distance from his starting point. But if the retreating character or one of the displaced characters is forced to pass or stop on a hex adjacent to an enemy, he must submit to the consequences of the Infiltration of Enemy Lines Table.



It is impossible to retreat across a hex occupied by an enemy. A character that cannot retreat the full distance necessary is automatically wounded.

Important: A stunned or wounded character is considered to be dead if wounded or stunned again. A stunned character that is forced to retreat is also considered to be dead.

## **6.6 Advance after combat**

If at the end of a combat the attacker or the defender have been forced to retreat (or if one or the other has been stunned or killed) the victorious player can advance one of his/her characters by 2 hexes if on foot or by 3 hexes if mounted. The first hex crossed must always be one of the hexes evacuated by the enemy (or the hex of the stunned or killed character).

Advance after combat is not obligatory but it must be carried out immediately, without waiting for the resolution of the other combats in process.

Only a character involved in the combat can benefit from the advance after combat. The MPs used during the advance after combat do not prevent the character concerned from moving normally during the next game turn.

Note: The advance after combat must take account of the rules for infiltration of enemy lines (§ 4.3), but with the following restriction: an enemy character adjacent to the hex crossed cannot roll the die if he is simultaneously engaged in combat, either in attack or defence. Whether the combat has or has not already taken place is irrelevant.

## **6.7 Restrictions on combat**

As a general rule, any combat is impossible if the attacker could not move into the hex that he is attacking.

Examples: a soldier in armour cannot attack a character in a water hex; a rider cannot attack a character in a tree hex.

## **6.8 Missile fire & combat concerning horses**

When a rider is dismounted following combat or missile fire, the player to whom he belongs places the appropriate counter - rider stunned, wounded or dead - on one of the hexes adjacent to his horse. In the event that all the adjacent hexes are occupied, a friendly character is shifted one hex to make room for the dismounted rider. If he is completely surrounded by enemies, a dismounted rider is automatically killed. The horse itself remains in the same place and must be represented by its own counter (dead or alive according to the result shown).

If a player decides to attack a riderless horse or a draft horse, he resolves the combat or missile fire in the same way as for an unarmoured mounted character. However, the results C, D, E and F for missile fire, and E, F, G and H for combat, cause the death of the horse.

When a draft horse harnessed to a cart is required to retreat, the cart retreats as well. If a horse is held by the bridle and is forced to retreat, the animal retreats but not the character leading it.

Note: All the horses have a defence strength of 1 point (except armoured horses of Dragon Noir which have a defence strength of 2).

## **6.9 Surrender & ransom**

From the 12th century, western knights realize that it is better to ransom an opponent who can pay rather than kill him. This also reduced the lethality of the fights, and contributed to maintain the staff of the noble elite.

The ransom rules thus apply only to fights between two enemies during the western Middle Ages (12th / 14th century). They do not apply between opponents of different religions (Crusader against Saracen for example) or for earlier periods (Vikings, Anglo-Saxons, Byzantines)

Only knight may surrender, all other figures, unless specifically stated in a particular scenario, receive no quarter. A knight will only surrender to another knight.

If during a combat phase an attacking knight or an attacking party containing a knight has combat odds of 8-1 or more against a defending knight who has none of his side in any hex adjacent to him, the defender may surrender. To ascertain if the attacker accepts the knight's surrender, he throws a dice.

> 1 – 4, the knight surrenders;

> 5 – 10, the knight does not surrender and combat may take place!

On surrendering, a knight's counter is stacked on top of a ransom counter. A wounded knight uses a ransom counter on which Wounded is written. If a knight is mounted when he surrenders, he must dismount immediately.

The ransom counter shows the knight's reduced attack and defence strengths and these are his combat values until the end of the game. Even if he escapes from his captors, a knight who has surrendered still continues to use the combat values shown on the ransom counter. If the knight surrenders he must be escorted to a friendly board edge or some area of safety consistent to the game scenario, by 1 knight or sergeant, or by 2 men at arms or bowmen. They must remain in adjacent hexes to their prisoner at all times to constitute an escort.



A knight may only attempt to escape during his movement phase in the following circumstances:

- > If one of the members of his escort is not in a hex adjacent to his (by negligence, or because he has been killed or forced to retreat as a consequence of missile-fire or combat).
- > If a member of his escort, although in a hex or hexes adjacent to his, is attacked and engaged in combat by a character or characters of the prisoner's own side. If the escort is attacked, the knight may add his ransom counter attack strength to that of the attackers in the normal multiple combat method in an attempt to overpower his escort.
- > If his escort of 2 men at arms is reduced to 1 by missile fire or combat he may attempt to escape during his movement phase, even if his escort is in an adjacent hex.

If during a movement phase a knight attempts to escape and his escort can move into an adjacent hex or hexes during their movement phase they may engage in combat with their former prisoner or not as they choose.

A knight stacked with a ransom counter who has escaped from his captors and is attacked again has forfeited his right to quarter. He may not be ransomed twice and fights on until killed.

## 7 COMBAT TACTICS

These optional rules can only be used if the scenario mentions it expressly.

### 7.1 Berserkers

- > Period: 8th – 11th centuries
- > Army: Vikings

All berserkers in contact with an enemy character must attack, whether alone or as part of a multiple attack. If the result of the combat is unfavourable to the defender (retreat, stun, wounded or killed), the berserker must take advantage of the opportunity for advance after combat if this will place him adjacent to an enemy, whether it be the one who has retreated or another. If, however, the result of the combat favours the defender, the berserker ends his game turn.

Once all the combats have been resolved, the Viking player rolls a die for each Berserker victorious in a combat:

- > 1-3 and the Berserker calms down and ends his turn;
- > 4+ and the Berserker enters a berserk rage and starts a new combat.

All enraged Berserkers then fight afresh, following the same procedure as for the first combat. This second round of combats for Berserkers is resolved immediately and applies solely to the Berserkers. They can attack alone, or in combination if their locations allow. At the end of these combats, roll the die again for each victorious Berserker. All the Berserkers still enraged then enter a third round of combat, and this procedure is repeated until all the Berserkers have calmed down. Proceed in the same way in each of the Viking player's game turns. Note: The only movement permitted during these extra rounds are those achieved by this group by advances after combat; no other movement is possible. A Berserker who ends his advance without coming into contact with an enemy will automatically calm down.

### 7.2 Huscarls

- > Period : 10th – 11th centuries
- > Army: Saxons

Huscarls are armed with very large shields. During battles, their training allowed them to adopt a special formation based on this weapon of defence. They stand in solid ranks with their shields upright so as to form a continuous barrier. Such a formation does not allow them to attack or move while they maintain the formation. This was, however, a very good protection against missiles and enemy attacks.

In this game, the Anglo-Saxon player can adopt such a formation with his Huscarls by lining them up side by side in groups of at least 3 characters (see diagram).

The two hex-sides that point to the front of each counter will form the front line. All the Huscarls forming the line are treated as being in heavy cover in relation to missile-fire, and in favourable terrain when they are attacked, whatever the type of terrain that they occupy. However, these advantages only benefit them if the line of fire or attack is made from the front; shooting and attacks from the sides and rear are resolved normally



### 7.3 The two-handed axe

- > Period: All
- > Armies: Vikings, Saxons and certain medieval men-at-arms

This rule allows certain characters to use a special fighting skill: combat with the two-handed axe. This is limited to experienced warriors, but such a skill confers an extraordinary strength in attack balanced by the fact that it also renders that character vulnerable in defence since he cannot use a shield. In this game only those characters carrying an axe and belonging to one of the following troop types can use the rule:

- > For the Vikings: Jarls, Hirdmen & Berserkers;
- > For the Anglo-Saxons: Earls & Huscarls.
- > For medieval characters, knight Roland, sergeants A'Wood & Tyler, and the Macemen of the Horse Raiders extension.

Two other conditions must also be satisfied: the character must be on foot and in full health.

At the time of starting the combats, the player concerned identifies those warriors who will attack using their axes with both hands. On each of them he places an “axe” marker in such a way that it can be clearly seen. The marked characters will have their attack strength doubled during the current combat phase. This also applies to the repeated attacks of Berserkers during that same Combat Phase (see the special rule above). During the enemy player’s turn, the same characters will be treated as being in an unfavourable situation (-) if they are attacked, a disadvantage which is added to the calculation resulting from the type of terrain (+, 0 or -). When a shooter takes one as a target, he subtracts 1 point from the die roll result before consulting the missile-fire results table. The protection given by armour remains. When his game turn comes round again, a player can decide to remove the axe marker from a character, or alternatively to leave it. If the axe marker is removed, the character’s attack strength returns to normal and he no longer suffers any of the defence disadvantages (for missile-fire and combat) consequent on this method of fighting.

## 7.4 Throwing axes

> Period: All

> Armies: Merovingians, Medieval Eastern Europe

Contrary to what people may think, the Merovingian Franks were not the only ones to use these weapons. In the 13th century, the northern Slavs, the Prussians and the Lithuanians still made much use of throwing axes. Each thrower carries only two throwing axes, but nothing stops him from picking up axes from throwers killed before they made their throw.

Axes are powerful weapons and will be treated like crossbows on the missile-fire table. Only one offensive or defensive fire is allowed to keep their full movement allowance.

Range management is specific to this weapon: The throwing axe reaches its target after one, two or three rotations. The target can be hit by the blade (possibly lethal) or the handle (a bruise at most). The actual range only takes into account the hexes that are hit by the blade, or 3-4 hexes (short range), 7-8 hexes (long range, as efficiency drops quickly with the distance).



