

RULES MANUAL

MEN of IRON TRI-PACK



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1.0 INTRODUCTION

Men of Iron is a play-oriented series of games covering the wide spectrum of land battles from, roughly, the era just prior to the first Crusades to the arrival of gunpowder. This is a historical simulation game, not so much intended to show What happened, but Why things occurred as they did. The purpose of the *Men of Iron* series is to provide gamers with accessible, fast-playing, fun games of low complexity. To that end, much detail has been either omitted or factored into overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

Getting into the Game: Veteran gamers will find most of the rules quite familiar, as they use concepts basic to almost all simulation games. The sections on Continuation and some of the combat mechanics are not quite as familiar. Gamers new to the hobby should read once through the rules so they know the basic premises, pick out a scenario, and play a few turns to see how everything works.

Components: A complete game of the *Men of Iron Tri-Pack* includes:

- 5 22" x 34" game-maps, back-printed
- 1 11" x 17" game-map
- 7½ counter sheets
- Two identical 11" x 17" Player Aid Cards for *Men of Iron*
- Two identical 11" x 17" Player Aid Cards for *Infidel*
- Two identical 11" x 25½" Player Aid Cards for *Blood & Roses*
- Two 8½" x 11" Flight Point Tracks (1 back-printed)
- One Rules Manual
- Three Battle Books (one for each game)
- Two ten-sided dice

Game Specific Rules: Rules that apply only to specific games are enclosed in colored boxes. In a few cases, a rule will apply to two games and the colored box will be shaded in both games specific color. All other rules apply to all three games.

Men of Iron: Rules specific to the *Men of Iron* game appear within a box like this.

Infidel: Rules specific to the *Infidel* game appear within a box like this.

Blood & Roses: Rules specific to the *Blood & Roses* game appear within a box like this.

A Note on the Passing of a Legend

Most of you will already know that Richard Berg did not live to see this edition of the game published. He was a prolific, innovative, and award-winning game designer, with over 100 games credited. Several systems designed, or co-designed, by him are still being used by others to design games. His inspiration will live on through his games. Enjoy these games and think of Richard, as I believe that is a tribute he would appreciate.

2.0 THE COMPONENTS

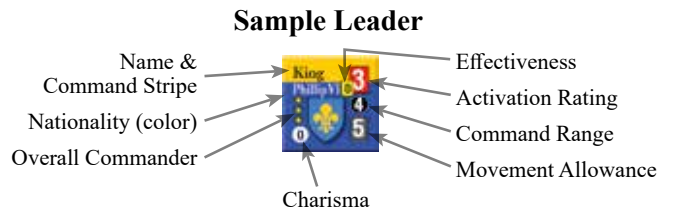
2.1 The Maps

The game maps cover the area over which the battles were fought. Each map is overlaid with a grid of hexagons—hexes—that are used to regulate movement and fire. Terrain specifics and peculiarities are discussed in the rules (in the Battle Book) for the individual battles.

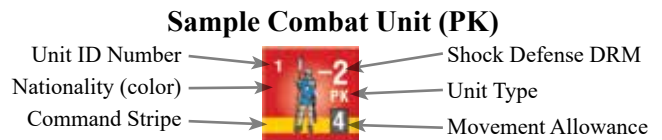
2.2 The Counters

The game has three types of counters: leaders, units, and markers (both Standards, informational, and status).

Leaders have a variety of ratings. These are discussed in section 5.2.



Units have multiple ratings as shown below. There are several different types of units, divided into two groups: mounted units and foot units. The reverse side of each unit is its Disordered side. **Exception:** *Artillery have no Disordered side.*






















Back of PK Combat Unit (Disordered side)


















Unit Types in *Men of Iron Tri-Pack*:

	Cavalry (Cav)		Heavy Cavalry (HC)
	Mounted Hobilar (MH)		Knights (KN)
	Light Cavalry Archers (LC/A)		Medium Cavalry (MC)
	Medium Cavalry Archers (MC/A)		Mounted Men-at-Arms (MM)
	Archers (A)		Archers with Flails (AF)

	Artillery (Art)	Axe Infantry (AX)	
	Bombard	Camp Followers (CF)	
	Carroccio	Crossbow (CB)	
	Dismounted Hobilars (DH)	Dismounted Men-at-Arms (DM)	
	Handgun (HG)	Infantry (Inf)	
	Longbow (LB)	Levy Infantry (Lvy)	
	Men-at-Arms (MA)	Pike (PK)	
	Pike Javelineers (PKJ)	Slings (SL)	
	Unhorsed Men-at-Arms (UH)	Wagons	
	Genitor (GE)		

See 2.5 for detailed descriptions of each type of unit included in the game.

