

THE AGE OF CHIVALRY

HASTINGS • LINCOLN • BOUVINES • MARCHFIELD

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1.0 INTRODUCTION

The Age of Chivalry Quad includes four battles—Hastings, Lincoln, Bouvines, and Marchfield. All four games use a common system that reflects the battlefield tactics of the day. For beginning players, it is recommended that they play the games, ignoring those rules noted with an asterisk [*] in the following text. After a few games, beginners may want to include those rules for the added realism that these rules impart (along with their complexity).

2.0 GAME COMPONENTS

Each copy of *The Age of Chivalry Quad* includes the following:

- One 22" by 34" map, backprinted
- 400 die cut counters
- 1 rulebook
- 1 sheet of charts and tables
- 1 ten-sided die

➤ **Note:** When using the ten sided die, a result of 0 is treated as a 10 result.

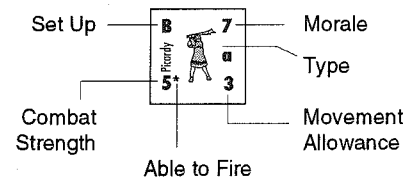
2.1 GAME MAP

The game map is a representation of the battlefields where the battles occurred. A hexagonal grid has been superimposed to regulate play.

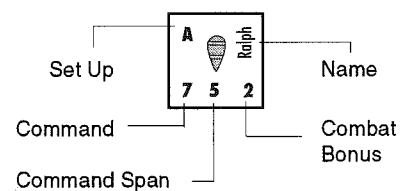
2.2 GAME COUNTERS

Game counters represent combat units, leaders, and informational counters.

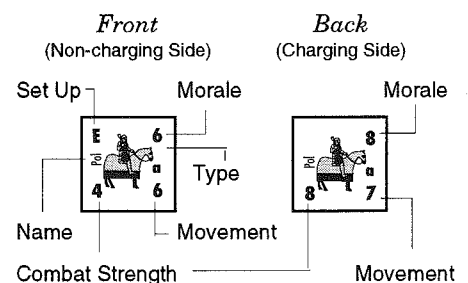
Combat Unit



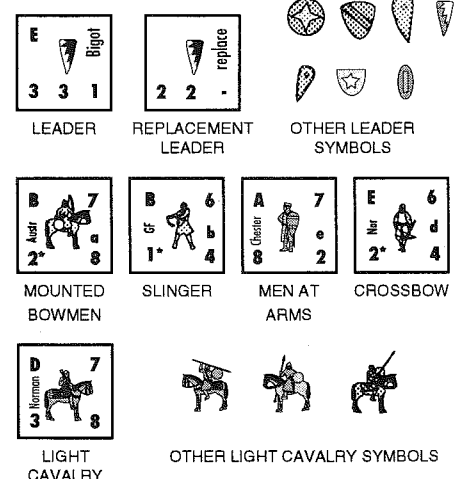
Leader Unit



Heavy Cavalry



Unit Types

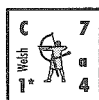




HEAVY
CAVALRY



OTHER HEAVY CAVALRY SYMBOLS



BOWMAN



OTHER BOWMAN
SYMBOLS



ANOTHER MEN-AT-
ARMS SYMBOL



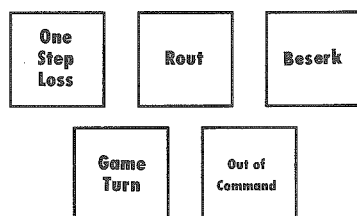
INFANTRY



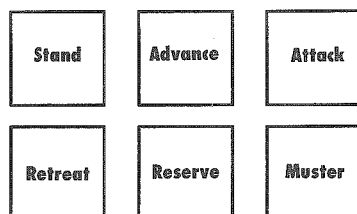
OTHER INFANTRY SYMBOLS

- Leaders and the units they control are color-coded for ease of play.

Informational Counters



Command Chit



2.3 GAME CHARTS

The rulebook contains a number of charts and tables that are needed to play the game. It is recommended that these be photocopied before playing the game.

3.0 SEQUENCE OF PLAY

The Age of Chivalry Quad uses the following Sequence of Play for each game turn. The number of turns varies according to the battle and scenario chosen.

GAME TURN

I. Order Phase

- [*] Initial Placement of Command**
At the beginning of a scenario, players place a Command Chit on each leader.
- [*] Command Change**
Players may attempt to change the current commands that each or any of their leaders are currently using.

II. First Player Movement Phase

[Each scenario lists which player moves first.]

- The first player checks to see if any units are out of command. Those units out of command are marked with an out of command marker.
- The first player then moves all eligible units that he desires to move.

III. First Player Combat Phase

- Fire Combat Phase**
 - Defensive Fire**—All non-phasing units* that have enemy units within their range may fire.
 - Offensive Fire**—All phasing units that have enemy units within their range may fire.

B. Melee

During the Melee Phase, the attacker may conduct melee attacks against adjacent enemy units.

- Melee combat is resolved between attacking and defending units.
- Attacking heavy cavalry units that were successful may now move up to 4 movement points and engage in a second melee.

IV. First Player Rally Phase

- First player attempts to rally eligible routed units.
- Starting with game turn 5, the second player checks to see if he rolls for victory.

V. Second Player Movement Phase

Second player now checks his units for being out of command and then moves.

VI. Second Player Combat Phase

First player conducts defensive fire. Second player conducts offensive fire and then conducts melee attacks.

VII. Rally Phase

- Second player attempts to rally eligible routed units.
- Starting with game turn 5, the first player checks to see if he rolls for victory.

* Units whose turn it is, are referred to as "phasing units;" units whose turn it is *not*, are referred to as "non-phasing units."

4.0 LEADERS

Leaders are in command of those units assigned to them. Leaders and the units they command are color coded to show which units belong with which

leaders. Some units are not color coded; they are skirmishers and function independently.

4.1 LEADER RATINGS

Leaders have three ratings: Command, Command Span, and Combat Bonus.

4.11 [*] Command

This rating is used to determine if a command chit can be changed or not (see 5.0).

4.12 Command Span

This is the number of hexes a combat unit may be away from the leader and still be in command (see 5.31).

4.13 Combat Bonus

This is a die roll modifier used during Melee.

4.2 LEADER CASUALTIES

A leader stacked with a combat unit or units that are eliminated during Melee is killed if no friendly units remain in the hex. The leader is flipped to its replacement leader side. It is then moved to the nearest friendly combat unit under the leader's command. Leaders that do not have a replacement leader side (such as some overall leaders) are removed from play.

A leader alone in a hex that is entered by an enemy combat unit is flipped to its replacement side and is then moved to the nearest friendly combat unit under the leader's command.

- A replacement leader alone in a hex that is entered by enemy combat units, is immediately moved to the nearest friendly combat unit under its command.

In all cases, if no subordinate unit remains on the map for a leader counter to be moved to, simply remove the leader from the game.

5.0 [*] COMMAND

During the initial Command Phase of each game, each leader commanding combat units has a Command Chit placed under it. This chit does not have to be shown to the opposing player. During ensuing Command Phases, these Command Chits may be changed (see 5.2).

5.1 [*] COMMAND CHITS

There are six different Command Chits; each has a different effect on the combat units.

5.11 Attack Command Chit

All combat units in command, using the Attack Command Chit, must move *at least* half their movement allowance (round up any fractions) and must end their movement closer to enemy units than they began (meaning at least one hex closer or be adjacent to an enemy combat unit). Combat units with an Attack Command Chit receive a one column to the right (1R) modifier if attacking in Melee Combat. Heavy cavalry has a 2R shift if charging. Combat units adjacent to enemy combat units must perform combat, either fire and/or melee. Heavy cavalry units have other special abilities. See section 5.6.

5.12 Advance Command Chit

All combat units in command, using the Advance Command Chit, may move up to their full movement allowance during the Movement Phase. They must end the turn at least one hex closer to the nearest enemy combat unit, or be adjacent to one. Combat units receive no Melee Combat column modifiers for having an Advance Command Chit, except Men at Arms who have a 1R column shift.

5.13 Stand Command Chit

All combat units in command, using the Stand Command Chit, may move one hex (only) during the Movement Phase. Combat units receive a one to the left (1L) column shift modifier during Melee Combat, if defending.

5.14 Retreat Command Chit

All combat units in command, using the Retreat Command Chit, may move up to their full movement allowance during the Movement Phase. They must end the Movement Phase at least one hex further away from enemy combat units than they started. They receive no Melee Combat column shift modifiers.

5.15 Reserve Command Chit

All combat units in command, using the Reserve Command Chit, may move up to their full movement allowance during the Movement Phase. They may never enter a hex that is closer to an enemy unit than 5 hexes away. To determine the 5 hex range, count the enemy occupied hex, but not the hex to be entered by the friendly unit. Reserve combat units that begin a turn closer than 5 hexes to an enemy unit, may only move in such a way that at the end of the Movement Phase they are 5 or more hexes away from the closest enemy combat unit. Reserve combat units receive no Melee Combat column shift modifiers.