## 7.5 Mounted javelinmen

This type of battlefield specialist is discovered as much among the Bretons from Nominoë (in the 9th century) as among the Turcomans of the Middle East. You can also find these men among the steppe nomads (Cumans, Petchenegs, etc...), among the Moslems of Spain, among the Aragonese (in the 13th and 14th centuries) and among the Irish.



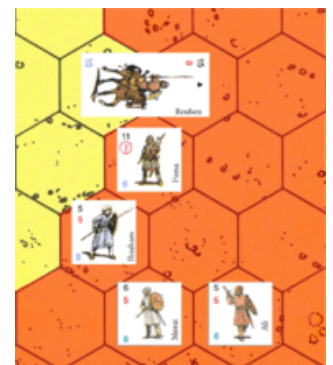
The mounted javelinmen are necessarily light cavalry and they cannot carry more than 3 javelins.

To be able to throw a javelin, the thrower must always have the target in his frontal arc.

**Example 1: The Turcople can throw at both Syrian infantrymen, but not at both Fatimid pikemen.**

A javelinman can throw over a friendly foot character, if he is adjacent to him. This is not possible if the target is less than 3 hexes away from the thrower.

**Example 2: The Turcople can fire at both Syrian infantrymen, but not at the Fatimid pikeman.**



### 7.5.1 Modifications due to fire range

Type of weapon	Short range	Medium range	Long range
Modification to die roll	No modification	+1	+2
Mounted Javelin	1 - 4 hexes	5 - 10 hexes	11 - 15 hexes

Frequency of fire and movement: Offensive fire only, no limitation on movement.

### 7.5.2 The lance-javelin of Normans

- > Period: 11th century
- > Army: Normans

Most of the mounted knights on the Bayeux Tapestry are represented with their lance held over the head, ready to be thrown as a javelin (one of them effectively throws it in this way). The lance could also be used to jab, by amplifying the movement with the arm. The use of the couched lance (the weapon firmly blocked under the arm so that the rider, the frame and the lance form only one missile) will become widespread only at the end of the 12th century. For all the scenarios taking place in the 11th century, we shall consider that the mounted Norman knights can throw their lance before using their sword for close combat. Only Onfroy and Sarlon are represented with a lance-javelin, but the rule can be spread to all the characters.



## 7.6 Cavalry charges and counter-charges

- > Period: 11th - 14th centuries
- > Armies: All

### 7.6.1 Single cavalryman charge

The cavalry charge is a form of attack that allows improved combat odds. Before effecting his/her moves, a player can announce cavalry charges. For each charge the player identifies the rider concerned, the target and the route selected. To be permissible, a rider's charge must meet the following conditions:

- > The enemy chosen must, at the beginning of the charge, be situated within the frontal arc of the rider (see the diagram below) and visible to him. A line of sight is identical to a line of fire but only mounted characters will block the line of sight of a rider.
- > The rider must travel at least 6 hexes and his movement cannot include any sharp turning that would require the expenditure of extra movement points above the normal cost of each hex (see §4.4).
- > The four final hexes of the charge must be in a straight line towards the target's hex.



#### Frontal arc of a rider

The dotted hexes are part of the frontal arc of a rider.

### 7.6.2 The counter-charge

After the announcement of each charge, the opposing player has the opportunity to declare a counter-charge by one of his/her own riders. This declaration must be made immediately, without waiting for the identification of other later charges. The character carrying out the counter-charge need not be the character chosen as a target by the opposing charge. To be permissible, a rider's counter-charge must meet the following conditions:

- > The counter-charging rider must have the charging rider within his frontal arc (see the diagram above) and similarly must be able to see him.
- > A counter-charge must always end with the designated rider occupying the final 2 hexes of the route of the opposing charge. In other words, charge and counter-charge will encounter one another face-to-face



on the 4 final hexes of the originally declared charge, with each rider occupying respectively 2 of these hexes (see the diagram below).

- > To reach this position, the counter-charging rider cannot travel more than half of the number of hexes declared for the original charge (rounding down if necessary). In addition, as for the opposing rider, his movement cannot include any sharp turning that would require the expenditure of additional movement points.



### Example of charge and counter-charge

A Templar declares a charge against a Fatimid pikeman over 10 hexes.

A Heavy Syrian cavalryman decides to counter-charge and moves to encounter the Templar by occupying the 2 final hexes of the original charge route.

The other Syrian cavalryman could alternatively have been chosen to counter-charge, but the Mamluk could not because the latter did not have the Templar within his frontal arc at the beginning of the charge.

It is not possible to carry out more than one charge or counter-charge against the same character in the same game turn. Once a charge or counter-charge has been declared, it cannot be withdrawn nor can the route be modified. No defensive fire is allowed against a charging rider if a counter-charge has been declared.

If a rider is subjected to an enemy charge of a range of at least six hexes and this charge is directed against his frontal arc, he can counter-charge. In this situation, he advances two hexes towards the enemy following the same route as the latter.

In those scenarios with a large number of riders, it is recommended that the charge/counter-charge markers be used. These markers are placed on top of the characters concerned.

#### 7.6.3 Effect on combat

A charging rider has his attack strength increased by half. A counter-charging rider has his defence strength increased by half. If necessary the resulting number should be rounded down.

**Example:** A knight with an attack strength of 28 charges a Syrian cavalryman with a defence strength of 9. The knight gains a bonus of 14 points, which gives him an attack strength of 42 points this turn. If the Syrian cavalryman were able to counter-charge, he would add 4 points to his defence strength.

Charges and counter-charges are always resolved as a separate combat, independent of any other attacks against one or other of the riders involved.

Note: In the event that the counter-charging rider's defence strength is greater than the attack strength of the charging rider, the roles are reversed between them, so the defender becomes the attacker. Unfavorable results for the rider that counter-charges are not taken into account.

#### 7.6.4 The lance charge

- > Period: 11th – 13th centuries
- > Armies: Westerners

This form of attack was developed in the end of the 11th century and would become the distinctive trait of the Western knights in the 12th and 13th centuries. It might have been invented in Southern Italy. Initial strength was generated by the lance firmly held under the right arm, but the tight formation of a group of mounted knights made it even stronger.

Any group of 3 adjacent knights or more charging in a straight line combine the benefits of the charge rules explained above and the die roll result is shifted one column to the right. Counter charging this formation towards its front face is impossible.

## 7.7 Faster crossbow fire

Richard the Lionheart used a tactic during the battle of Jaffa in 1192 that allowed him to double the rate of fire of his crossbows, thus compensating for the inferiority of his foot soldiers against attacks by Moslem cavalry. Crossbows were reloaded not by the firers but by loaders standing next to them.

Note: This rule makes the crossbow even stronger in the game, so it can only be used when the scenario specifies it (typically when the number of crossbows is very limited on one side).

### 7.7.1 The loader

Designate a character that is standing on an adjacent hex and immediately behind the crossbowman to be the loader. Place a “Loader” marker to identify him. The loader cannot move nor attack. If the loader is attacked, the crossbowman cannot shoot during that turn.



### 7.7.2 Effect on shooting

The presence of a loader allows the crossbowman to operate like a longbowman (offensive and defensive fire possible, but movement still impossible). The crossbowman can move from one to another hex adjacent to the loader, but in this situation only offensive fire is allowed.

## 7.8 The trees

### 7.8.1 Climbing into a tree and down

An unarmoured character may climb into a large tree (covering 7 hexes on a map, except palm trees). The character must pass through the central hex of the tree, representing the trunk, in order to climb up. Place a marker “Up the tree” onto the character to show his position at the top of the tree.



The level of elevation for a character up a tree is Level 1. As a result, he cannot fight a character on an adjacent ground hex (but see the exception in § 7.8.5).

The cost to climb a tree is 6 MPs. The cost to pass from one tree hex at level 1 to another is 4 MPs. Climbing down the trunk hex is possible at the same cost as for jumping (4 MPs).

When two large trees are adjacent, movement is allowed from one large tree to another, but with a risk of a failure resulting in fall and injury. Roll 1D6:

- > from 1 to 4, the move is successful;
- > 5, the character falls and is stunned;
- > 6, the character falls and is wounded.

Example

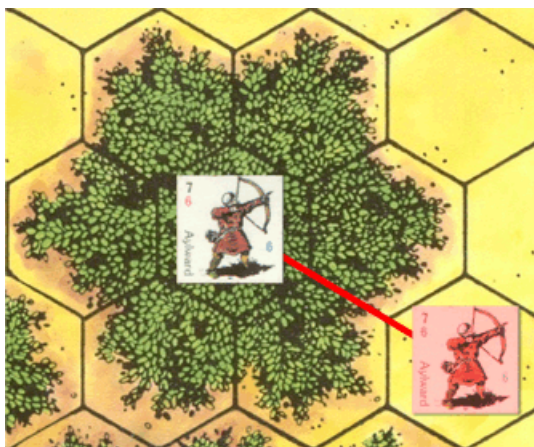


Fig. 1: Aylwin wants to climb into the tree. Moving to the trunk from outside the tree costs 2 MPs for each tree hex entered, i.e. 4 MPs to enter first the outer hex and then the trunk.