Sample Markers

				
Charge	Counter-Charge Used	Retired	Continued Attack -1	Shock
				
Out of Command	Number of Successful Continuations	Flight Points	Shield Wall	Caltrops
				
No Move No Fire	Pavise	Bombard Fired	Netting	Seizure



Three sample Standards

2.3 The Die



The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A '0' is a "zero", not a "ten".

2.4 Definitions & Abbreviations

It might help to be familiar with the following game terms, some of which are found in individual games and battles only:

Activation: All the Moving, Firing, and Attacks of one Battle (or Army), during which some of the opponent's units may react. This also includes Rallying with a Standard. N.B. See the definition of a Battle on this page. See section 6.0.

Activation Rating: The number on a leader used for Continuation and some other game functions. It ranges from 1 to 5; most leaders have a value of 2 or 3.

Active: The leader and all units of the Battle (or Army) which are Activated (see Activation above).

Active Player: The player who is currently Activating his Battles. The other player is the Non-Active player.

Army Activation: A method for Activating and moving more than one Battle at a time.

Battle: The individual "divisions" of any army. Each Battle is an individual "command", usually with its own leader. Battles can be identified by the color stripe on the counters.

***Design Note:** In an attempt to avoid the confusion that will inevitably occur, the word battle beginning with a lower case 'b' is used exclusively to refer to a scenario (a historical battle). Any reference to battle that begins with an upper case 'B' is covered by the definition of 'Battle' above, except when referencing the Battle Book.*

Blocking Terrain: Terrain in a hex which blocks LOS, see 11.4 for a complete list.

Battle leader: A leader of a specific group of units. See section 5.1.

Charge Path: A series of hexes between a Charging, or Counter-Charging, unit and its target. See section 13.3.

Charisma: A number on a leader counter which represents the ability of a leader to inspire troops in combat. See section 5.2.

Command Range: A number on a leader representing the number of hexes over which that leader can command his units. See section 5.2.

Continuity/Continuation: The mechanic used by the Active player to attempt further Activation after completing an Activation. See section 6.2.

Disordered: The state of a unit that has lost cohesion due to combat or movement through difficult terrain. See section 14.2.

Displaced: When leaders end up alone in a hex due to a combat effect or when enemy units enter their hex. See section 5.4.

DR, DRM: Abbreviations for “die roll” and “die roll modifier”. DRM is a plus or minus number used to adjust the die roll.

Effectiveness: A number on some Overall Commanders (OC) indicating their ability to help subordinates Activate. See section 5.2.

Foot Unit: All Archer, Archers with Flails, Artillery, Axe Infantry, Bombard, Camp Follower, Carrocio, Crossbow, Dismounted Hobilars, Dismounted Men-at-Arms, Handgun, Infantry, Levying Infantry, Longbow, Men-at-Arms, Pike, Pike Javelineers, Slingers, Unhorsed Men-at-Arms, and Wagons are foot units.

FP (Flight Points): See section 3.0 Victory.

Free Activation: A non-Continuation/non-Seized Activation. It is a Free Activation if it is the first Activation of the game, or the Activation that follows the opposing Player Passing or failing a Continuation or Seizure roll.

In Command: A unit in its leader’s Command Range or adjacent to a unit of its Battle that is in its leader’s Command Range. See section 5.2.

Leader Casualty Check: The DR to determine if a leader dies in combat. See section 5.4.

Loss Check: The DR to see if a player loses the game. See section 3.0.

MA (Movement Allowance): The number of points a unit can spend every Activation to move.