5.16 Muster Command Chit

During the Command Phase of any turn in which at least two combat units of a leader's force are either routed or destroyed, the Command Chit of the leader may be changed to Muster. Such a change is made at the whim of the owning player; no die-roll is necessary. Combat units with a Muster command may move up to their full movement allowance during the Movement Phase. They may never enter a hex that is closer to an enemy combat unit than 5 or more hexes away. Muster units that begin a turn closer than 5 hexes to an enemy unit, must move so that they are at least 5 hexes away at the end of the turn. Leaders with a Muster command have their Command Span increased by one hex. Muster combat units receive no Melee Combat column shift modifiers.

➤ **NOTE:** In some cases, a situation in the game will create a position where the player will not be able to comply with the movement restrictions or requirements of a Command Chit. In such a case, the player must reveal the Command Chit and demonstrate to the opposing player that certain units cannot perform the Command Chit's requirements.

Having done so, play resumes with the Command Chit unchanged.

5.2 [*] CHANGING COMMAND CHITS

During the Command Phase of each turn, a leader's Command Chit may be changed. To do so, a die is rolled and compared to the leader's Command Rating. If the die result is equal to or less than the Command Rating of the leader, the Command Chit may be replaced with a different Command Chit. Otherwise, the same Command Chit is used. Muster Command is an exception, and can be automatically substituted for an existing Command, whenever a leader has at least two of his combat units eliminated or routed.

5.3 COMBAT UNITS AND COMMAND

At the beginning of each Movement Phase, all combat units, except Skirmishers, must check to see if they are within the Command Span of their leader. Combat units that are not within such Command Span, are considered "out of command" and are marked so.

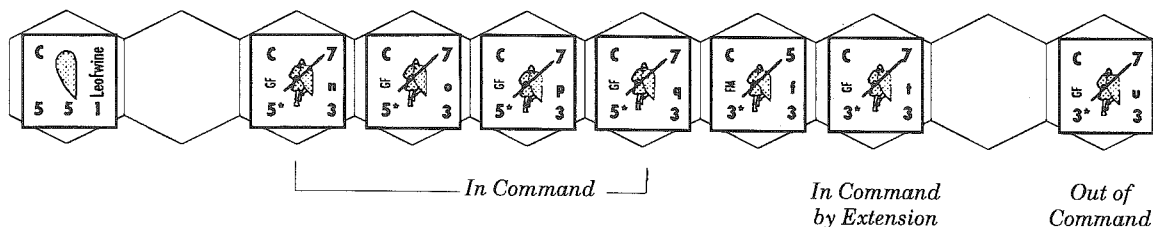
5.31 Command Span

Each leader has a Command Span Rating. The rating indicates the number of hexes a combat unit can be from a leader, and still be in command. When tracing Command Span, count the hex the combat unit is in, but not the hex the leader is in, and trace from the leader to the combat unit. Enemy zones of control (see 6.0) block Command Span, unless occupied by a friendly combat unit. Hexes occupied by enemy combat units block Command Span.

5.32 Command Span Extension

A combat unit outside its leader's Command Span is nevertheless in command, if it is adjacent to a unit which is within Command Span and is under the command of the same leader; such "extended Command Span" can be traced through a *series* of such adjacent combat units (see diagram).

Command Span Extension



5.33 Effects of Being Out of Command

Combat units out of command have the following restrictions:

- They may not move adjacent to an enemy combat unit.
- If in an enemy zone of control, they may not move.
- They receive no column shift modifiers for their Command Chit during Melee Combat.
- They must attempt to move within command span of their leader if they do move.
- Heavy cavalry units flip to their non-charging side, unless they are in an enemy zone of control. In that case, they remain on their charging side.

5.4 SKIRMISHERS AND COMMAND

Skirmish units (crossbow, slingers, horse bowmen, or bowmen) are moved independently and ignore the Command Chits. Skirmish units have the following restrictions and abilities:

- They may not enter an enemy combat unit's zone of control.
- They may move adjacent to an enemy skirmish unit, as long as they are not entering another enemy unit's ZOC.
- They may always retreat up to 3 hexes from an enemy infantry unit's zone of control before the Combat Phase begins.
- They may not retreat from an enemy cavalry unit's zone of control before the Combat Phase begins.
- Skirmish units may retreat through enemy zones of control.

5.5 ROUTED COMBAT UNITS AND COMMAND CHITS

Routed combat units follow no commands; instead they may be moved up to 1/2 their movement allowance (with any fractions rounded down) away from the closest enemy combat units during the Movement Phase (i.e., must end their move further from enemy combat units than they began).

5.6 HEAVY CAVALRY UNITS AND THE ATTACK COMMAND

Unlike other combat units, heavy cavalry units do not have a reduced strength side. Instead, they have a non-charging and a charging side. When they have an Attack Command, they may be flipped to their charging side if they

successfully make a morale check during the initial Command Phase (i.e. roll a die and have the result equal to or less than their non-charging morale rating). Charging heavy cavalry units that fail a morale check in melee, as a result of combat, are flipped to their non-charging side. They may only attempt to flip to the charging side again if they are not in an enemy zone of control at the beginning of the Command Phase when they check. If their leader changes his command to a command other than Attack, the heavy cavalry unit is flipped to its non-charging side during the Command Phase, unless it is in an enemy ZOC. It would be flipped at the start of any player-turn in which it is not in an enemy ZOC and the leader's order is other than attack.

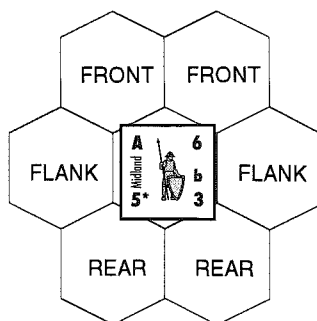
- **NOTE:** Charging heavy cavalry units may not charge across a steep slope hexside. Instead, they are flipped to their non-charging side.

5.7 SPLIT COMMANDS (OPTIONAL)

Leaders controlling heavy cavalry and infantry and/or cavalry, may split their command chit when the "Attack" command chit is chosen. When "Attack" is chosen, the heavy cavalry may charge, while the other units are considered to have a "Stand" command. When the player elects the split option, the leader must be moved with the charging cavalry. This option must be announced at the beginning of a turn. At the beginning of any player-turn in which the infantry or cavalry that did not charge are within the Command Span of their leader, the owning player may announce that the rest of his force now has the "Attack" command as well.

6.0 FACING AND ZONES OF CONTROL (ZOC)

All combat units except Skirmish units and routed units have zones of control and facing.



6.1 FACING

A combat unit must face (point) in a specific direction at all times. All combat units must be faced toward a vertex (joint) of the hex they are in, not a hexside (see diagram). All units in the same hex must face in the same direction.

6.11 Facing determines which of the unit's hexsides are Front, which are Flank, and which are Rear. There are always two of each. **Exception:** Skirmishers; see 6.14.

6.12 A combat unit may change facing—in any direction—only during the Movement Phase, and/or at the end of the Combat Phase if it took part in Melee Combat. If a combat unit wishes to change facing without moving, it may do so. **Exception:** Heavy cavalry units that are charging may not change facing, except at the end of the Combat phase. Non-charging heavy cavalry units may change facing.

6.13 Facing affects a combat unit's Zone of Control (6.2) and combat (9.0).

6.14 Skirmish units have no facing. All hexsides are considered Front.

6.15 Combat units, except skirmish units, may only move through one of their two frontal hexsides. To change facing during the Movement Phase, the first change is free; each ensuing change costs one movement point. Thus, a unit may change facing at no cost and then move, but if it then proceeds to change facing again after moving, it will cost one movement point to do so. Since skirmish units have six frontal hexsides, they may always change facing at no cost.

- **NOTE:** Changing facing in a single hex is considered a single change, irrespective of how many hexsides are involved in the change.

6.16 At the end of Melee Combat, changes of facing incur no cost.

6.2 ZONES OF CONTROL (ZOC)

Combat units exert Zones of Control; leaders and skirmish units do not.

6.21 ZOC and Facing

Combat units exert ZOCs through their Front and Flank hexsides; they do not exert a ZOC into their Rear hexsides. **Exception:** Routed units have no ZOCs.

6.22 ZOC Extension Restrictions

ZOCs do not extend through hex-

sides or into hexsides across or into which that combat unit could not normally move.

6.23 ZOC and Out of Command Units

Out of command combat units may not leave an enemy ZOC.

6.24 Effects of ZOC

- A unit must stop when it enters an enemy ZOC. It may not move further in that Movement Phase, regardless of how many movement points it has remaining.
- A friendly combat unit negates the effect of enemy ZOC, for purposes of tracing Command Span; but it does *not* do so for movement or retreat purposes.
- If more than one combat unit exerts a ZOC into the hex, there is no additional effect.
- A unit may never leave one enemy ZOC and move directly into another enemy ZOC.