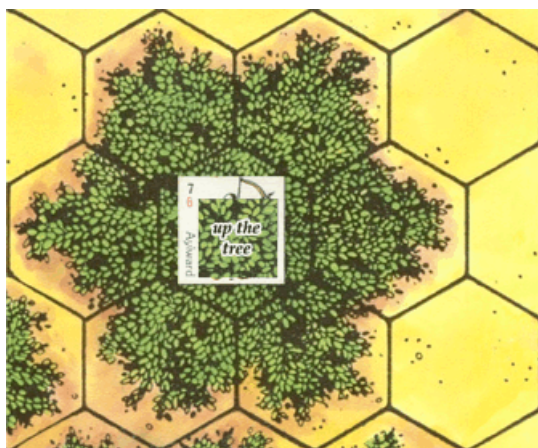


Fig. 2: Climbing up the trunk costs 6 MPs and an “Up the tree” marker is then placed on him.

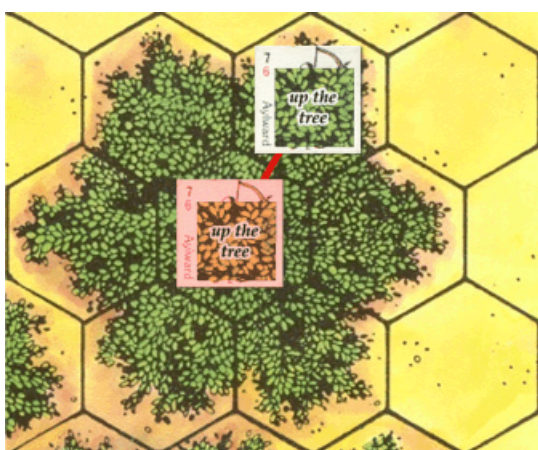


Fig. 3: Moving from one hex to another up the tree costs 4 MPs.

As a consequence of the difference in levels, it is possible that one tree hex may contain two characters at the same time: one up the tree (at level 1), the other below him (at level 0).

### 7.8.2 Shooting from up a tree

A bowman, dagger or axe thrower can shoot from up a tree. Crossbowmen, long bowmen, slingers and javelinmen cannot shoot.

A shooter from up a tree adds +1 to his die roll.

### 7.8.3 Jumping from a tree

Note: This rule can be used for any jump between two hexes where there is a difference of 1 in level of elevation (e.g. walls, roofs, etc...).

Any unarmoured character can attempt to jump from a tree hex into an adjacent hex (or the same hex) which is at the next lower level of elevation. The jump is made during the movement phase and costs 4 MPs. If the movement allowance has not been used up, the character can continue to move by using the remaining MPs. If his landing hex is next to an enemy, his movement phase ends.

### 7.8.4 Result of a jump

The character risks being injured by the jump (unless climbing down the tree trunk). To determine if he lands well, roll 1D6:

- > Result of 1-5: the jump is successful;
- > Result of 6: the character is wounded.

The same rule can be applied to an unarmoured character jumping onto his horse. To determine if he lands well, roll 1D10:

- > Result of 1-6: the jump is successful. The rider can continue to move on horseback by multiplying his remaining MPs by two.
- > Result of 7-8: the character misses the horse but is unharmed.
- > Result of 9: the character misses the horse and is stunned.
- > Result of 10: the character misses the horse and is wounded.

When the character misses his horse, he is placed on the reception hex and his horse is moved one hex away.

The rule on defensive fire can be used against a character jumping from a tree, but not if the shooter or a character from his side is adjacent to or below the tree hex from which the jump is made.

### 7.8.5 Jumping onto an enemy

A character in a tree can jump onto an adversary in a hex on the next lower level of elevation which is either adjacent to or below him. The procedure for jumping is the same as that explained above. The character ends his movement phase on top of the chosen adversary. He cannot move any further, even if he has unused Movement Points.

A character that attacks by jumping multiplies his attack strength by 8. It is easier to unbalance an armoured character taken by surprise (because of his weight), or a mounted character (by unseating him). So if a character is:

- > mounted and unarmoured, subtract -1 from the die roll;
- > if the character is on foot in armour, subtract -1 from the die roll;
- > and if the character is mounted and armoured, subtract -2 from the die roll.

Once a player decides to make an attack by jumping onto an enemy, no other form of attack can be substituted. Even if the attacker is wounded while making the jump, the attack factor taken into account for the calculation is still that of the beginning of the action (chronologically the attack takes place before he hits the ground).

After the attack, the attacker is placed on a hex adjacent to that of the defender. The rules on advance and retreat after combat are applied normally.

## 7.9 Stakes

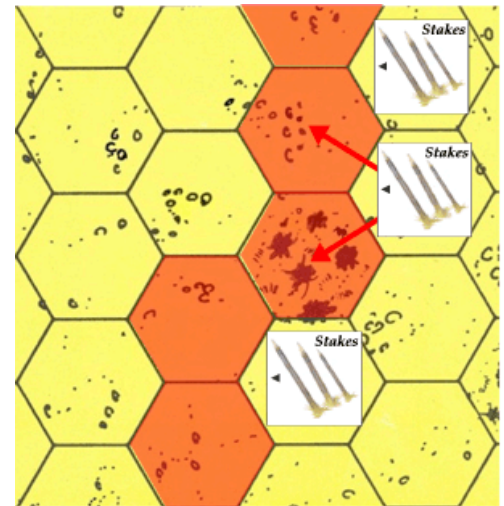
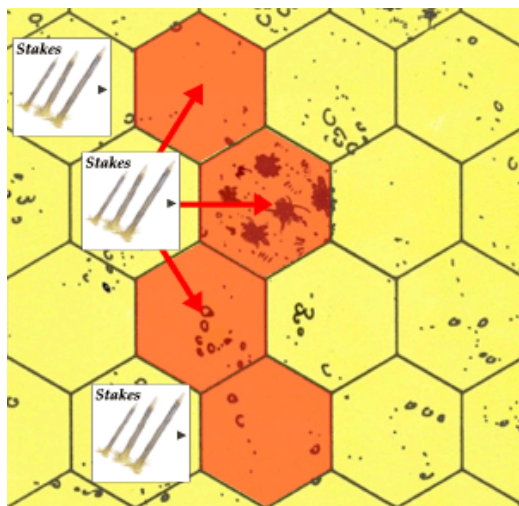
This obstacle, easy to put into place, was an efficient protection against enemy attacks throughout a battle. In particular, cavalry charges became impossible as the horse risks impaling itself on the sharpened points of the stakes. A traditional attack is still possible, but the advance of men-at-arms was considerably slowed down.



### 7.9.1 Movement

The “Stakes” markers are set up with a directional arrow pointing to the front. Movement restrictions only apply to characters attempting to advance through the frontal arc.

The examples show the hexes adjacent to the stakes that are within their frontal arc.



### 7.9.2 Tactical factors

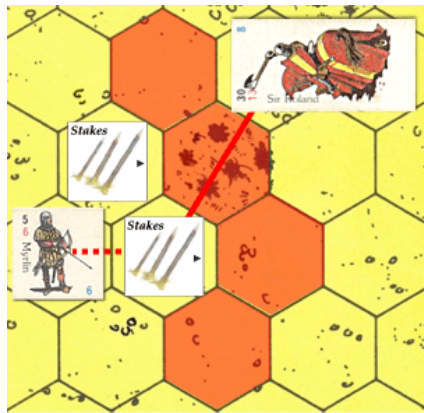
Movement costs to enter the hex depend on the starting position of the character:

Character type	Starting hex	Move cost
Foot	Frontal arc	4
	Other hex	2
Rider	Frontal arc	8
	Other hex	6

A character in a stakes hex has no cover, and is in disadvantageous terrain for combat purposes.

### 7.9.3 Special rule for horsemen

Mounted characters advancing through the frontal arc must undergo a test to determine if the horse avoids the sharpened points of the stakes. To do this roll 1D10 under the missile-fire table for shortbows against mounted targets. Armoured characters deduct -1 from the die, to represent the loss of agility of both rider and mount. The result is applied immediately.



Example: Sir Roland advances to attack Myrlin. He must spend 1 MP + 8 MPs (due to entering the frontal arc of the stakes) and rolls 1D10 with a deduction of -1. The die roll is 3-1 = 2, giving a result of D: The horse is killed, Sir Roland wounded and dismounted. The movement phase ends; he will be unable to fight during the combat phase that follows.

### 7.9.4 Missile-fire & combats

A “stakes” hex does not block the line of fire of a missile weapon. Any character, whether on foot or mounted, that has to retreat after combat on a “stakes” hex across the frontal arc of the stakes, must submit to the consequences by rolling 1D10 on the missile-fire table as if shot at by a shortbow (armoured riders must deduct -1).

Any mounted character wishing to advance after combat onto a “stakes” hex across its frontal arc must also undergo that same test as explained above.

## 7.10 Cutting-hamstrings

This method of combat was an essential part of every medieval battle. The role of such men was to discreetly approach knights in combat and, with a carefully targeted knife-stroke, to cut the hamstring tendons of the poor horse so that it collapsed, thus rendering its rider much more vulnerable.

Due to the cowardliness and dishonour of such an act, only peasants are able to make this type of attack.

### 7.10.1 Movement

At the beginning of his movement phase, the peasant must be outside the field of view of the target rider (the arc to the front and from the side hexes. See the example below). The player then declares his intention to attempt to hamstring the horse. If that act succeeds, the peasant will not be able to carry out any other action during the combat phase. All of his movement must be made outside of the field of view of the rider. If this is not the case, the attempt fails.