MP (Movement Point): The unit of measure of movement.

Missile Unit: All Archer, Archers with Flails, Artillery, Bombard, Crossbow, Dismounted Hobilars, Genitors, Handgun, Light Cavalry Archers, Longbow, Medium Cavalry Archers, Pike Javelineers, and Slingers are missile units.

Mounted Unit: All Cavalry, Genitor, Heavy Cavalry, Knights, Light Cavalry Archers, Medium Cavalry, Medium Cavalry Archers, Mounted Hobilars, and Mounted Men-at-Arms units are mounted units.

OC (Overall Commander): The army Commander. See section 5.1.

Out of Command: A unit outside its leader’s Command Range and not considered in its leader’s Command Range via the Command rules in 5.2. Out of Command units have some restrictions, see 5.3.

Rally: The act of re-organizing a Disordered unit into its normal state. In addition, Rally is the term used for reviving the fighting spirit of a Retired unit by removing a Retired marker. See section 15.0.

Seizure: The game mechanic wherein one player tries to take away the other player’s Activation . . . or what happens to a player who rolls seven straight 0’s on Shock attack rolls. See section 6.3.

Shock: A term for hand-to-hand combat . . . or what happens to a player whose opponent rolls seven straight nines. See section 12.0.

Shock Defense DRM: A DRM for a unit indicating that unit’s level of training, discipline, and *joie de guerre*.

Standard: The rallying point for units of a Battle or army. In some battles, each army will have one Standard that is used by all of its units. In others, each Battle will have a Standard that is used by units of that Battle. See section 15.2.

Surrounded: When all hexes adjacent to a unit or leader are occupied by enemy units, impassable terrain (to it), or map edges.

2.5 Unit Types & Military Terms

Knowledge of the following types of units/terms will be useful for play.

Men of Iron



Genitor. Uniquely Spanish medieval light cavalry, much in the style of the Moorish horse the Spanish had been fighting for centuries. Javelin-armed (for throwing or lancing), they excelled in skirmish, hit-and-run tactics but were most reluctant to engage in shock against heavy troops. They were relatively useless, for the most part, against the infantry and missile armies of the French and English, as you shall see.



Hobilars: Apparently a version of Light Cavalry, used in battle as flanking guards for the missile infantry. At some battles (Poitiers, for instance) they were armed with crossbows. They rode for mobility, but dismounted for combat. We think.



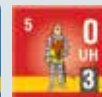
Infantry: Local levies with minimal armor, usually armed with pikes and/or similar weapons. The Scots had some axe-armed infantry. These men rarely had swords.



Missile Troops: These include Missile Infantry (slingers, longbowmen, crossbowmen), plus some mounted missile units (such as genitors with javelins). The crossbows were wooden; rather less effective than later, metal-built crossbows and not as effective as longbows. Some of the crossbow contingents also included small numbers of spear-armed, lightly-armored infantry used as backbone for the missile troops in that they often provided large shields for the crossbowmen to stand behind.



Men-at-Arms: Armored men, fighting with sword and (while mounted) lance. Their make-up ranged from upper-level aristocrats to their retainers and hired men. While these men of iron had previously fought mostly mounted, more and more—as the battles in the game show—they were dismounted.



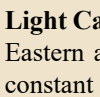
Infidel

Knights and Heavy Cavalry: Heavily (mail) armored, elite, cavalry units. Lance and sword were the main weapons.

The Knights were usually mounted on destriers, combat horses distinguished from usual riding horses, and especially their Eastern counterparts, by their strength, musculature and training, rather than their size. Both types of soldier were usually equally armed/ armored, but the Christian Knights had the psychological benefit (and sometimes detriment) of the chivalric code, which prized aggressive, individual combat and the honor it brought above anything else. They were thus often difficult to command as a group, especially in an era when Frankish battlefield tactics had to be cautious.



Medium Cavalry: Charge/shock oriented troops, but not as heavily armored. They tended more to lances than swords, although the Seljuks of Rum were sword users. The term “medium” is a game one, but it indicates lighter cavalry that still used shock combat, but not Charge.