6.25 Leaving a ZOC

A combat unit that begins a Movement Phase in any enemy ZOC may move out of that ZOC if it has a Retreat, Stand, Muster, or Reserve Command, and it is in command. Routed units may also leave an enemy ZOC.

- **NOTE:** When not using Command Chits, and playing the Basic Game, combat units may not exit an enemy ZOC except by retreat or elimination of the enemy unit in whose ZOC the combat unit is.

7.0 STACKING

Stacking refers to having more than one combat unit in a hex at any given time. There are no stacking restrictions for leaders. Stacking limits apply at all times during the turn.

Unless stacked together at the beginning of a scenario, only one combat unit is allowed per hex. A combat unit may *not* move through another combat unit, unless the combat unit moving is a skirmish unit.

7.1 STACKED UNITS

Two combat units of the same type (*i.e.*, infantry, cavalry, etc.) may begin the game stacked together. Combat units may unstack. Unstacking is voluntary, but restacking is not allowed. When combat units unstack, they may not restack for the remainder of the game.

7.11 Stacking Restrictions

- Stacked combat units are treated as one combat unit for melee combat and movement, while stacked together.
- Stacked combat units fire separately during Fire Combat.
- A stack moves with the movement allowance of the slower component combat unit.
- Combat units may not change their position in a stack. The lower combat unit in the stack is exposed when the upper unit is destroyed.
- Leaders do not count for stacking purposes.

7.12 Stacking and Morale Checks

For purposes of morale, a stack checks morale separately for each unit, starting with the top unit.

8.0 MOVEMENT

During a friendly Movement Phase, a player may move all, some, or none of his units, subject only to the restrictions already specified.

8.1 MOVEMENT ALLOWANCE

All combat units have their movement allowance printed on their counter. The Movement Allowance represents the total number of Movement Points (MP) that the unit may use in any one Movement Phase (within Command Chit restrictions). These MPs may not be saved or transferred in any way. A unit does not have to use all of its Movement Allowance, but it may never expend more in a single Movement Phase. Combat units, with the exception of skirmish units, must always move through their frontal hexes. Since skirmish units have no facing, they may move in any direction. *Leaders have no printed Movement Allowance—it is 8.*

8.2 TERRAIN AND MOVEMENT

Each battlefield has different terrain, and each type of terrain has its own costs to enter. Different types of units have different costs to enter the various terrain types of terrain. Roads tend to speed up movement, or at least to make it easier. To take advantage of a road, a unit must enter that type of hex from a similar, connecting, and contiguous hex. The different types of terrain and their effects are listed on the Terrain Effects Chart.

8.3 Enemy Units and Movement

A combat unit may never enter a hex occupied by an enemy combat unit; it may, however, enter a hex containing only an enemy leader (see 4.2).

9.0 COMBAT

During each Combat Phase, combat is resolved in the following order:

- Defensive Fire Combat
- Offensive Fire Combat
- Melee Combat

9.1 FIRE COMBAT

Some combat units have the ability to perform Fire Combat; these have an asterisk after their Combat Strength. Combat units may only fire through frontal hexsides (*exception:* skirmish units, may fire in any direction). To conduct Fire Combat, eligible combat units check line of sight (see 9.2) and the Range Table. The player then rolls a die and modifies it by modifiers on the Fire Combat Results Table and Terrain Chart. Each unit fires separately. Combat units may be fired at more than once, but combat units may only fire once in a single combat phase. All Fire Combat is resolved in a target hex before resolving Fire Combat in another combat hex. No unit may fire at a range longer than the maximum range for that type of unit. The results on the Fire Combat table are as follows:

Result	Effect
Miss	No effect.
Morale Check	All combat units in the target hex must make a morale check.
Step Loss	The top combat unit in the target hex suffers a step loss, and then all combat units in the hex make a morale check.

9.11 Range Table

The Range Table lists ranges for different types of combat units firing. The player cross indexes the type of unit with the distance in hexes from the firing unit to the target. The firing unit's hex is not counted but the target hex is counted. The resulting column is the range that the player uses for the Fire Combat

9.12 Defensive Fire

During the Defensive Fire Segment of the Fire Phase, all non-phasing combat units with Fire capability may perform Fire Combat.

9.13 Offensive Fire

During the Offensive Fire Segment of the Fire Phase, all phasing combat units with Fire capability may perform Fire Combat.

9.2 LINE OF SIGHT

Combat units firing at 2 hexes or more may fire only at targets to which they can trace a Line of Sight (LOS); i.e. they must be able to see it. LOS is traced from the center of the firing hex to the center of the target hex. If LOS is blocked, fire is not possible. Any blocking terrain (or a blocking unit) in a hex, causes the entire hex to block LOS. LOS can be traced along a hexside between a blocking and a non-blocking hex, but not between two blocking hexes.

9.21 Combat Units Firing at Enemy Units on the Same Elevation

The following block LOS when firing and target units are at the same elevation:

1. A wooded hex at the same elevation
2. Combat units on the same elevation
3. A hex of higher elevation

9.22 Combat Units Firing at Enemy Units on a Different Elevation

The following types block LOS when firing and target units are at different (higher or lower) elevations:

1. A hex of higher elevation than the lower level, that is closer to the target than to the firing unit.
2. Woods
3. Combat units adjacent to the target unit.
- Terrain or units can block the LOS between units on different elevations if the blocking hex is higher than the lower unit. To determine whether something blocks between units on different levels, count the hexes between the lower unit and the potential obstacle. If this distance is less than half the number of hexes between the firing and target units, the LOS is blocked. If the number is equal to or greater than the total distance, LOS is clear.

9.3 MELEE COMBAT

During Melee Combat, the phasing player may attack enemy combat units in one of his combat unit's two Front hexes (see 6.1). Out of Command, Routed, and Skirmish units may not initiate melee. More than one unit may attack an enemy combat unit.

9.31 Melee Requirements

A unit does not have to melee (*exception*: units with an Attack command must initiate melee), but if it does there are certain requirements:

1. If a combat unit fired during Offensive Fire, it must melee the combat unit(s) it fired at.
2. All combat units in the defending hex must be attacked as one unit.
3. Combat units, initiating melee, must have an Advance, Stand, or Attack command.

9.32 Melee Procedure

The following procedure is used to resolve Melee Combat:

1. Attacker announces which combat units are attacking and which enemy combat unit(s) will be attacked.
2. Skirmish units, and cavalry units which have a Retreat or Stand command, being subjected to an attack by *infantry* combat units, may now retreat 1 to 3 hexes. The Attacker must then advance at least one of the attacking units into the vacated hex.
3. The players now total the combat strength of their units involved. The attacker then compares his strength point total to that of the defender and reduces them to an odds ratio, rounding off in the defender's favor (*e.g.*, an attacker with 19 strength points attacking a defender with 5 strength points reduces the odds to a 3 to 1 ratio). Players then check the column shifts on the Melee Table, the Terrain Effects Chart, and the Unit Type Table, and alter the ratio accordingly, to produce the modified combat ratio.
4. The attacker then rolls a die, subtracting the combat bonus of any one leader stacked with the attacking units and adding the combat bonus of any one leader stacked with the defending units. Consult the Melee Table, cross-

reference the modified die-roll with the final combat ratio, to find the result of the combat. Now apply the result.

5. If *either* side loses 2+ steps, then *each* player rolls one die to see if his units lose their composure. Each scenario lists the die-roll that will cause units to go berserk.
6. Morale checks as required are now made. If all defending combat units vacate the hex, all attacking units from one hex may advance.
7. Units that have gone berserk now attack an adjacent enemy unit, and results are applied. (If there are no adjacent enemy units, go immediately to step 8).
8. Charging heavy cavalry units that were attacking and advanced as per step 6, and berserk units that were not eliminated, forced to retreat, or routed in step 7, may now move up to 4 movement points. At the end of their movement, they may attack any enemy units in their frontal zones of control, using the melee procedure. Irrespective of the results of this new combat, they do not receive more movement points at its conclusion.

9.33 Unit Type Modifier Chart

When determining the column shifts for a melee combat, the Unit Type Modifier Chart is consulted. To use the chart, compare the type of unit attacking with the type of unit defending. (If more than one type is on one side use the type with the most strength points. If that is even, the owning player chooses the type.) The result is the column shift modifier for the melee combat.

9.4 MELEE COMBAT TABLE

The Melee Combat Table has a number of columns that correspond to the odds ratio of the attacking to defending units. When resolving Melee Combat, players find the column that corresponds to the modified odds ratio and the attacker rolls a die. The Odds Ratio may never be modified higher than 7-1 or lower than 1-4. The die is modified by leader combat bonus ratings if the leader is stacked with either an attacking unit or the defending unit, or both. The modified die-roll is cross ref-

erenced with the appropriate odds column, to determine the outcome of the combat. Die rolls modified to less than Zero are resolved on the Zero line, while die rolls modified to greater than 12 are resolved on the 12+ line.