The character must end his move on one of the three hexes adjacent to the rear of the rider. Place a “Hamstring” marker on the counter.







Example 1: Sir Clarence faces three enemies (Tybalt, Fursa and Sergeant Arnim). Wulf is a peasant who will try to hamstring the horse. The red hexes show Sir Clarence's field of view. The hexes marked "X" are those from which the attack can be mounted.



Example 2: Movement phase: Wulf moves to the hex marked "X" without crossing a red hex. He is now ready to make his hamstring cutting attempt.

### 7.10.2 Resolving the attack

At the beginning of his combat phase, the hamstring-cutter rolls 1D6 and consults the Challenges table. A failure indicates that the rider (or his horse) has discovered him and that he has been wounded by a sword blow (or kick...). The attempt will end there.

If he passes this last test, the attempt is resolved as an attack at 7:1 odds against an unarmoured mounted character; results D, E and F will cause the death of the horse. The defence strength of the horse is 1.

In the event of a successful attack, the rider is affected by his fall according to the results shown in the table. The hamstring-cutter can advance after combat normally. If he fails to obtain D, E or F, the results shown are not applied to the rider.

It is possible to use more than one hamstring-cutter against the one rider in a turn, but only one of them can make the attack. On the other hand, the rider can be attacked in normal combat during that same turn by all other adjacent enemies.



Example 3: Combat phase (part 1): Wulf succeeds with a 4 on the Challenge table. He has not been seen and can therefore launch his attack. His attack odds are 7. The die result of 4 gives result E. The horse collapses and Sir Clarence falls wounded. Wulf advances after combat.



Example 4: Combat phase (part 2): Tybalt, who has not yet fought, can now attack the wounded Sir Clarence.


## 7.11 Kneeling characters

The resistance of a line of defence is greatly improved by making soldiers in the front line kneel on the ground. This allows the defenders to offer two lines of defence instead of one, which gives a particular advantage in facing a cavalry charge.

The action of kneeling or standing up is possible for unarmoured foot characters. Place a "Kneeling" marker on the character to easily identify him.



### 7.11.1 Tactical factors

Aspect	Denomination	Move cost	Cover type	Combat effect
	Kneeling character	2	Légère	0

Kneeling characters must stand up (also costs 2 MPs) before they can move.

Kneeling raises the quality of cover, from light to medium, from medium to infinite (so they cannot shoot!).

### 7.11.2 Combat

A kneeling character cannot attack. The tactical advantage is to add the defence strength of standing characters with a lance, pike or halberd immediately behind, so long as they are not also involved in other combats.



Example: Sir Roland (attack strength 30) attacks Mark the spearman. As he is kneeling, the defense strengths of Tybalt (6) and Fursa (7) are added since they are immediately behind him. The attack is resolved as 30 against  $(6+6+7 =) 19$ , i.e. 1:1.

### 7.11.3 Restrictions on missile-fire

A kneeling archer or slinger will shoot normally. A crossbowman cannot shoot while kneeling, unless assisted by a loader (see § 7.7) . A javelinman cannot shoot from a kneeling position.

It is possible to shoot over a kneeling character without penalty.

## 7.12 Refusing combat

A character with a higher movement allowance to that of his assailant (or assailants) can decide to use his superior mobility to avoid the combat. A rider will retreat 2 hexes; a foot character will retreat 1 hex. The retreat can only be made through unoccupied hexes. A friendly character cannot be moved out of the way to allow the retreat, and a character retreating into hexes adjacent to an enemy is subject to the results of rolling on the infiltration table.

## 8 HOUSES & OTHER BUILDINGS

### 8.1 Terrain types

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	<b>House interior</b>	Impassable to Horsemen (except doorway hexes) 1 - Foot	None	+
	<b>Building wall</b>	Impassable	Infinite	0
	<b>Window in building wall</b>	4 – Foot (to cross), Impassable to Horsemen	Medium	Att. - Def. +
	<b>Exterior building corner</b>	1	Medium	0
	<b>Door in building wall</b>	1	Medium	Def. +
	<b>Low wall</b>	3	Medium	Def. +
	<b>Flat roof</b>	1 – Foot Impassable to horses	Medium (if fire through the parapet)	Def. +
	<b>Parapet</b>	2 - Foot (to cross) Impassable to horses	Medium (if fire through the parapet)	Def. +
	<b>Gemel window</b>	1 (Impossible to cross)	Light	
	<b>Fence</b>	2 (to cross)	Medium	Def. +
	<b>Garden</b>	2	Light	-
	<b>Vineyard</b>	2 – Foot 4 - Horse	Light	-

### 8.2 Firing

#### 8.2.1 Firing through windows

a) From the interior: a character inside a building can only fire at the exterior from a window hex. The Line of Sight is then from the middle exterior edge of the window and not from the centre of the hexagon.

b) From the exterior: a character located on the exterior can only shoot through a window if the target is immediately behind the window. The Line of Fire must be able to reach the centre of the window hex without touching the walls, otherwise the shot is impossible. Special situation: A shooter in the hex adjacent to the window-sill can fire into the interior of the building. His range of fire is however limited solely to those hexes that form the room. His Line of Sight runs from the middle of the interior edge of the window.

Characters in the interior of a building benefit from medium cover when shot at through a window.

#### 8.2.2 Firing through doorways

A character that is either outside or inside a building can shoot through a doorway so long as a section of wall does not block his Line of Sight. The calculation of the Line of Fire is done normally. However, when a



character shoots from a doorway hex, his Line of Sight starts from the middle of the opening and not from the centre of the hexagon.

Characters in the interior of a building benefit from medium cover when shot at through a doorway. It is obviously not the case when the shooter is on the doorway hex.

Restrictions used for doorways are similar for courtyard entrances or any combination of these two types of entrance.

### 8.2.3 Walls

Walls block Lines of Sight, except through a doorway or a window. Fire is impossible if the line of sight is blocked.

## 8.3 Cover

### 8.3.1 Interior of building

Characters in the interior of a building benefit from medium cover when shot at through a doorway or a window.

### 8.3.2 Inner yard of building

Characters in the inner yard of a building benefit from medium cover when shot at through a doorway or a window.

### 8.3.3 Walls

Characters behind a wall without an opening benefits from infinite cover. It is thus impossible to shoot at him over the wall.

### 8.3.4 Fences

Characters benefit from medium cover when shot at through a fence. Cover is infinite if the character is kneeled.

### 8.3.5 Doorways & courtyard entrance

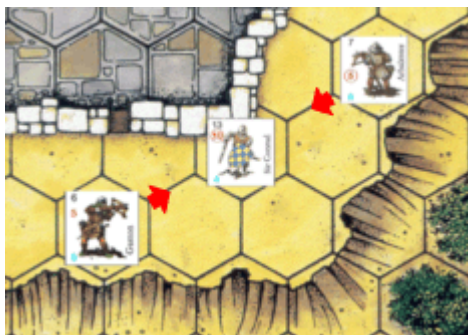
Characters in doorways or courtyard entrance benefit from medium cover. This cover is limited to one side (exterior or interior) of the door or courtyard entrance. The character must select his covered side in case of cross-fire. He will get no cover when shot at from the other side.

### 8.3.6 Flat roof

Cover is medium for missile-fire from the outside of the house or from a lower level. There is no cover if the shooter is on a higher level.

### 8.3.7 Exterior building corner

Characters on hexes containing a building corner benefit from medium cover if the shooter is on a hex that does not allow him to see two sides of the building at the same time. If he is subjected to a crossfire, the character must choose the side from which he will be protected.



#### Example of crossfire

Two arbalesters shoot in the same turn at an opposing character who is in a building corner hex. He can't benefit twice from medium cover, so the owning player must choose which arbalester he is in cover from.

## 8.4 Movement

Walls are impassable. To enter a building, a character must be on foot and cross through a doorway or a window.

Horses, with or without a rider, cannot enter a building interior hex. Otherwise; they can access yards or stay on doorways..

#### **8.4.1 Movement through windows**

Only foot characters can cross a window hex. This move is impossible if the hex on the other side is occupied by an opposing character.

Note. Wounded characters cannot cross a window hex due to their reduced movement points of 3 or 2, as 4 points are necessary to cross a window.

#### **8.4.2 Low walls**

A low wall hex can be crossed at a cost of 3 MP, which can actually be broken down into +2 to cross the hex side and 1 MP to enter the hex (it can be important on The Village map where a wall is adjacent to a tree).

Low walls are very similar to the parapets of a flat roof, differing only in that horses can leap them. A rider can jump over a low wall, but he cannot finish the move straddling the wall (see § 4.4.3).

#### **8.4.3 Flat roofs**

The cost to clamber over the parapet is 2 MPs (e.g. to or from an exterior ladder, or for jumping down). A flat roof covers the whole of a house – interior walls are ignored for roof movement.

#### **8.4.4 Fences**

Fences are conceived to stop hens and pigs, not iron men. A character can step over them with a cost of 2 MP or destroy them if he doesn't move, shoot or fight during the Player Turn.

#### **8.4.5 Gardens and vineyard**

Medieval gardens are not very difficult to cross (2PM) and only provide light missile protection.

With its strong stocks and its interlaced branches, the vineyard is an obstacle more annoying than the vegetables of the gardens, especially for the riders. For that reason, it will take mounted characters 4 MP to cross a vineyard hex.