Light Cavalry: Mounted archers, the backbone of Eastern armies. They excelled in fire and retreat, constant mobility and flanking maneuvers, which means they need large, open areas to function best. They were not suited to shock combat.



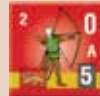
Infantry: The pike-armed footmen of the Crusades era was not a major factor in most

battles. Frank infantry, somewhat better armed and protected than their Eastern counterparts, often included knights that had lost their horses (termed Men-at-Arms in the game), a constant problem, and these tended to give the Frank infantry a bit of solidity. But most Saracen/Fatimid infantry was there for “show” and to increase the size of the army, and thus extend its flanks. Some Saracen pike infantry even had troops with javelins mixed in, allowing them limited missile fire.



Missile Units: Eastern armies—especially those we call Saracens—were based on the tactics of mounted archers.

While the Fatimid/Ayyubid archers were all foot, the rest of the East mounted theirs. Some of the Fatimid/Ayyubid archers carried flails, allowing them to fight effectively in shock combat. Frank archers were invariably on foot, and their bows were somewhat bigger than the Eastern bows, which were built for mounted fire. Saracen (or Turk) mounted cavalry was highly trained in constant and rapid fire; they were the main attack force, albeit from a distance. Frank missile units, including crossbowmen, were more like skirmishers. Most missiles could penetrate the mail armor of the day, although only at close ranges.

Blood & Roses

Archer: These troops were imported from the continent by Henry Tudor. Their bows were smaller than a Longbow and had less penetrating power.

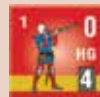


Artillery: By this time, “field” cannon were common; firing either solid cut stone balls or cast iron balls. They had large wheels to enhance mobility on the battlefield. The majority of medieval cannon were breechloaders, although there was still no effort to standardize calibers. Depending on what the commanders sought to achieve, the guns were either deployed in front of the Battles or in the intervals between them. There may have been guns scattered throughout the army; the units in this game represent concentrations of cannons with any others abstracted away.



Cavalry: In game terms this refers to something akin to mounted infantry, lightly armored men with long lances, sometimes referred to as ‘prickers’ at the time, usually used to keep the flanks clear, but sometimes—as at Wakefield or Tewkesbury—taking part in combat. They were rarely any part of a “Battle” (command).

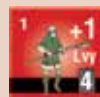
Crossbow: There is no indication of any use of contingents of crossbowmen in these wars. There are stories of their use as “snipers”, hidden in trees. One killed Lord Dacre of Gilsand in this manner (at Towton)... supposedly (in much the same manner—and wound—as killed Richard I Lionheart.)



Handgun: The early name for soldiers carrying gunpowder firearms, which mostly consisted of primitive tubes with no firelock mechanism, just a touchhole at the breech, reducing rate of fire to minimal levels (especially in the rain). However, the weapon was cheap to make and took little training to learn to use... as opposed to a longbow. At this time they were used more for sound effect than anything else, as the piercing capabilities were not better than a longbow shaft. And they sometimes blew up when fired. They were usually deployed up front with the artillery, usually to little effect.



Infantry: Less armored than men-at-arms, but still well-protected, usually by mail, heavy cloth padding and a variety of helmets, the main weapon was a bill/halberd, or pole-axe, of spear-like length. These men fought in very closely-packed groups, and were almost always just called up from the local area for the immediate campaign.



Levy Infantry: Newly raised, poorly trained infantry with little or no experience in combat. Often poorly equipped as well.



Longbow: These feared archers used their 6 foot bows, usually with great ability. They required a draw weight of over 150 pounds, but could shoot a 30 inch shaft up to 250 yards with accuracy (and maybe 100 more yards at maximum range). By the time of the Wars of the Roses the large longbow contingents usually negated each other. Two dozen shafts was the usual allotment for a battle. Although most longbowmen carried a sword or dagger, they usually avoided face-to-face melee, if they could. Exactly how and where longbows were deployed within a battle is a matter of much discussion.