9.41 Melee Combat Results

Results on the Melee Combat Table are as follows:

Result s	Effect
Ne	No effect.
Ar	All attacking units must retreat one hex. Attacking heavy cavalry units which are forced to retreat, are flipped to their non-charging side; and attacking berserk units have an exhausted counter placed on top of them.
A 1, 2, 3, 4	Number of step losses that the attacking combat units must suffer, starting with top units. If attacking units are in more than one hex, owning player decides which top units will take the losses. All attacking combat units then check morale.
D 1, 2, 3, 4	Number of step losses that the defending combat units must take, starting with the top units. All defending combat units then check morale.
Ae	All attacking units are eliminated.
Ar	All attacking units are retreated one hex by owning player
Dr	All Defending units are retreated one hex by owning player
De	All defending units are eliminated.
Ex	Defender loses 1 step and checks morale for all his units. Then the attacker loses one step and checks the morale of all his units.

9.42 Berserk Units

Whenever 2 step losses are taken in combat, *each* player checks for each of his units in the combat to see if any of them become berserk.

Roll one die for each unit; each scenario lists the die-roll which will cause a unit to go berserk. If a unit goes berserk, a berserk marker is placed on it, and a second combat against an adjacent enemy unit is conducted (this does not have to be the opposing unit from the initial combat, unless both go berserk—in which case the initial attacker is still considered the attacker).

9.421 Effects of Going Berserk

A berserk unit has the following properties:

- Berserk units gain a 2R column shift in melee combat when attacking.
- Defending berserk units have a 2L column shift in melee combat.
- Berserk units of the phasing player function as heavy cavalry in respect to a second movement and attack. Unlike heavy cavalry, they may attack a second time even if the defender's hex is not vacated at the end of Melee Combat.
- Berserk units that fail a Morale Check, or receive an "Ar" or "Dr" result, become exhausted and have the berserk marker removed and replaced by an exhausted marker.
- Berserk units have a -1 die roll modifier when checking morale.
- Berserk units are not affected by command chits.

9.422 Exhaustion

When a berserk unit becomes exhausted, the following rules apply:

- During movement, exhausted units may move 1 hex, but may not enter enemy ZOCs.
- If at the beginning of movement, an exhausted unit is in an enemy ZOC, it must retreat one hex, unless in doing so it would move into another enemy ZOC. If it cannot retreat to a hex which is not in enemy ZOC, it simply stays where it is.
- It may not attack.
- If defending, an exhausted unit suffers a 1R column shift during Melee Combat.
- It has a +1 die roll modifier for Morale Checks.
- While exhausted, the unit ignores all commands.

9.423 Exhaustion Removal

During the Rally Phase, the owning player may check each exhausted unit not in an enemy ZOC, to see if it recovers. To do so, roll one die and add the unit's current morale to the result. If the total is 14+, the unit is no longer exhausted. Otherwise, it remains exhausted.

9.43 Step Loss

All combat units with a reverse side have two possible steps to lose. Units with no reverse side (those with only 1 combat strength point) are eliminated by a single step loss. Heavy cavalry is explained separately (See 9.44).

1. For the first step lost, flip the unit to its "Reduced Side". The unit will now have a lower combat strength, movement allowance, and morale rating. If there is no reverse side, the unit is eliminated.
2. For second step lost, the combat unit is permanently removed from play.

9.44 Heavy Cavalry Step Losses

Unlike other combat units, when a heavy cavalry unit suffers losses the following procedure is used:

1. For the first step lost, place a One Step Loss marker under the heavy cavalry unit. The unit has its combat strength, movement allowance, and morale rating each reduced by one.
2. For the second step lost, flip the One Step Loss marker to its Two Step Loss side. The unit has its combat strength, movement allowance, and morale rating each reduced by two.
3. For the third step lost, the heavy cavalry unit is permanently removed from play.

➤ **NOTE:** Some heavy cavalry begin the game with only 2 strength points on their non-charging side. Nevertheless treat them like other heavy cavalry when taking step losses, *i.e.*, they are eliminated when they suffer a *third* step loss. When they have a two-step loss marker beneath them, they are considered still to have 1 strength point; their movement and morale factors, of course, are simply reduced by 2 in the usual way. (Their *charging* side is treated just like that of any other heavy cavalry).

9.5 ADVANCE AND RETREAT

A combat unit that is forced to retreat as a result of failing a morale check in the course of Melee Combat, has a rout marker placed on it and is retreated 3 hexes with the following restrictions:

1. It cannot move across a hexside or into a hex it would not be able to move across or enter during Movement.
2. It cannot enter an enemy occupied hex.
3. It cannot enter an enemy ZOC, even if occupied by a friendly unit.
4. It cannot retreat off the map.
5. It cannot enter a friendly occupied hex, unless the unit is a leader only.

Combat units that must retreat, but cannot, lose a step instead. A rout marker is not placed on such units. If a defender vacates a hex as a result of melee or a skirmisher unit withdrawal, the attacker *must* advance one combat unit into the hex vacated. If the attacker has two combat units stacked together, it may advance both.

10.0 MORALE

During Fire Combat and Melee, players may be required to check the morale of combat units. Units make only one morale check per type of combat phase, even if required to make more than one check. For example, if a unit, in the course of a single Fire Combat Phase, were required to make three checks, it would only make one. To check morale, roll a die, subtract one from the dice result if a leader is stacked with the combat unit, and compare the result to the combat unit's morale rating. If the die-roll is equal to or less than the unit's morale rating, the combat unit has passed its morale check. If the die roll is higher, the combat unit routs. A rout marker is placed upon it, and the unit is retreated 3 hexes.

10.1 EFFECTS OF ROUT

A combat unit that has routed has the following restrictions:

1. Routed units cannot enter an enemy ZOC.
2. Routed units cannot initiate melee combat.
3. Routed units have their movement allowance halved (fractions rounded down).
4. Routed units have a 1L column shift modifier, when defending in Melee Combat.

5. Routed units may not take part in Fire Combat.
6. Routed units forced to make a morale check, have a +1 added to their die roll.
7. Routed units have no ZOCs.
8. Heavy cavalry units that are charging and fail morale, are flipped to their non-charging side and have a rout marker placed on them.

10.2 RECOVERY

During the Recovery Phase of each game turn, routed units within the command span of their leader, and not in an enemy ZOC, conduct a morale check. If the result is equal to or less than their Morale Rating, the rout marker is removed. If the result is greater than their Morale Rating, they continue to rout and are retreated three hexes (*i.e.*, must if possible end the move three hexes further from the nearest enemy unit, than they began the turn). Leaders stacked with routed units provide a -1 die-roll modifier on the Morale Check.

11.0 VICTORY CONDITIONS

Each scenario lists the number of combat strength points a side may lose before the opponent begins checking for victory. To count losses, the player totals the strength points of eliminated units by using the front combat strength (*i.e.*, the greater strength) of the unit. For heavy cavalry units, the charging side's combat strength is used. To this is added 3 points for each leader eliminated. Then examine all combat units on the map which are currently flipped to their reduced side; subtract the reduced combat strength from the full combat strength, and add the difference to the loss total. The full combat strength of currently routed units is also added.

Starting with turn 5 or later, in any turn in which the losses reach the indicated level, the opponent checks during his Rally Phase for victory, by rolling one die and comparing to the scenario's victory table. This continues until the end of the game is reached or the die roll has yielded a victory.

12.0 LINCOLN

The battle of Lincoln was the culmination of a winter campaign that King Stephen had undertaken to seize the initiative from the Earls Ralph of Chester and Robert of Gloucester, who

had moved to set up their own palatine. They had much in their favor, notably the support of the barons of the West and Welsh border. Stephen had seized the city of Lincoln but had failed to take the castle. While Stephen lay siege to the castle, Chester and Gloucester set about raising armies. On February 1st, Stephen learned that the rebels were approaching; refusing to withdraw south in order to recruit a larger army, he determined to face his opponents as soon as possible.

The next day, February 2, 1141, the earls forced a crossing of the Fossdike, and Stephen moved out of Lincoln to face them. The king drew his army up in two lines—cavalry in the first, infantry in the second. The rebel earls divided their army into three corps, with the cavalry in front. The battle started with both front lines of cavalry charging. On Stephen's right flank his forces were victorious, but on the left they were defeated. In the center, the two infantry reserves clashed. At first, the battle in the center was a stalemate, but when the defeated Royalist cavalry on Stephen's left fled the field, the flank of the Royalist infantry was exposed. At length they broke, apart from Stephen and his immediate force. The king fought until his sword was broken, then picked up a two handed Danish axe and wielded it to great effect until he was finally knocked to the ground and captured.

12.1 GAME LENGTH

The battle game is 10 game terms, while the campaign game is 15 game turns. The Rebel Barons move first, King Stephen moves second.

12.2 BERSERK LEVELS

Both sides go berserk on a die-roll of 8 to 10.