### **8.5 Combats**

#### **8.5.1 Combat through a doorway or a window**

When combat is fought across a doorway or a window, the defender is always considered on favorable terrain (+), wherever he is located (inside or outside of building).

#### **8.5.2 Gardens and vineyard**

A character cannot move, shoot or fight during the Player Turn when he attempts to destroy the vegetables and fruits of a garden hex or a vineyard hex.

## 9 CASTLES

### 9.1 Terrain Types

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	<b>Castle wall</b>	Impassable	Infinite	Impossible
	<b>Arrow-slit</b>	1 - Foot (Impassable from outside)	Heavy	Def. + (Combat impossible across)
	<b>Remparts</b>	1 - Foot, 4 from a ladder	Heavy	0
	<b>Multiple arrow-slit</b>	1 - Foot, (Impassable from outside)	Heavy	Def. + (Combat impossible across)
	<b>Tower or keep gate</b>	1 - Foot, impassable to horses	Medium (Total the keep entrance)	Def. +
	<b>Mantlet</b>	1 Crossing restricted	Closed: Infinite Open: Heavy	-
	<b>Merlon</b>	1 Crossing impossible	Infinite (if fire crosses the merlon)	0
	<b>Murder hole</b>	2	Medium (if fire crosses the murder hole)	-
	<b>Stockade</b>	1 Crossing impossible	Infinite (if fire crosses the stockade)	-
	<b>Platform</b>	1 - Foot, 4 from a ladder	Heavy	0
	<b>Batter</b>	Crossing impossible	-	-
	<b>Wattle &amp; daub wall</b>	Crossing impossible	Heavy	-
	<b>Staircase</b>	2 - Foot, impassable to horses	None	-
	<b>Hoardings</b>	1 - Foot (+2 to cross the crenelation)	Heavy (from arrow-slits) Medium (from murder holes)	-
	<b>Wall under construction</b>	2 - Foot	Light	-
	<b>Rubble</b>	2 - Foot, impassable to horses	Medium	-
	<b>Moat</b>	4 (1 from an adjacent moat hex), impassable to horses	None	-
	<b>Filled moat</b>	2 - Foot, impassable to horses	None	0

## 9.2 Defense structures

### 9.2.1 The drawbridge

To lower or raise the drawbridge, a character must be on the hex containing the winch. He must spend a full Turn without moving, shooting or combat to be able to operate the drawbridge. At the end of the turn in question, if the drawbridge has been raised, remove the counter from the map; if it has been lowered, place the counter onto the map in the space marked with the dotted lines.

Any character on the drawbridge hex when it is raised will be hurled into a moat hex adjacent to the drawbridge (the controlling player deciding which side he falls). The character will be stunned by the fall. If he has already been stunned or wounded before falling, he will be killed.



### 9.2.2 Hoardings

#### 9.2.2.1 3.1.1 Description and setup



3 types of hoarding markers are available, covering 1, 2 and 3 hexes to cope with any wall layout. Only the hoarding floor is drawn, with its murder holes for vertical shooting. These holes must be cut out to actually see any character located at the base of the wall. Murder holes must be displayed facing the outside for enhanced realism. Note that for convenience the vertical wooden screens fitted with arrow slits are not depicted.

Hoardings can only be placed against battlements of the outer curtain wall of a castle.

Towers with arrow slits cannot be equipped with hoardings.

The hoarding elevation is identical to the elevation of the crenelated wall against which it is built. It is therefore impossible to move from one hoarding hex to another one located at a different elevation (although

such a configuration cannot be found yet on any of the published castle maps).

Each scenario details whether hoardings can be used and where to put them.

#### 9.2.2.2 Combats

Due to the murdering holes on the floor, any character located into a hoarding is considered to be in a disadvantageous terrain as he needs to watch out his steps. A character into a hoarding can only fight enemies located in an adjacent hoarding or battlement hex. He cannot fight a character located on the drawbridge of the large siege tower.



Example: The siege tower had to wait for the 3 hoarding hexes in red to be destroyed prior to be able to lower its drawbridge. Only Sir Roland can fight the halberdier that has moved onto the drawbridge.

### 9.2.3 The mantlets

Mantlets are hinged wooden shutters which protect completely defenders situated behind crenellations. On the Fortified Village map, they equip the curtain wall and the gatehouse of the castle as well as the external sides of both gates of the village. They can be either opened, or closed. By default, we consider them closed. The marker Open Mantlet is placed on a hex to indicate that it is opened.



When the mantlet is opened, the adjacent wall walk or gate hex is treated like any battlement hex of another castle of the Cry Havoc series. When the mantlet is closed, it is impossible to fire through this one. In both cases, an attacker (with a ladder) cannot cross through a mantlet hex because of the horizontal crossbar that allows the wooden panel to hinge. A character must spend a full turn without moving, shooting or combat to be able to open or close a mantlet.



A mantlet can be set on fire or battered in the same way as a hoarding. Once destroyed, a mantlet hex only provides average protection for cross fires.

#### 9.2.4 The merlons

The huge length of these battlements found in the castle of the fortified village map makes that it is possible to be totally shielded from the outer shootings if a character stays on a battlement hex.



An attacker can pull up a ladder, a siege tower or a belfry to a battlement or mantlet hex. He will have to jump on the other hand of the height of the battlement to arrive on the wall walk. The character risks to injure him at the reception on the wall walk. To know if he received well, roll 1D6. A character in armour adds 1 to the result of the die:

- > From 1 to 5, the jump is a success;
- > 6, the character is wounded.

Note: Doors and gates being equipped with a roof, it is not possible to cross above a mantlet hex with a siege engine if the mantlet is not opened or destroyed.

Example: Emlyn the crossbowman located above the gate can aim at Sire Gui as the mantlet is open. Obert in the contrary cannot aim at Gui as its mantlet is closed. If Gui can escape Emlyn's deadly bolts, Gui will be able to cross over the mantlet next to Obert. He shall not exceed 4 on the die roll to jump from the battlement on the wall walk without being wounded..

#### 9.2.5 The batter

The lower level of both towers of the "Bâtie de Mont-Briton" is battered, which makes mining and destruction by siege engine impossible.



Batter allows stone bouncing when thrown from the top of the tower. Use the rules for stone throwing in § 10.16. To know where the stone bounces, roll 1D10 and the result indicates in which hex the stone falls, according to the orientation of the hex in which the shooter is.

Examples: Péronet's die roll gives a 2, any character in the hex adjacent to the batter will be hit by his stone. Sire Graton's die roll gives a 6, any character in the northernmost orange hex will be hit by his stone.

#### 9.2.6 The murder holes

It is possible to shoot missiles as knives, javelins or stones, as well as boiling oil through murder holes on the attackers located in the same hex at the bottom of the wall.

Shooting arrows is not authorized as the vertical shooting with bows or crossbows seems impossible in the reality.

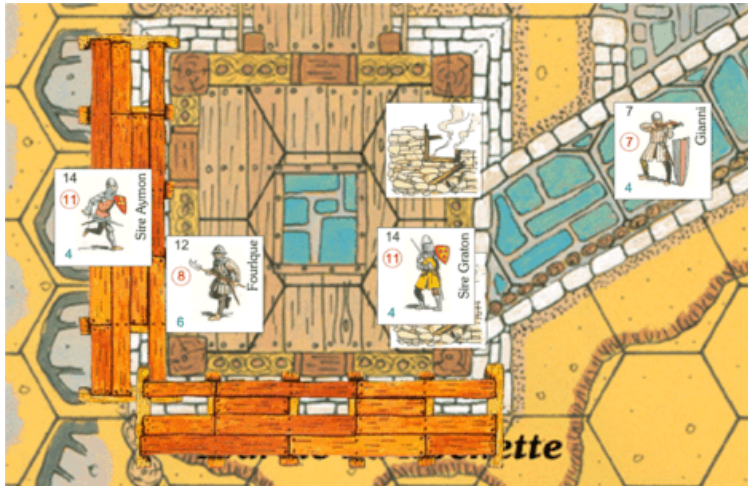
An attacker on the ground can fire at defenders in the gate through the murder hole only with a bow or a crossbow. He cannot be located more than a hex away from the opening.

### 9.2.7 The wattle & daub walls

These walls include wooden arrow loops in regular interval. Firing through these slits is treated in the same way as for stone arrow loops.

The daub prevents the wood from igniting and it is not possible to dismantle these walls with a grapnel. A ram cannot bring down these walls as they are one level above ground. On the flip side these walls are very vulnerable to shootings from siege engines (see § 10.12.5). In case of a successful shot, the hex is considered as totally opened, but it remains at a level above the surrounding ground. Put a Destroyed Wall marker (from the Saxon Harbor). The attacker will thus have to use a ladder to climb the batter and access the tower from the outside.

Hoardings can be positioned at the top of the towers.



Example: The last defenders found shelter in the tower. Intensive siege engine fire had destroyed the entire right wall of the tower (note both Destroyed Wall markers). The arbalester Gianni can shoot at will at Sire Graton who is located on the rubbles of the fallen wall at the same level as him. He can also shoot at Foulque the billman even though this one is located one level higher than him. But he can't fire at Sire Aymon who is in the hoardings and protected by the wattle & daub wall.

### 9.2.8 The stockade

Cut in trunks of fir trees resulting from close forests, stockades are a more fearsome obstacle than they seem at first glance. They are impassable without a ladder. Once on top, the attacker can only jump on the other side, at the risk of severe wounds. To know if he received well, roll 1D6. A character in armour adds 1 to the result of the die:

- > From 1 to 5, the jump is a success;
- > 6, the character is wounded.