Men-at-Arms: Heavily armored men, with plate from head to toe, fighting mostly with a long, two-handed sword or mace/axe. Their make-up ranged from upper-level nobility to their retainers and hired men. Most of them fought dismounted, using their horses as transportation to the battlefield. The horses proved to be susceptible to longbow fire, and the weight of armor rendered them less maneuverable as cavalry, although there were some mounted men involved in a couple of the battles.

2.6 The Scale

There is no time scale, as there are no turns, in the historical game sense. Most battles rarely lasted more than a couple of hours.

The numerical strength of units is relative, not absolute. The number of men depends much on the depths and frontage. However, given that exact numbers for these battles are unknown, and sources vary—often widely—on just how many men were present, it is more “accurate” to consider the relative number of units as representative of the forces, not actual numbers.

Men of Iron

The map scale is approximately 110 yards/hex. Each combat unit represents about 250 men. Each Bombard unit represents one or two guns, and its crew.

Infidel

The map scale is approximately 250 yards/hex. Each Pike unit represents about 600 men, each missile infantry unit about 300 men, and each mounted unit about 150 men.

Blood & Roses

The map scale is approximately 50 yards/hex. Each Infantry/Levy Infantry/Men-at-Arms/Cavalry unit represents about 250 men (almost all such troops were densely packed). Each Longbow or Archer unit represents about 250 men, Handgun units around 150 or fewer. Each Artillery unit represents a handful of guns, their crews, and a few soldiers for defense.

3.0 VICTORY

Victory is primarily achieved by eliminating enemy units and named leaders. At the end of every Free Activation, the players check if the conditions of victory have been fulfilled.

Each Eliminated unit or leader costs the owning side a number of Flight Points, as listed below. The accumulation of Flight Points should be tracked as they occur on the Flight Point Track. At the end of every Free Activation each player makes a Loss Check by rolling one die and adding their Flight Point total. If the DR plus Flight Point total is greater than the Flight Level of that player in this battle, he loses. If both players’ totals exceed their Flight Level simultaneously the battle is a draw. For much of the early parts of the game, Loss Checks will be unnecessary as players will be unable to exceed their Flight Level with their current Flight Point total plus the roll of one die.

Design Note: The DR adds uncertainty to an army’s breaking point, something which—while it probably will annoy some player, somewhere—adds some tension and flavor to the contretemps. This represents waxing and waning morale, fog of war, and other battlefield uncertainties.

When a Retired unit is Eliminated, add the difference between the Eliminated value and the Retired value. In some cases this will be zero.

EXAMPLE: While playing a battle from Infidel, a Retired Light Cavalry Archer unit is Eliminated, 1 more FP is added to the track (2 – 1). While playing a battle from Blood & Roses, a Retired Handgun unit is Eliminated, 0 FP are added to the track (1 – 1).

Flight Points:

1 FP for each Retired unit regardless of type. If a unit is rallied out of Retired status, adjust the Flight Point Track accordingly.

Men of Iron

- 5 FP for your King being Eliminated
- 3 FP for each Eliminated Mounted Men-at-Arms, Dismounted Men-at-Arms, Unhorsed Men-at-Arms, or Overall Commander.
- 2 FP for each Eliminated Axe, Crossbow, Genitor, Hobilar (Mounted or Dismounted), Longbow, Pike, Slinger, or named Battle leader (other than a King).
- 0 FP for each Bombard unit.

Infidel

- 5 FP for your Overall Commander being Eliminated.
- 3 FP for each Eliminated Knight (KN) or Heavy Cavalry (HC).
- 2 FP for each Light Cavalry Archer, Medium Cavalry, Medium Cavalry Archer, or named Battle leader (other than an OC).
- 1 FP for each eliminated Archer, Archer with Flail, Camp Followers, Crossbow, Men-at-Arms, Pike, or Pike Javelineers.

Blood & Roses

- 5 FP for your Overall Commander being Eliminated (5.5) or fleeing. 10 FP if it is the King.
- 3 FP for each Eliminated Men-at-Arms whether mounted, dismounted, or unhorsed.
- 2 FP for each Eliminated Cavalry unit, Longbow unit, or named Battle leader.
- 1 FP for each Eliminated Archer, Handgun, Infantry, or Levy Infantry.
- 0 FP for each Eliminated Artillery unit.