12.3 SPECIAL RULES

Lincoln has no special rules.

12.4 BATTLE SCENARIO SET UP

Each counter has a set up letter on its front side. This letter corresponds to the set up letter in a hex on the map. All counters are set up within two hexes of the letter. Units of the same type may be stacked (up to two per hex). Leaders may also be placed on top of other units.

12.5 CAMPAIGN SCENARIO SET UP

No counters are placed on the map. Instead, the barons enter on turn one at hexes 1000, 1100, 1200, 1300, 1400,

1500, and 1600, while the Royalists enter at hexes 2721, 2821, 2921, 3021, 3121, 3221, and 3321. All leaders have an "advance" command for the first turn. Players may change command chits without die rolling on game turn two. After that, regular command rules apply. On turn 1, units enter the map; *they do not all have their full movement allowance* when doing so. The first two units to enter each entry hex, have their full movement allowance. The second pair of units to enter each entry hex, have their movement allowance *less* the cost of entering the hex. The third pair have their movement allowance, *less twice the cost* of entering the hex, and so on. (This means that armies will appear in a realistic, spread-out fashion—not all bunched up as if they had been eagerly crowding along the mapedge awaiting the starter's gun!). After the turn of entry, all units have their full movement allowance each turn.

12.6 BATTLE AND CAMPAIGN SCENARIOS: VICTORY CONDITIONS

For a Baronial victory, check the following table:

<i>Stephen's Losses:</i>	<i>Die Roll Needed for Victory:</i>
35-40	9-10
41-50	8-10
51-60	7-10
61-70	6-10
71-80	5-10
81-90	4-10
91+	3-10

For a Royalist victory, check the following table:

<i>Barrons' Losses:</i>	<i>Die Roll Needed for Victory:</i>
40-45	9-10
46-55	8-10
56-65	7-10
66-75	6-10
76-85	5-10
86-95	4-10
96+	3-10

If, at the end of the last game turn, neither player has achieved victory on the above table, the side with more losses is considered the loser and the other side gains a marginal victory.

13.0 BOUVINES

Bouvines is one of the most important battles in the history of Western Europe, deciding the fate of modern France.

For over a year, John of England had been gathering allies in a coalition against Philip Augustus, King of France. In 1214, Otto IV, the Holy Roman Emperor and John's nephew, assembled an allied army at Nivelles, south of Brussels. Philip gathered his army at Peronne. When the armies advanced, they took different roads and passed each other; turning back, they met at Bouvines. Philip had moved a portion of his army across the bridge at Bouvines, when he received reports that German skirmishers had been in contact with the rear guard. Quickly he gave orders to reverse march and deploy for battle. It was several hours before both sides had deployed and were ready for combat.

The French advanced on the right wing but were repulsed. This was followed by a general advance of the Imperialist army. Philip counterattacked with a charge of his heavy cavalry in the center. This blunted the advance of the Imperialist infantry, but did not break them. While this was occurring, the left wing was embroiled in a separate fight. Boulogne and Dreux advanced on the left against each other. The fight was hotly contested, until the mercenary troops on the Imperialist side broke. The French left flank then turned into the center and hit Otto's force in the flank. At the crucial point of the battle, a charge against Otto forced him from the field. Leaderless, the Imperial center broke and the French were victorious.

13.1 GAME LENGTH

The battle scenario is 14 turns long, the campaign scenario 18 turns. The French player moves first, the Imperialist player second.

13.2 BERSERK LEVELS

The die roll for the French to go berserk is 7 to 10, for the Imperialists 8 to 10.

13.3 SPECIAL RULES

There are no special rules.

13.4 BATTLE SCENARIO SET UP

Each unit has a set up letter for the battle scenario set up. Units must be placed within 2 hexes of the set up hex. Up to two units of the same type may be stacked in a hex, together with a leader.

13.5 CAMPAIGN SET UP

No counters are placed on the map. Instead, the French enter on turn one at hexes 1423, 1522, 1623, 1722, 1823, 1922, and 2023, while the Imperialists enter at hexes 2943, 3044, 3143, 3244, 3343, and 3444. All leaders have an "advance" command for the first turn. Players may change command chits without die rolling on game turn two. After that, regular command rules apply. On turn 1, units enter the map; *they do not all have their full movement allowance* when doing so. The first two units to enter each entry hex, have their full movement allowance. The second pair of units to enter each entry hex, have their movement allowance *less* the cost of entering the hex. The third pair have their movement allowance, *less twice the cost* of entering the hex, and so on. (This means that armies will appear in a realistic, spread-out fashion—not all bunched up as if they had been eagerly crowding along the mapedge awaiting the starter's gun!). After the turn of entry, all units have their full movement allowance each turn.

13.6 BATTLE AND CAMPAIGN SCENARIOS: VICTORY CONDITIONS

For a French victory, check the following table:

<i>Imperialist Losses:</i>	<i>Die Roll Needed for Victory:</i>
50-55	9-10
56-65	8-10
66-75	7-10
76-85	6-10
86-95	5-10
96-105	4-10
106+	3-10

For a Imperialist victory, check the following table:

<i>French Losses:</i>	<i>Die Roll Needed for Victory:</i>
52-57	9-10
58-68	8-10
69-79	7-10
80-89	6-10
90-99	5-10
100-105	4-10
106+	3-10

If, at the end of the last game turn, neither player has achieved victory on

the above table, the side with more losses is considered the loser and the other side gains a marginal victory.

14.0 MARCHFELD

Marchfeld was the battle that determined control of Austria. On one side, Rudolf of Hapsburg and newly crowned Holy Roman Emperor was intent upon weakening his neighbor to the east, Bohemia. Further, unrest against his rule led him to think of war as one potential solution to his internal problems. On the other side, Ottokar of Bohemia had been on an expansionist program to extend his control into Austria and Carinthia. Reacting to Rudolf's interference in Bohemian affairs, Ottokar invaded in 1278.

Rudolf was slow to react to Ottokar's invasion. He waited three days before moving forward to meet the invaders. In that time, Ottokar, uncharacteristically had spread his army out, rather than concentrating and seizing the initiative. When the two armies met at Marchfeld, Ottokar was not able to field his entire army, as much of his army was still plundering the countryside.

Rudolf deployed his force in three lines. In the first line he deployed the Cumans and other light horse on the left, and the Hungarian cavalry on the right. In the second line he placed Matthias of Trenczin on the left, and his own cavalry on the right. In the third line, the Count of Schildberg commanded the reserve.

Ottokar also drew his forces up into three lines. In the first line, the Misnians and Thuringians formed the left wing, the Moravian cavalry the center, and the Bohemians the right. The second line consisted of Ottokar on the left, and the Polish cavalry in the center and right. Milita was in charge of the reserve that formed the third line. Both sides deployed only cavalry.

The battle began with the light cavalry of Rudolf turning the Bohemian right flank. The Bohemian right flank was slow to respond to this maneuver, and the Imperialist mounted bowmen caused casualties among the disarrayed Bohemian forces. Eventually, the Hungarian heavy cavalry charged the Bohemians and routed them from the field. Milita responded by also retreating from the field after a brief encounter with the Hungarians.

On the other side of the field, a different battle was evolving. The ini-

tial clash had been very effective for Ottokar. The first line of Austrian cavalry had broken under the onslaught of Ottokar's Misnians and Thuringians. Spurred on by the possibility of a decisive breakthrough, Ottokar advanced his entire flank. Things were desperate for Rudolf; his horse had been slain and he himself saved only the intervention of a friend, Walter of Ramswag, who dragged him from under the horse and gave him a new steed. The second line of Austrians held firmer than the first, and slowly by degrees stabilized the flank. The effects of the other flank now turned the battle against Ottokar, who refused to leave the field. Cut off from the bulk of his army, Ottokar was finally captured and slain in cold blood, though not by the order of Rudolf. The victory of the largest cavalry battle of the period in Europe, signaled the rise of the Hapsburgs.

14.1 GAME LENGTH

The battle scenario is 10 turns long, the campaign scenario 14 turns. The Imperialist player moves first, the Bohemian player second.

14.2 BERSERK LEVELS

The die roll for the Bohemian to go berserk is 8 to 10, for the Imperialists 7 to 10.

14.3 SPECIAL RULES

There are no special rules.

14.4 BATTLE SCENARIO SET UP

Each unit has a set up letter for the battle scenario set up. Units must be placed within 2 hexes of the set up hex. Up to two units of the same type may be stacked in a hex, together with a leader.