A stockade hex can also be set on fire. The stockade is managed like hoardings on the fire table. If a stockade hex is destroyed, and whatever the means (grapnels or fire), put a Burnt Fence marker on the hex (the name Fence might be misleading, but stockade couldn't fit on the marker!). The hex remains passable with a penalty of 1PM. A character on this hex is at a disadvantage in case of a fight



A stockade hex can be dismantled with a grapnel, the stockade being at the level 1. A group of three adjacent men on foot or one horse rider is needed to throw the grapnel with a chance of success. They cannot either move, fire or fight during a complete turn when they fire at the rope to try to bring down the stockade. The tentative is resolved with the roll of 1D6:

- > From 4 to 6, the few trunks constituting the stockade hex collapse;
- > From 1 to 3, the attempt fails.

You can improve the probability by adding other characters to fire at the grapnel. Every character on foot brings a bonus of 1 to the die, a rider brings a bonus of 3. The attempt is made a success thus automatically with 6 characters on foot or 2 riders.





Example: Sire Graton, Arthaud and Péronet are being helped by Sire Jehan to fire at the grapple. Whatever the result of the die roll, the stockade will be down.

### 9.2.9 The platforms

An attacker with a ladder can jump from the top of the stockade on a wooden platform. To know if he received well, roll 1D6. A character in armour adds 1 to the result of the die:

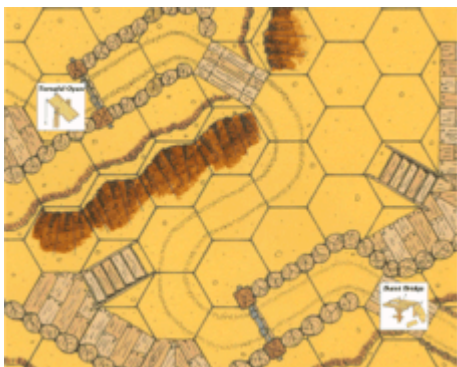
- > From 1 to 5, the jump is a success;
- > 6, the character is wounded.

A platform hex can't be dismantled with a grapple, but it can set on fire like a stockade.

## 9.3 Gate defenses






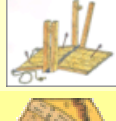
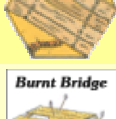
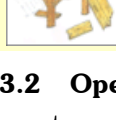
The entrance to a castle like Castell Arybrynwrthymôr is defended by 3 consequent groups of portcullis and gates : the first group is located in the barbican and both others are in the gatehouse.

Each portcullis, gate and winch is displayed on the map through an individual marker. The Portcullis and Gate markers can be stacked, the marker on top representing the first obstacle that a character coming from outside the castle will meet. A winch must be used to raise or lower the portcullis. It can be located at a different level than the Gate marker.



The entrance to a fort like Mont-Briton is made through a series of bridges to cross moats, chicanes to slow down the attacker, narrow passages between stockades to restrict the way to one single person at a time and finally bascule gates called tornefols. They are manoeuvred by chains and their low clearance allows only for men on foot to cross by bending.

### 9.3.1 Terrain Types

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	<b>Portcullis</b>	Impassable when the portcullis is lowered	Light (if fired through)	<b>0</b> (Combat impossible across portcullis )
	<b>Gate</b>	Impassable when the gate is closed	Infinite (if fired through)	<b>0</b>
	<b>Winch</b>	<b>2</b> - Foot Impassable to horses	Light	-
	<b>Closed Tornefol</b>	Impassable when the tornefol is closed	Infinite ( if fired through )	<b>0</b>
	<b>Tornefol Open</b>	<b>2</b> - Foot Impassable to horses	Light	-
	<b>Burnt Tornefol</b>	<b>2</b> - Foot <b>4</b> – Mounted	-	-
	<b>Bridge</b>	<b>1</b>	None	<b>0</b>
	<b>Burnt Bridge</b>	Impassable when bridge is destroyed	None	-

### 9.3.2 Opening/Closing the Gate

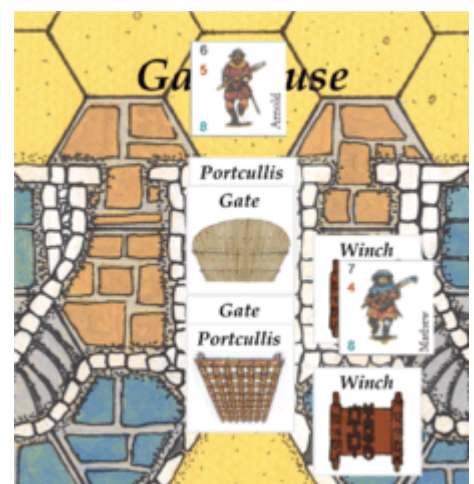
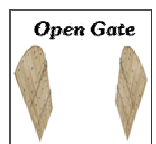
The gates are made of thick oakwood that can only be destroyed by siege equipment. Missiles may not be shot into or through a gate when closed.

To open or close a gate, one character must end his move in one of the gate hex, and neither move nor have combat (including shooting missiles) for one full turn. At the end of this turn, the gate may be opened or closed. When opened, return the Gate marker in the hex containing the character moving the gate.

Gates can only be opened from inside the castle.

Note: For easier gameplay, the portcullis and gate of the barbican are placed ahead of the walls, but they will be considered in the axis of the wall opening for missile fire: A shooter located in the left tower of the gatehouse can shoot freely and with no penalty at any character in the hex bearing the Gate or/and Portcullis markers.

**Example:** Arnold must wait for Mathew to raise the portcullis to be able to open the first gate. Once this is done, he will be able to move and open the second gate freely as the portcullis is located after the second gate (marker on top).



### 9.3.3 Raising/Lowering the portcullis

The winch marker must be located in a hex adjacent to the portcullis. A character must stay one full turn on the winch hex to move the portcullis. Each portcullis has its own winch. In the example above, Mathew will have to move one hex to the second winch to raise the second portcullis.

When the portcullis is raised, simply remove the marker from the map.

### 9.3.4 Raising/Lowering the tornefol

A character has to stay a complete turn on a rear hex to be able to activate the tornefol.

By default, the tornefol is closed. When it is raised, place the marker Open Tornefol.



### 9.3.5 The bridges

These wooden bridges are used to cross the moats. They cannot be raised like drawbridges. On the flip side, defenders can set them on fire to slow down the progression of an attacking party.

In the tactical game, two characters must stay for 2 full turns in adjacent hexes to destroy it.

In the strategic game, it takes one day to destroy a bridge.

When a bridge is destroyed, the Burnt Bridge marker is placed on the hex which becomes impassable. 2 characters adjacent to this hex and who do not perform any other action for 2 full turns can install a footbridge to replace the destroyed bridge.



### 9.3.6 The footbridge

A removable bridge can be located in the middle of the scaffoldings that lead to a Master Tower like in the Fortified Village. The bridge is narrow and only allow for one character to walk on it at a time. You cannot pass a character on the footbridge as a consequence.

Defenders just need to remove the footbridge to prevent the access for the attackers. To remove or lay the bridge, one character must stay on an adjacent scaffolding hex for one full turn without moving or fighting.

Place the Footbridge marker when passage is possible. Remove it when the bridge is removed and the hex impassable.



### 9.3.7 Setting fire to wooden defenses

It is possible to set gates, bridges or tornefols on fire with arrows (see § 10.9) or oil (see § 10.10). These wooden defenses are treated like a siege tower for the results. When a tornefol is burnt, flip the marker to show its Burnt side.

A portcullis can't be set on fire.



### 9.3.8 Battering wooden defenses

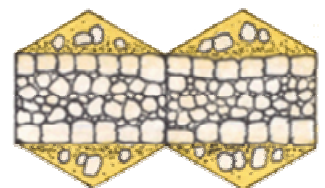
Siege engines can batter an hex with a mantlet, a fence, a platform, a bridge or a gate. Due to their weaker resistance, these hexes are considered like hoardings. Just like walls, only one wooden defense hex can be battered by day. A D result is enough to destroy an hex with wooden defenses.

## 9.4 Buildings under construction

People of the Middle Ages were rarely fair play enough to let their enemies complete the construction of their castle to attack it, especially if the fortress, once finished, is impossible to besiege. The following rules have been designed to spice up and diversify the usage of castle maps by weakening their defensive value.

For gameplay, we will differentiate 3 phases in the construction of a wall or tower :

- > **Wall under construction**, represented with the various markers showing a cut out of a wall or tower with its masonry. The height of the wall is always one level above its base.
- > **Wall without battlement**. The same markers can display walls having reach their final elevation. Only character cover is affected.
- > **Wall completed**.