4.0 SEQUENCE OF PLAY

There are no game-turns in the *Men of Iron* series. The game simply starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see 6.0.

A. Free Activation Phase: Choose a Battle (6.1), Army Activation (6.1 only in *Blood & Roses*), Standard (15.2), or Pass (6.1). If a Standard was Activated go to Phase D.

B. Move/Fire Phase: Place any replacement leaders (5.5) at the beginning of the Move/Fire Phase. Play Battle Cry or Unsteady Troops Seizure Counters (6.3). Check Command Status (5.3). During Army Activation, Activated units can only Move (7.0). During Battle Activation any or all units of the Activated Battle may Move (7.0) and/or Fire (11.0).

C. Shock Phase: During a Battle Activation units in that Battle can initiate Shock combat (12.0) and Charges (13.0).

D. Rally Phase: During Battle Activation, Rally (15.0) Disordered units in that Battle that qualify. If a Standard was Activated, Rally (15.2) Retired units from that army within one hex of the Standard that qualify.

E. Continuation Phase: *If the completed Activation was a Free Activation, both players make a Loss Check (3.0).* If the game does not end due to Loss Check, Pass or choose Continue with a Battle or Army Activation (6.2).

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- Army Activation can only follow an Army Activation. A Battle Activation can follow Activation of a Battle, Army, or Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation (6.3) counter and the Continuation attempt is then resolved, otherwise the Non-Active player makes a Seizure DR attempt. If successful, the Non-Active player Activates that Battle and proceeds from Phase B with that Battle. If not successful, the Active player gets a Free Activation, proceed to Phase A; this Free Activation may even be used to Activate the Battle that just completed Activation.
- If no Seizure attempt occurs, make a Continuation DR attempt (6.2). If successful, Activate that Battle or Army and proceed

from Phase B. If not successful, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.

Play continues in this manner until one or both players fail a Loss Check (3.0).

Who Starts the Game

Each battle in the Battle Book indicates which player goes first.

5.0 LEADERS & COMMAND

Every unit in the game belongs to a Battle—the era term for division-level Command—listed specifically in the Deployment instructions, and as identified by its color stripes that, in most cases, correspond to that of the leader.

When a Battle is Activated, all units and leaders in that Battle can move and fight. Leaders are not units and the rules for units do not apply to them (hence a lone leader does not cause enemy units that move adjacent to stop moving). A Battle leader that has had his entire Battle eliminated is removed from play without penalty unless:

- He is an Overall Commander.
- He has another Battle in play or off-map reinforcements to command.
- He qualifies for the capture rule (5.4) in his current hex.

If he does not meet the above criteria, he rides off into the sunset to fight again.

5.1 Types of Leaders

There are two types of leaders.



Overall Commander



Battle leader

Overall Commanders. These command the entire army. Some OC's are also Battle leaders (if they have an Activation Rating).

Battle leaders. These are the leaders for the units in their Battle.

5.2 Leader Ratings**Activation Rating**

This number/rating reflects that leader's ability to Activate his Battle via Continuity (6.2).

Effectiveness

All friendly leaders, except the OC himself, within the Overall Commander's Command Range have this number added to their Continuation DRs (6.2). Not all OCs have an effectiveness rating.

Charisma

All leaders have a charisma rating. This is a DRM used when any unit stacked with its Battle leader or the OC is attacking in Shock or Charge combat.

EXAMPLE: Edward IV, in Blood & Roses, will give any unit he is stacked with a +2 DRM when attacking in Shock/Charge combat.

Command Range

A leader's Command Range is traced in hexes, not Movement Points, from the leader to all units in his Battle; this does not need to be a straight line. Command status is determined at the start of Activation and stays with the unit throughout that Activation.

You cannot trace Command range through an enemy unit or a hex(side) impassable to leaders.

A unit not actually within Command Range but adjacent to a unit of its Battle that is in Command, or one that is considered in Command by virtue of this specific rule, is considered to be in Command (in a chain effect).