14.5 CAMPAIGN SET UP

No counters are placed on the map. Instead, the Bohemians enter on turn one at hexes 3612, 3613, 3614, 3615, 3616, 3617, 3618, 3619, 3620, 3621, 3622, 3623, 3624, and 3625, while the Imperialists enter at hexes 5828, 5927, 6028, 6027, 6026, 6025, 6024, 6023, 6022, 6021, 6020, and 6019. All leaders have an "advance" command for the first turn. Players may change command chits without die rolling on game turn two. After that, regular command rules apply. On turn 1, units enter the map; *they do not all have their full movement allowance* when doing so. The first two units to enter each entry hex, have their full movement allowance. The second pair of units to enter each entry hex, have

their movement allowance *less* the cost of entering the hex. The third pair have their movement allowance, *less twice the cost* of entering the hex, and so on. (This means that armies will appear in a realistic, spread-out fashion—not all bunched up as if they had been eagerly crowding along the mapedge awaiting the starter's gun!). After the turn of entry, all units have their full movement allowance each turn.

14.6 BATTLE AND CAMPAIGN SCENARIO VICTORY CONDITIONS

For a Bohemian victory, check the following table:

<i>Die Roll</i>	
<i>Imperialist Losses:</i>	<i>Needed for Victory:</i>
60-70	9-10
71-80	8-10
81-90	7-10
91-100	6-10
101-110	5-10
111-120	4-10
121+	3-10

For a Imperialist victory, check the following table:

<i>Bohemian Losses:</i>	<i>Die Roll Needed for Victory:</i>
60-70	9-10
71-80	8-10
81-90	7-10
90-100	6-10
101-110	5-10
111-120	4-10
121+	3-10

If, at the end of the last game turn, neither player has achieved victory on the above table, the side with more losses is considered the loser and the other side gains a marginal victory.

15.0 HASTINGS

On January 5, 1066, Edward the Confessor, King of England, died without leaving an heir. The next day at Westminster after Edward's funeral, Harold Godwin was chosen to be the new king. Claiming to have been Edward's choice and also the most powerful candidate in England, Harold assumed the position.

William of Normandy had another opinion as to the rightful heir to the

throne, having been promised the throne of England by Edward a few years earlier. William gave orders to prepare an invading force as he raised an army with which he determined to resolve the issue on the battlefield.

Harold raised an army and waited on the southern shores of England for the invasion. Throughout the summer, the English Channel was an impenetrable barrier, as the winds never blew long enough for William to set sail. On September 8, Harold disbanded his army, which had run out of provisions and returned with his fleet to London. Upon his arrival in London, he received reports, not that William had landed, but that Harald Hardrada of Norway and Harold Godwin's exiled brother, Tostig Godwin, had landed near York.

Harold Godwin sent out a call for troops to return. On September 19, he set out to meet the Norwegians, who had, by this time, taken York. Five days later, the Saxon army had reached York and, at Stamford Bridge, fought a bloody battle with the invaders. It ended with Harald Hardrada and Tostig Godwin dead and Harold Godwin victorious. Harold didn't have long to savor his victory. On September 27, the winds shifted and the Norman fleet was launched. As Harold raced south, William's spread out force began to concentrate at Hastings.

On October 14th, a few miles north of Hastings, the two armies met. Harold's forces occupied Santlache Hill (later Senlac Hill). While a small hill, it was very steep and made an excellent defensive position. Harold deployed his infantry across the top of the ridge, reserving his best forces behind the line. He placed his two brothers in command of the first line, while he commanded the reserve. Harold had not yet brought up his entire army when the Normans began to deploy on the slope of Telham Hill. William divided his army into three groups—Bretons on the left, Normans in the center, and the French/Flemish on the right.

The battle began when William sent his infantry against the Saxon shield wall. As the Norman infantry began to waver, William sent his heavy cavalry into the fray. Against heavy pressure, the Saxon shield wall held. On William's left, the Bretons broke. The Saxons pursued the retreating Bretons and forced them into near total rout. Remnants of the Breton force made a stand on a small

hillock in front of the Saxon position. William, after dispelling the Breton rumor that he had been killed, led a charge into the opposing Saxons. Without the defensive strength of the shield wall and steep slope, the Saxons received heavy losses and fell back in disorder. At the same time, Bishop Odo had halted the fleeing Breton cavalry. Waving a baculum, Odo was able to serve as a rallying point for the Bretons.

With the Norman success in the open field. William twice feigned routs and twice swooped down on the Saxons who surged after the retreating forces. Then, with the Saxon shield wall weakened, William struck at both ends of the Saxon line. As the defenders reacted to this, gaps began to appear in the shield wall. Norman heavy cavalry charged through, and invested Harold's headquarters. At this critical moment, Harold was wounded in the eye by an arrow. As he struggled to remove the shaft, he was hacked down by mounted Norman knights.

With their king and his two brothers dead, Saxon resistance crumbled. Only the royal hearth troops, the housecarls, and the king's thegns fought on as they gathered about Harold's body and made their final forlorn stand. As night fell, William had indeed become "the Conqueror."

15.1 GAME LENGTH

The battle scenario is 16 turns long, the campaign scenario 19 turns. The Norman player moves first, the Saxon player second.

15.2 BERSERK LEVELS

The die roll for the Normans to go berserk is 8 to 10, for the Bretons 6 to 10, for the French 7 to 10, and for the Saxons, 6 to 10.

15.3 SPECIAL RULES

There are three special rules for this game—the Saxon Shield Wall, Bishop Odo, and Saxon Reinforcements.

15.31 Saxon Shield Wall

Saxon infantry with a Stand command has a melee column shift modifier of 2L when defending and *all* attackers are attacking through the two frontal hexsides. During the battle the Saxons created a shield wall that was very effective. Saxon infantry with a Stand command has a 1L melee column shift when attacking.

15.32 Bishop Odo

The Norman leader Bishop Odo is used to rally the Norman player's units. He may be stacked with any friendly unit at the beginning of the game. Bishop Odo has only one command—muster.

15.33 Saxon Reinforcements

At the beginning of the game there are four Saxon units without a set up letter on their counter (FM a, b, c, d). They are reinforcements. Beginning on turn 4 of the battle scenario and turn 9 of the campaign game, the Saxon player rolls to see if they enter during the Saxon Movement Phase of that turn. On a die roll of 1-7 they enter at hex 3417. If this hex is enemy occupied, the reinforcements must wait until a turn when it is not, to enter. The Saxon rolls each turn, until he rolls a 1-7.

15.4 BATTLE SCENARIO SET UP

Each unit has a set up letter for the battle scenario. The Norman player's units may be placed within 2 hexes of the lettered set up hex. Up to two units of the same type may be stacked in a hex, together with a leader. The Saxon player sets up his "A" units within 1 hex of the "A" on the map; "B" and "C" units set up in such a way that all hexes containing the B or C set up line have at least one unit in the hex. Skirmish units may set up within two hexes of these set up lines.

15.5 CAMPAIGN SET UP

No counters are placed on the map. Instead, the Normans enter on turn one at hexes 1028, 1127, 1228, 1327, 1428, 1527, 1628, 1727, and 1828, while the Saxons enter at hexes 3408, 3409, 3410, 3411, 3412, 3413, 3414, 3415, 3416, 3417, 3418, and 3419. All leaders have an "advance" command for the first turn. Players may change command chits without die rolling on game turn two. After that, regular command rules apply. On turn 1, units enter the map; *they do not all have their full movement allowance* when doing so. The first two units to enter each entry hex, have their full movement allowance. The second pair of units to enter each entry hex, have their movement allowance *less* the cost of entering the hex. The third pair have their movement allowance, *less twice the cost* of entering the hex, and so on. (This means that armies will appear in a re-

alistic, spread-out fashion—not all bunched up as if they had been eagerly crowding along the mapedge awaiting the starter's gun!). After the turn of entry, all units have their full movement allowance each turn.

15.6 BATTLE AND CAMPAIGN SCENARIO VICTORY CONDITIONS

For a Norman victory, check the following table:

Saxon Losses:	Die Roll Needed for Victory:
41-45	9-10
46-55	8-10
56-65	7-10
66-72	6-10
73-82	5-10
83-93	4-10
94+	3-10

For a Saxon victory, check the following table:

Norman Losses:	Die Roll Needed for Victory:
41-50	9-10
51-60	8-10
61-70	7-10
71-80	6-10
81-85	5-10
86-89	4-10
90+	3-10

If, at the end of the last game turn, neither player has achieved victory on the above table, the side with more losses is considered the loser and the other side gains a marginal victory.

16.0 DESIGNER'S NOTES

The Age of Chivalry represents some changes in the system as seen in *Crossbows & Cannon I* and *The Crusades*. As in every system, things change over time. And some changes have been necessitated because I am designing games covering long periods of history. The biggest change has been switching to a more traditional Melee CRT, where odds are totalled and one die roll resolves combat. This was done (along with the elimination of morale checks before combat) to eliminate some of the die rolling, since I wanted to add the "berserk" rules and felt that the system

couldn't take many more die rolls. The playtest results showed a simpler system that still gave the results I wanted. I included a campaign scenario for each of the battles to give players better replay value, and to give players a chance to change the deployments of their forces. Also, there is no command structure other than that relating to individual leaders and the units they command; this also has worked out well in actual play.