### 9.4.1 Scaffoldings

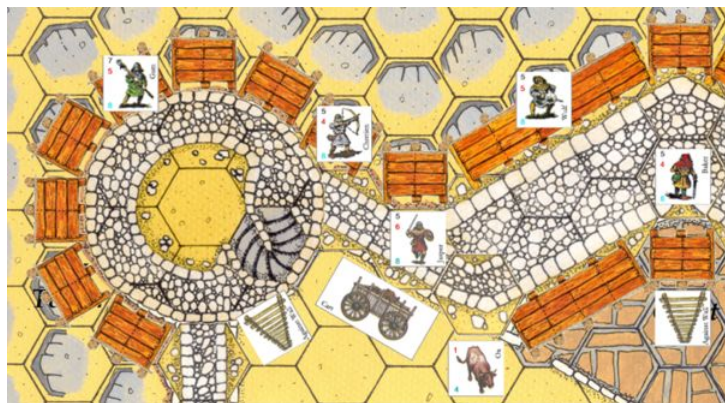
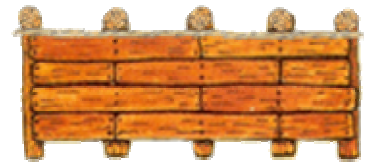
To build these walls, masons were using scaffoldings whose horizontal logs were directly put in holes being left in the wall. Scaffoldings are displayed with 1, 2 and 3-hex markers. A raised ladder is mandatory to reach a scaffolding from the ground.

A scaffolding elevation is identical to the one of the wall against which it is raised.


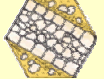
A character can move freely under any scaffolding hex (they are considered to be about 3 to 4 meters – 10 to 13 feet - high). Scaffoldings will be treated like hoardings (see the Montjoie extension) except for missile fire: you cannot shoot at a character located under from the same scaffolding hex and there is no protection from the simple wooden stick that prevents masons from falling.

Scaffoldings being made of wood, they can burn just like ladders or hoardings.

Scaffoldings were typically built on both sides of the wall, as shown in the example below:



### 9.4.2 Tactical factors

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	<b>Scaffoldings</b>	2	Light	-
	<b>Wall under construction</b>	2	Light	-
	<b>Wall without battlement</b>	1	Medium	0

### 9.4.3 Movements

Additional movement points necessary to move from one hex to the other are calculated as follows:

	Wall under construction	Wall without battlement	Scaffolding	Ladder	Completed Wall
<b>Wall under construction</b>	0		0	+1	
<b>Wall without battlement</b>		0	0	0	0
<b>Scaffoldings</b>	0	0	0	+1	+2
<b>Raised Ladder</b>	+1	0	+1		+4
<b>Completed Wall</b>		0	+2	+4	0

Exception: you can move from a wall under construction to a wall without battlement or a completed wall if they are at the same elevation level.

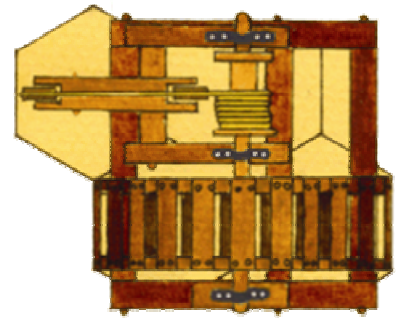


#### 9.4.4 The treadmill

This lifting gear was used to lift the heavy stones on top of the walls. The treadmill spreads over 4 hexes and must be located on a tower wall, the protruding hex with the crane being outside of the wall.





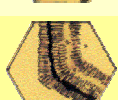
The treadmill is fixed and cannot be moved during a scenario.

To lift or lower loads, one character must be inside the wheel to turn it. The cost to enter a treadmill hex (be it the wheel, the winch or the crane) is 3 MPs. The character inside the wheel must stay one full turn to lift or lower a load by one elevation level.



Example: Giles must stay 2 full turns inside the wheel to lift a load up to the Magna Turris of the Welsh Castle (2 elevation levels above ground level).

### 9.5 Castle surroundings

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	<b>Rocks</b>	4 Impassable to horses	Light	-
	<b>Rocky Stairway</b>	2 in the trail path 4 by the sides	Light	-
	<b>Trail</b>	1 in the trail path 4 by the sides Impassable to mounted characters	Light	-
	<b>Moat</b>	4 -Foot (1 if coming from another moat hex). Impassable to horses	None	-
	<b>Trench</b>	1 - Foot Horses can cross but not stop	Heavy	+

#### 9.5.1 Rocks

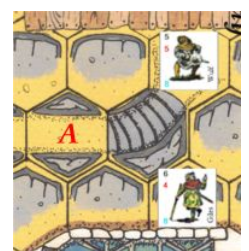
These rocks are too steep for horses to use them.

These hexes are also forbidden to any siege engine, and it is not possible to dig mines under them.

#### 9.5.2 Rocky stairways

These steps are considered as regular stairs, except that it is considered as a Rock hex when trying to enter through an off-trail hex. A horse led by the bridge can use these stairs as well.

Example : Wulf's movement to A will only cost 3 MP. Giles can move to A as well, but will have to spend 5 MP whatever hex he walks through.



## 9.6 Missile-Fire

### 9.6.1 Shooting from different levels

As a general rule when the shooter and the target are not on the same level and are separated by an obstruction (rampart, house, etc.), shooting is possible if the character situated on the lower level is at least as far away from the obstruction as the character on the upper level. However, a substantial difference in levels of elevation can interfere with lines of fire which do not then fit into the general framework. In that situation the players can work out the possibility of shooting by making a quick calculation drawn from Thalès' Theorem:

- > If "N" is the difference in level between the shooter and the target;
- > If "D" is the number of hexes between the two characters;
- > If "D1" is the number of hexes between the lower character and the bottom of the obstruction;
- > And if "H" is the difference in level between the lower character and the obstruction,

A shot is possible if :  $N \times D1$  is greater or equal to  $D \times H$ .

On the tactical plan it is often useful to know the zones of fire, and as a consequence the dead areas of a shooter on sentry duty.

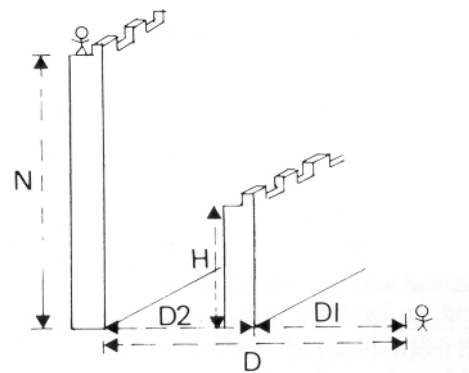
For such, it is necessary to carry out one of the two following calculations:

$$D1 = D2 \times H / (N - H)$$

$$D2 = D1 \times (N - H) / H$$

The result must be rounded up if necessary to the next whole number. It shows the minimum distance between the obstruction and the character who may be able to shoot (see diagram).

Note: Hexes in which other characters can be found are not taken into account when making the calculation of distance. To determine the level of elevation, consider the highest point of houses and trees to represent an obstruction of level 1, without them blocking shooting from one rampart to another across the interior of a fortress. When a line of fire passes through a covered tower it is necessary to add 1 point to the level of the tower to include the height of the roof. When a shot passes over several obstacles, it is essential to check whether any one of them blocks the line of fire. Finally, each stairway hex is treated as being at the corresponding level of elevation.



### 9.6.2 Shooting through doorways

A character outside or inside a building can shoot through a doorway if he is at the same level of elevation as the doorway and the line of fire does not cross a section of wall.

When a character shoots from a doorway hex or from a hex behind a doorway hex-side, the line of fire is traced from the middle of the opening and not from the centre of the hex.

Special rule: It is not possible to shoot from or through a keep doorway.

### 9.6.3 Shooting from behind battlements and arrow-slits

When a character in a battlement hex aims at a target outside the castle, his line of fire is traced from the middle of the hex-side chosen to shoot from and not from the centre of the hex. In the same way, when a character in an arrow-slit hex shoots through the arrow-slit, the line of fire is traced from the aperture of the arrow-slit. In all other situations the line of fire is calculated normally.



The shooting range of the crossbowman in the tower is highlighted in red. He can then shoot at the bowman and the crossbowman beyond the moat but not at the pikeman. Conversely, only the crossbowman attacking the castle can shoot at the other one located inside the tower as he stays in the axis of the arrow-slit. (see rule § 9.6.5).





A few arrow-loops are positionned across 2 hexes (like in the keep of the border castle or the citadel of the fortified town). Line of fire rules are applied like in the example above! It is impossible to shoot at the spearman on the platform from the arrow-slit.

A character on a rampart hex which is set back in relation to the battlements, in other words on a hex which does not touch the outer wall, cannot fire towards the outside nor can he be targeted from the outside, except in two situations:

- > If he is standing on the side of a demolished wall hex. He can then shoot or be targeted across the breach. He does not benefit in any way from any cover.
- > If the enemy is standing on a siege tower. Shooting is then possible in both directions, from the time that the character in the siege tower is as close to the battlements as is the character on the ramparts. Here also the character on the ramparts does not receive any cover.

Two characters, one on the lower level inside the walls, and the other on the ramparts, can shoot at each other. However, if the character above is not at the edge of the ramparts (on the interior side), shooting will only be possible under certain conditions:

- > The rampart cannot be fortified on the interior side, as is the case for example with the towers either side of the Lady Gate in the Medieval Town.
- > If there is one level of difference between the higher and the lower character, the latter must be twice as far from the edge of the rampart as the character standing on the rampart itself.
- > If there are two levels of difference, the lower character must be four times as far from the edge of the rampart as is the upper character.

In calculating the distance separating each character from the edge of the ramparts, the character's own hex is not counted.

#### **9.6.4 Restrictions on shooting**

The shot is not possible if a character from the same side as the shooter is adjacent to the target and at the same height as the target (although if you think that your men are veteran bowmen you could use the optional 'errare humanum est' rule § 5.4.5). In addition, targets within the specified ranges will not benefit from any cover if they are in scrub or slope hexes.