5.3 Out of Command effects

A unit that is within its leader's Command Range, or considered to be in Command, can do anything and everything allowed by the rules.

Units that begin Activation outside their leader's Command Range (Out of Command) cannot:

- Move adjacent to or Charge (13.0) an enemy unit.
- Counter-Charge an enemy unit that is not adjacent.
- Move into a hex with an enemy Standard or leader.
- Move, if they begin the Activation adjacent to an enemy unit.

5.4 Leader Casualties

Leaders can get killed. (In game terms, that encompasses being captured and other not-so-hot events.) Leaders do not make casualty checks for movement related Disorder effects.

By Fire: Any time an adjusted Fire DR of 9 or more occurs and there is a leader in the target hex, make a leader casualty DR. If the DR is an 8 or 9, the leader is killed and removed from the game. Otherwise, there is no effect on the leader. If all units the leader is stacked with are Retired or Eliminated by missile fire, the leader is displaced (see below).

By Shock or Charge: Any time a leader is stacked with one or more units that receive a Disordered, Retired or Eliminated result, make a leader casualty DR, with no adjustments. See the game specific LEADER CASUALTIES IN SHOCK/CHARGE chart for details. If he is killed, remove him from the game. If he survives, but all his units are Retired or Eliminated, the leader is displaced (see below).

By Capture: If an enemy unit enters a hex solely occupied by one or more leaders, all leaders are displaced (see below).

Displaced: If the leader(s) is surrounded at this time, he is captured and removed from the game, probably to be ransomed later (in *Blood & Roses*, probably killed)... no DR is necessary. Otherwise, the owning player places the leader with the nearest unit from a Battle he commands. If there are no units left in any of his Battles, he is removed without penalty (see 5.0). If he is an OC that is not a Battle leader or is an OC that is also a Battle leader (with no units remaining), place him with the closest friendly unit.

Play Note: In cases where all of a leader's on-map units are eliminated, the nearest unit from that leader's Battle can be a reinforcement group that has not yet entered the map. If this is the case, place him with those units and he will enter the map with them.

Killed/captured named leaders (not replacements) count towards the Flight Point total.

5.5 Replacement Leaders



When a named leader is killed/captured, at the beginning of that player's next Move/Fire Phase (Phase B) flip the dead leader counter to its Replacement leader side and place with any unit from a Battle he commands. Replacement leaders are returned as often as necessary, as above, but remain on their replacement side.

Replacements for Overall Commanders never count as Overall Commanders, only Battle leaders. In some battles, there is no Replacement for a lost OC.

6.0 ACTIVATION & CONTINUITY

6.1 Activation

Battle: When a Battle is Activated, all units and leaders in the Activated Battle may move and/or fire (7.0, 11.0). After all movement/fire has been completed, units eligible to do so may Shock attack or Charge (12.0, 13.0).

When the player designates a Battle for Activation, the player can use some or all of that Battle's units, regardless of where they are on the map. Units that start the Activation Out of Command have certain restrictions (5.3).

Standard: A Standard may be Activated instead of a Battle or Army. Standards can be Activated only in a Free Activation; they cannot be Activated by Continuity or Seizure. When a Standard is Activated, the player may either Rally Retired units (15.1) or move the Standard (and just the Standard, not any units near it) (15.2).

Pass: Instead of Activating a Battle, Army, or Standard a player may always Pass. If the battle is a Timed Engagement (16.1), the Passed Activation was a Free Activation, and the opponent is the timed player, move the Time marker. A Passed Free Activation also counts as an Activation for some battle specific rules (reinforcement arrival, etc.) and both players make Loss Checks (3.0). The player's opponent then receives a Free Activation.

Blood & Roses

Army Activation: A player may choose to use Army Activation to Activate all units and leaders in his army that meet the requirements below:

- Battle leaders must be within the Command Range of the Overall Commander (or be the OC).
- Units must be within Command Range of their leader.
- All units and leaders so activated must be more than three hexes away from an enemy unit.

Units Activated for Army Activation can only move, and no unit or leader can move within four hexes of an enemy unit (three intervening hexes). Units cannot fire, engage in Shock/Charge combat, or Rally.