These changes have delayed the game by at least five weeks, but I'm convinced that the final product benefited from the extra time. Having walked the battlefield of Hastings (nicely preserved) this summer, this game has a special meaning for me. Having finished my research on the battle by that time, walking the field had a transcendent quality, even if I had to dodge sheep droppings every step of the way. I dedicate this game to my companion on that tour, my wife, Aleta. ■

17.0 CREDITS

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FIRE TABLE					
DIE ROLL	TYPE OF UNIT FIRING				
	Bow	Inf.	Crossbow	Mtd. Bow	Slingers
0	-	-	-	-	-
1	-	-	-	-	-
2	-	-	-	-	-
3	-	-	-	-	-
4	-	-	-	-	-
5	-	-	-	-	-
6	M	-	M	-	-
7	M	M	M	-	-
8	M	M	M	M	M
9	1	1	1	M	M
10	1	1	1	1	1
11+	1	1	1	1	1

Fire Combat Table Results:

- = No effect

M = Morale Check; all combat units in the target hex must check morale.

1 = The top combat unit in the target hex suffers a step loss, and all combat units in the hex check morale.

Fire Table

Modifiers:

Range Modifiers
(+1 or -1: see Range Table)

-1 if target is
Heavy Cavalry
-1 if target is Men
at Arms

RANGE TABLE		
UNIT TYPE	DISTANCE IN HEXES	
	1	2
Bow	+1	-
Infantry	-	X
Crossbow	+1	-
Mtd. Bow	-	-1
Slingers	-	X

Range Table Results:

- = May fire; no die-roll modifier.

+1 = May fire; die-roll modifier of +1.

X = May not fire; out of range.

-1 = May fire; die-roll modifier of -1.

MELEE TABLE												
DIE ROLL	Attacker/Defender Odds Ratio											DIE ROLL
	1-4	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1+	
0	Dr	Dr	Dr	D1	D1	D1	D2	D2	D3	D4	DE	0
1	Dr	Dr	Dr	D1	D1	D1	D1	D2	D2	D3	D4	1
2	Ne	Ne	Dr	D1	D1	D1	D1	D1	D2	D3	D3	2
3	Ar	Ne	Ne	Dr	D1	D1	D1	D1	D2	D2	D3	3
4	Ar	Ar	Ne	Dr	Dr	D1	D1	D1	D1	D2	D3	4
5	Ar	Ar	Ar	Ex	Dr	Dr	D1	D1	D1	D2	D2	5
6	A1	Ar	Ar	Ex	Ex	Dr	Dr	D1	D1	D1	D2	6
7	A1	A1	Ar	Ar	Ex	Dr	Dr	Dr	Dr	Dr	D1	7
8	A2	A1	A1	Ar	Ar	Ex	Dr	Dr	Dr	Dr	Dr	8
9	A3	A2	A1	A1	Ar	Ex	Ex	Dr	Dr	Dr	Dr	9
10	A4	A3	A2	A1	A1	Ar	Ex	Ex	Ex	Dr	Dr	10
11	Ae	A3	A2	A1	A1	Ar	Ar	Ex	Ex	Ex	Ex	11
12 +	Ae	Ae	A2	A2	A1	A1	A1	Ar	Ar	Ex	Ex	12 +

Column Shifts To the Left:

- Defending units with Stand Command shift column one to left (1L)
- Defending Saxon Infantry with Stand Order using Saxon Shield Wall (Hastings only) shift two columns left (2L)
- Attacking Saxon Infantry with Stand Order shift one column left (1L)
- Routed units defending shift one column left (1L)
- Defending berserk units have a two column shift left (2L).
- Check Terrain Effects Chart for other effects.


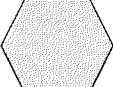










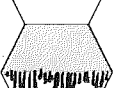

Column Shifts To the Right:

- Men at Arms and charging Heavy cavalry with an Attack Command when attacking have a two column shift to the right (2R)
- Attacking berserk units have a 2 column shift right (2R).
- Infantry and cavalry (excluding heavy cavalry) with an Attack Command when attacking have a one column shift to the right (1R).
- Men-at-Arms with an Advance Command when attacking have a one column shift to the right (1R).
- Units attacking through the defender's rear or flank hexside have a one column shift to the right (1R).

Die Roll Modifiers: Leaders stacked with attacking units subtract their combat bonus from the die roll (one leader only). Leaders stacked with defending units add their combat bonus to the die roll (one leader only).

UNIT TYPE MODIFIER TABLE					
ATTACKER	DEFENDER				
	Infantry	Heavy Cavalry	Men at Arms	Skirmishers*	Cavalry
Infantry	—	1L	1L	2R	1R
Heavy Cavalry	1R	—	—	3R	1R
Men at Arms	1R	—	—	3R	1R
Skirmishers*	1L	2L	2L	—	1L
Cavalry	1L	2L	2L	2R	—

* Skirmishers include bow, crossbow, slingers, and mounted bow.

TERRAIN TYPE		MOVEMENT COSTS					DEFENSIVE MODIFIERS	
		Inf.	Cav.	Leaders (8m.p.)	Heavy Skir. Cav.	Skir.		
		Clear Level 1	1	1	1	1	1	—
		Clear Level 2	1	1	1	1	1	—
		Clear Level 3	1	1	1	1	1	—
		Clear Level 4	2	2	2	3	2	—
		Woods	3	3	3	NA	2	-2 1L
		River Hexside	NA	NA	NA	NA	NA	—
		Town	1	1	1	1	1	-1 1L
		Road	1/2	1/2	1/2	1/2	1/2	—
		Marsh/ Swamp	NA	NA	2	NA	2	— 1L
		Stream Hexside	+1	+1	+1	+2	+1	— 1L
		Bridge Hexside	+1	+1	+1	+1	+1	— 2L
		Up 1 Level	+1	+1	+1	+2	+1	-1 1L
		Down 1 Level	—	—	—	+1	—	—
		Steep Slope Up	+2	+2	+2	+4	+2	— 2L

NA = Not Allowed. *Defensive Modifiers* are added to Fire Combat and Melee Combat die rolls of combat units attacking into or through the hex or hexside listed.

Imperialists

MARCHFELD

Age of Chivalry

HASTINGS

Normans

D Fredrick 4 5 1	B Just 2* 8	B Just 2 8	B Just 2 8	B Nolan 4 6	B Salberg 4 6	B Salberg 4 6	D Just 2* 8	D Just 2* 8	D Just 3 8
D Just 4 6	D Just 3 6	D Just 3 6	F Rudolf 7 6 2	F Syrmon 2* 8	F Cun 2* 8	F Cun 3* 8	F Cun 3 8	F Rudolf 4 6	F Solomon 3 6

F Cun 3 6	F Cun 3 6	A Cun 3 8	A Cun 3 8	A Cun 3* 8	A Cun 3* 8	A Cun 2 8	A Cun 2 8	A Cun 2 8	C Mathias 5 5 2
C Iron 2* 8	C Iron 2 8	C Iron 2 8	C Iron 3 6	C Iron 3 6	C Iron 4 6	F Schild 4 4 1	F Pol 2* 8	F Pol 3 8	F Pol 2 8

F Pol 4 6	F Pol 4 6	I Onokar 7 6 2	I Buy 3 8	I Buy 3 8	I Buy 3 8	I Buy 3 8	I Buy 3 8	I Buy 3 8	I Buy 3 8
L Buy 3 6	L Buy 3 6	L Buy 2 8	L Buy 3 6	L Buy 3 6	L Buy 3 6	H Lag 5 5 1	H Pol 2 8	H Pol 2 8	G Pol 2 8

Bohemians

G Pala 2 8	G Pala 3 6	G Pala 3 6	H Pala 3 6	H Pala 4 6	H Pala 4 6	J Bohemian 2 8	J Bohemian 2 8	J Bohemian 3 6	J Bohemian 4 6
K Buy 2 8	K Buy 2 8	K Buy 1 8	K Buy 3 6	K Buy 3 6	K Buy 3 6	M Milling 5 5 1	M Buy 2 8	M Buy 2 8	M Buy 3 6

M Buy 3 6	M Buy 3 6	M Buy 3 6	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout

E William 8 6 2	E Nor 2* 4	E Nor 2* 4	E Nor 2* 4	E Nor 2* 4	E Nor 7 3	E Nor 7 3	E Nor 7 3	E Nor 4 6	E Nor 4 6
E Nor 5 3	F Osborn 6 5 1	F Finn 1* 4	F Finn 1* 4	F Finn 1* 4	F Finn 6 3	F Finn 6 3	F Finn 2 6	F Finn 2 6	F Finn 5 3

D Fergant 5 5 1	D Dra 1* 4	D Dra 1* 4	D Dra 1* 4	D Dra 1* 4	D Dra 4 3	D Dra 4 3	D Dra 4 3	D Dra 3 6	D Dra 3 6
D Dra 4 3	Odo 6 1	A Harold 7 6 2	A Harold 4 3	A Harold 4 3	A Harold 4 3	A Harold 4 3	A Harold 3 3	A Harold 3 3	A Harold 3 3