When the ramparts are at level 1 or level 2, houses and trees that are situated at a lower level will not block firing from one rampart to another.

Javelinmen, slingers and Assassins cannot shoot through an arrow-slit.

An Assassin throwing a dagger at a target that is on a level of elevation different by one or more levels, shifts the range by one column (e.g. short range becomes medium range). If the difference is 2 levels or more, the range is shifted by 2 columns (short range becomes long range). For a difference of 3 levels or more, shooting is impossible.

A javelinman throwing at a target that is on two levels of elevation different, must shift the range by one column (e.g. medium range becomes long range).

#### **9.6.5 Shooting at characters on the battlements or in arrow-slits**

If a shot is possible from above, it will also be possible from below with two exceptions:

- > To shoot at a character behind an arrow-slit, the shooter must be in an exact straight line with the arrow-slit;
- > Characters in the castle moat cannot shoot at battlements or arrow-slits.



The example below illustrates the different rules explained in § 9.6.3 and § 9.6.5: From the keep, the crossbow can shoot from the arrow-slit at both armored longbows but not at the unarmored one, as he is only 1 hex from the wall while the crossbowman is 2 hexes from it. He cannot shoot at both shortbows because they are too close to the tower. From the battlements, the blue crossbow can fire at any outside character except the green shortbow because the line of fire hits the tower wall. Conversely, all bows (except the green one) can shoot at the blue crossbow, who will benefit from heavy cover. Both armored longbows can also shoot at the crossbow in the keep (heavy cover) because they are in a straight line from the arrow-slit. parce qu'ils sont dans l'axe de la meurtrière. If characters were in the arrow-slits hexes in the tower, only the yellow shortbow would be able to shoot and only at the one in the middle. If the blue crossbow was an enemy who had got into the castle, the crossbow in the keep could shoot at him and he would have no cover. If the half-hidden longbow was on their side, neither crossbows could shoot at the other longbow.

## 9.6.6 Shooting at characters in hoardings

### 9.6.6.1 Shooting through arrow slits

Shooting can be performed through the front radius of each hoarding hex should the character use a bow or a crossbow (note : the arrow-slits are not depicted but extend along the outer edge of the hoarding markers). Shooting through hoarding hexes from a battlements hex is impossible.

### 9.6.6.2 Throwing missiles through murder holes

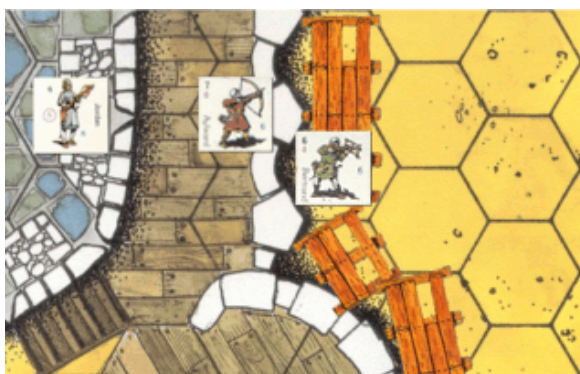
It is possible to throw stones (see § 10.16), knives or javelins onto attackers below them at the foot of a wall (i.e. in the same hex). Defenders can also pour boiling oil, but must carry the barrels into the hoarding to do so.

Shooting bows and crossbows below through murder holes is not allowed, as top down shooting with such weapons seems impossible in the real life.

Attackers located on the ground can only use arrows to shoot at defenders in hoardings through murder holes. They cannot be located more than one hex away from the murder hole they shoot at.

### 9.6.6.3 Shooting and elevations

A character located at a higher elevation than the hoarding can shoot over it using the rules above, but using the far hexside of the hoarding as the breakeven point instead of the far edge of the battlements hex.



Example : Bertrand the crossbowman can shoot at any hex ahead of the hoarding. Aylwyn the bowman cannot shoot, as the hoardings built ahead of the battlements block his line of sight. Jordan the crossbowman in the keep can only shoot at hexes located at least 3 hexes away from the hoarding.

### 9.6.6.4 Defending ballistas

Defenders can mount ballistas on the battlements, but these cannot not be moved onto a hoarding hex and cannot shoot through an undamaged hoarding hex.

### 9.6.7 Shooting at characters in the castle moat

Characters behind the tower arrow-slits and on the battlements can shoot into the moat if the wall does not block their line of fire. Possibilities of shooting from the keep arrow-slits are few because characters in the moat are normally too close to the walls.

Characters outside the castle wishing to shoot into the moat must either be in the moat itself or in a hex next to the edge of the moat. As the moat is quite deep, a shooter in a hex next to the moat edge can shoot over characters in the moat.



In this example, the crossbow and the armored longbow can shoot at everybody, but the unarmored longbow cannot shoot at any shortbow in the moat. The latter two cannot shoot at the crossbow, nor can they shoot at the armored longbow because they are in the moat.

## 9.7 Cover

### 9.7.1 Battlements and arrow-slits

Characters in battlement or arrow-slit hexes benefit from heavy cover when the line of fire crosses the battlement wall hex-side sheltering the character or the arrow-slit aperture.

### 9.7.2 Interior of the castle

When the drawbridge is raised, any character inside the castle benefits from infinite cover from the outside unless he is either on the ramparts or behind an arrow-slit. The only exceptions to this rule address the fallen rempart (see § 10.3.2) or shooting from a siege tower (§ 10.6.5) or a belfry (§ 10.7.7).

### 9.7.3 Doorways

A character in a doorway hex benefits from medium cover. This cover is however limited to one side (exterior or interior) of the doorway. If he is subjected to a crossfire, the character must choose the side from which he will be protected.

All characters in the interior of a building benefit from medium cover when shot at through a doorway. This situation does not apply if the shooter is standing in the doorway hex. This is obviously not the case when the shooter is located on that same doorway hex.

### 9.7.4 Keep doorway

A character in the keep doorway hex benefits from infinite cover. The fact that an arrow or crossbow bolt cannot pass through this doorway reflects its special design and great strength.

### 9.7.5 Moat

Characters in moat hexes do not benefit from any cover.

### 9.7.6 Walls

Characters behind a section of wall without an opening in it benefit from infinite cover. It is impossible to shoot at them.

### 9.7.7 Drawbridge

When the drawbridge is lowered, the two castle hexes on either side of the drawbridge offer heavy cover against shots from outside the castle.

When the drawbridge is raised, cover is infinite.

### 9.7.8 Hoardings

Any character located in a hoarding hex will benefit from heavy cover should the shot come through the wooden arrow slits. But cover is only medium if the attackers are adjacent to the castle wall and shooting up into it, whether immediately below or standing only one hex away from the targeted hoarding hex. Shots coming from an adjacent battlement hex also give only medium cover.

Characters in battlements hexes located behind hoarding hexes benefit from infinite cover.

The outward cover against missiles offered by a hoarding applies to all missiles, whether shot from ground level, inside a siege tower or from the top of a siege tower. Similarly the infinite cover offered by battlements

behind a hoarding also applies to all of those situations. These rules reflect the protection provided by the roof of the hoarding.

## 9.8 Movement

### 9.8.1 Restrictions of movement

Walls and arrow-slits are impassable. The towers and the keep can only be entered through doorways. Arrow-slit hexes can only be entered from the interior of the building.

Battlement hexes are impassable from the outside of the castle unless a character is on a scaling ladder (or a siege tower – see § 10.6. Battlement (rampart) hexes are accessible from the interior of the castle by stairways.

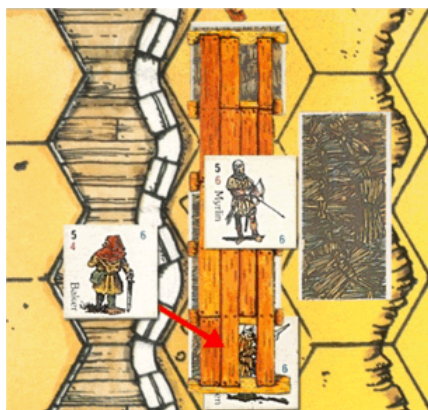
### 9.8.2 Hoardings

Moving from one hoarding hex to the next one costs 1MP. When coming from a battlements hex, crossing the battlemented hexside costs an additional 2 MP (note that this cost is significantly lower than when trying to cross the hexside from a ladder, because the move is much easier).

A ladder cannot be raised against a hoarding hex. A siege tower cannot attack a hoarding either, as its wooden walls prevent the drawbridge from being lowered.

Due to the difference in elevation, you can have up to 4 counters in the same hex:

- > one « filled moat » marker;
- > one attacker located adjacent to the wall at ground level;
- > the hoarding marker;
- > one defender located in the hoarding.



Example : The castle is being attacked and the moat has been filled up to the walls under the hoardings. Wynken the halberdier is against the wall at ground level (don't ask me why!) and Baker the peasant is about to cross the crenelation (at a cost of 2MP + 1MP) to stand right above Wynken and throw him a few stones at him as a welcome gift. On the other hand, Myrlyn cannot shoot at Wynken from his position (see § 9.7.8).

## 9.9 Movement and combat on stairways

When the start or end of a stairway coincides exactly with the side of a hexagon, only the space of the hexagon in question allows access to the stairway or combat with a character on it. In the same way, when a stairway opens onto two hexes at the same time, both hexes allow access and combat. Finally, when a stairway opens into the middle of a hex, all the hexes adjacent to that one can be used for access to the stairway or to participate in combat with a character on it.