English

B Gyrh 6 5 2	B GF 1* 4	B GF 1* 4	B GF 1* 4	B GF 5 3	B GF 5 3	B GF 5 3	B GF 5 3	B GF 5 3	B GF 5 3
B FA 3* 3	B FA 3* 3	B FA 3* 3	B FA 5 3	B FA 3* 3	C Leofwine 5 5 1	C GF 1* 4	C GF 1* 4	C GF 5 3	C GF 5 3

C GF 5 3	C GF 5 3	C GF 5 3	C GF 5 3	C FA 3* 3	C GF 3* 3	C GF 3* 3	C GF 3* 3	C GF 3* 3	C FA 3* 3
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Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk
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Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk
Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk	Beserk

Barons

LINCOLN

Age of Chivalry

BOUVINES

French

A 7 5 2 Ralph Chester a 2	A 7 5 2 Chester b 2	A 7 5 2 Chester c 2	A 7 5 2 Chester d 2	A 7 5 2 Chester e 2	A 7 5 2 Chester f 2	A 7 5 2 Chester g 2	A 7 5 2 Chester h 2	A 6 5 3 Holland a 3	A 6 5 3 Holland b 3
A 5 7 2 Holland c 3	A 5 7 2 Holland d 3	D 7 5 2 Robert Chester a 6	D 7 5 2 Robert Chester b 6	D 7 5 2 Robert Chester c 6	D 7 5 2 Robert Chester d 6	D 7 5 2 Robert Chester e 6	D 7 5 2 Robert Chester f 6	D 7 5 2 Robert Chester g 6	B 6 4 1 William a 3

B 7 5 2 Dish a 6	B 7 5 2 Dish b 6	B 7 5 2 Dish c 6	B 7 5 2 Dish d 6	B 6 5 2 Dish e 6	B 6 5 2 Dish f 6	C 7 5 2 Welsh a 4	C 7 5 2 Welsh b 4	C 7 5 2 Welsh c 4	C 7 5 2 Welsh d 4
C 7 5 2 Welsh e 4	C 7 5 2 Welsh f 4	F 8 5 3 Stephen a 2	F 8 5 3 Stephen b 2	F 8 5 3 Stephen c 2	F 8 5 3 Stephen d 2	F 8 5 3 Stephen e 2	F 8 5 3 Stephen f 2	F 8 5 3 Stephen g 2	F 6 5 3 Lionel a 3

Loyal English

F 6 5 3 Lionel a 3	F 6 5 3 Lionel b 3	F 6 5 3 Lionel c 3	F 6 5 3 Lionel d 3	F 6 5 3 Lionel e 3	F 6 5 3 Lionel f 3	G 4 4 1 Ibarnore a 6	G 4 4 1 Ibarnore b 6	G 4 4 1 Ibarnore c 6	G 4 4 1 Ibarnore d 6
G 5 4 6 Yves a 6	G 5 4 6 Yves b 6	E 3 3 1 Bigot a 6	E 3 3 1 Bigot b 6	E 3 3 1 Bigot c 6	E 3 3 1 Bigot d 6	E 3 3 1 Bigot e 6	E 3 3 1 Bigot f 6	E 3 3 1 Bigot g 6	E 3 3 1 Bigot h 6

One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss
One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss

One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	One Step Loss	Stand	Stand
Attack	Attack	Attack	Attack	Attack	Attack	Attack	Attack	Attack	Attack

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D 7 4 2 Philip a 6	D 7 4 2 Philip b 6	D 7 4 2 Philip c 6	D 7 4 2 Philip d 6	D 7 4 2 Philip e 6	A 6 4 1 Robert a 6	A 6 4 1 Robert b 6	A 6 4 1 Robert c 6	A 6 4 1 Robert d 6	A 6 4 1 Robert e 6
B 5 6 1 William a 6	B 5 6 1 William b 6	B 5 6 1 William c 6	B 5 6 1 William d 6	B 5 6 1 William e 6	B 5 6 1 William f 6	B 5 6 1 William g 6	B 5 6 1 William h 6	C 5 5 1 Nevoirs a 3	C 5 5 1 Nevoirs b 3

C 5 7 3 Lfr a 3	C 5 7 3 Lfr b 3	C 5 7 3 Lfr c 3	C 5 7 3 Lfr d 3	E 6 4 1 St. Pol a 6	E 6 4 1 St. Pol b 6	E 6 4 1 St. Pol c 6	E 6 4 1 St. Pol d 6	E 6 4 1 St. Pol e 6	E 6 4 1 St. Pol f 6
E 3 6 8 Pol a 8	E 3 6 8 Pol b 8	F 7 6 2 D. Burg a 3	F 7 6 2 D. Burg b 3	F 7 6 2 D. Burg c 3	F 7 6 2 D. Burg d 3	F 7 6 2 D. Burg e 3	F 7 6 2 D. Burg f 3	F 7 6 2 D. Burg g 3	F 7 6 2 D. Burg h 3

K 6 5 3 Flanders a 3	K 6 5 3 Flanders b 3	K 6 5 3 Flanders c 3	K 6 5 3 Flanders d 3	L 6 5 3 Flanders e 3	L 6 5 3 Flanders f 3	L 6 5 3 Flanders g 3	L 6 5 3 Flanders h 3	J 5 4 1 Barbort a 6	J 5 4 1 Barbort b 6
J 5 6 3 Holland a 6	J 5 6 3 Holland b 6	J 5 6 3 Holland c 6	J 5 6 3 Holland d 6	L 5 4 1 Arnulf a 6	L 5 4 1 Arnulf b 6	L 5 4 1 Arnulf c 6	L 5 4 1 Arnulf d 6	I 7 5 2 Otto a 6	I 7 5 2 Otto b 6

Imperial

H 5 6 1 Boulogne a 6	H 5 6 1 Boulogne b 6	H 5 6 1 Boulogne c 6	H 5 6 1 Boulogne d 6	G 5 6 1 Hugh a 6	G 5 6 1 Hugh b 6	G 5 6 1 Hugh c 6	G 5 6 1 Hugh d 6	G 5 6 1 Hugh e 6	G 5 6 1 Hugh f 6
G 7 1 4 Sal a 4	G 7 1 4 Sal b 4	Stand	Stand	Stand	Stand	Stand	Stand	Advance	Advance

Advance	Advance	Advance	Advance	Advance	Advance	Rout	Rout	Rout	Rout
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout

Artwork by Beth Queman

FRONT 1







































French




































BOUVINES

Age of Chivalry
















LINCOLN

Barons

 5 2 6	 5 2 6	 9 8 7	 9 8 7	 replace 4 4 .	 5 2 6	 5 2 6	 9 8 7	 9 8 7	 replace 4 4 .	
 5 3 2	 5 3 2	 replace 4 4 .	 5 3 2	 5 3 2	 5 3 2	 5 3 2	 5 3 2	 9 8 7	 replace 4 4 .	
 4 2 6	 3 2 6	 8 6 7	 8 8 7	 8 8 7	 replace 4 3 .	 4 2 2	 4 2 2	 5 3 2	 5 3 2	
 4 3 2	 replace 4 4 .				 5 3 2	 5 3 2	 5 3 2	 5 3 2	 replace 4 4 .	 4 2 6

 4 2 2	 4 2 2	 5 4 1	 5 4 1	 5 4 1	 5 4 1	 5 4 1	 5 4 1	 5 4 1	 replace 4 4 .
 replace 4 3 .	 5 2 6	 5 2 6	 8 6 7	 8 8 7	 8 8 7	 8 8 7	 replace 4 4 .	 4 2 2	 4 2 2
				 4 1 6	 4 1 6	 8 4 7	 8 6 7	 8 6 7	 8 6 7
 4 2 2	 6 4 1	 6 3 1	 6 4 1	 6 4 1	 6 4 1	 6 4 1	 6 4 1	 replace 4 4 .	

Loyal English

 7 8 7	 5 2 6	 8 6 7	 8 6 7	 replace 3 3 .	 4 3 2	 4 3 2	 4 3 2	 4 3 2	 4 3 2
Two Step Loss	Two Step Loss		 7 4 7	 7 4 7	 7 4 7	 7 4 7	 replace 2 2 .	 3 2 6	 7 6 7

Imperial

 4 3 2	 4 3 2	 4 3 2	 4 3 2	 replace 4 4 .	 4 1 6	 4 1 6	 8 6 7	 8 6 7	 replace 4 4 .
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Retreat	Retreat	Attack	Attack	Reserve	Reserve	Reserve	Reserve		
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Out of Command	Out of Command	Out of Command	Out of Command	Retreat	Retreat	Retreat	Retreat	Retreat	Retreat
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Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command	Out of Command
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Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss
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Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss
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Muster	Muster	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss	Two Step Loss
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Reserve	Reserve	Stand	Stand	Stand	Muster	Muster	Muster	Muster	Muster
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