6.2 Continuity

After the Active player has completed his Activation, he may attempt to continue his “turn” by selecting one of the following Continuity options:

- If he just completed Activation with a Battle, the player may select another Battle for the Continuation attempt or Pass. He cannot select the Battle that was just Activated unless it is his only Battle on the map.
- If the completed Activation was an Army Activation, the player may select an Army Activation Continuation attempt, a Battle Continuation attempt, or Pass. Any Battle (including the Overall Commander’s Battle) can be selected.
- If the completed Activation was a Free Activation of a Standard, the player may select any Battle for the Continuation attempt or Pass.

After the Active player has made his selection, if it was not to Pass, his opponent has the opportunity to Seize Continuity (6.3).

For a Continuation attempt with a Battle, the Active player notes the Activation Rating of the Battle’s leader (only leaders currently on the map can attempt Continuation, unless otherwise specified in the battle’s rules) and makes a Continuation DR:

- If the (adjusted) DR is *the same as or less than* the selected leader’s Activation Rating, the Battle is Activated.
- If the (adjusted) DR is *more than* that rating, Continuation fails and his opponent now gets a Free Activation (2.4).

If the Battle leader chosen for Continuation is within the Overall Commander’s Command Range, add the OC’s Effectiveness Rating to the Continuation DR (not if the chosen Battle leader is the OC).

For an Army Activation Continuation attempt, the Active player makes a Continuation DR, adding the Effectiveness Rating of the Overall Commander:

- If the (adjusted) DR is *2 or less*, the Army Activation succeeds.
- If the (adjusted) DR is *3 or more*, Continuation fails and his opponent now gets a Free Activation (2.4).



After his first successful Continuation DR (of any type), a player adds a plus one (+1) cumulative DRM to his Continuation DR for each new, consecutive attempt.

If a player has only one Battle, he adds an additional one (+1) cumulative DRM to his Continuation DR for each Continuation attempt, including the first, in addition to the penalty for successful Continuations above. Any DRM for Continuing with one Battle incurred applies until reset (see below), even if the player enters another Battle, from off map, before the reset occurs.

These penalties reset when he fails a Continuation DR, his opponent attempts to Seize Continuity (successfully or not), or he Passes.

Play Canard: The more you roll, the higher the toll.

EXAMPLE: At Tewkesbury, Jason used his Free Activation for Army Activation. He then successfully rolled for Army Activation Continuation, with no DRM, since Edward has a zero (0) Effectiveness. He now seeks to roll for Continuation with Edward’s Battle; he must add one (+1) to that DR due to successive Continuations. If he also succeeds with this Continuation roll, he will add two (+2) to his next Continuation DR due to successive Continuation.

6.3 Seizing Continuity

Each player starts the game with a specific number of Seizure counters, as stated in the scenario for that battle (e.g., at Bosworth, Henry Tudor starts the game with 4 Seizure counters, Richard with 3).

At the start of the game, each player places his eight possible Seizure Counters in a cup and blindly/randomly draws the number of Seizure Counters the scenario specifies. The drawing player can freely examine his counters; he does not reveal these to his opponent until they are played. Put the unselected ones aside, also unrevealed.

There are three types of Seizure counters:

- **Seizure Opportunity (4 possible):** Each of which can be used to try to Seize Continuity from the opposing player by successful DR, as below.
- **Seizure Negation (1 possible):** A counter played to negate the use of an opponent’s Seizure Opportunity counter.
- **Other Effect (1 possible of each, below):** A counter played for another effect in the game, think of them as a consolation prize for not getting an opportunity to Seize Continuity. When played they are discarded and cannot be used again this battle. The Non-Active player plays any counters he wishes to, then the Active player may play any counters he wishes to.
 - ◇ **Battle Cry:** Rally one friendly Retired unit. Play before units move or fire at the beginning of the Move/Fire Phase of any Activation (yours or your opponent’s).
 - ◇ **Unsteady Troops/Confusion:** Disorder one enemy unit (*Blood & Roses Eliminate Artillery*). Play before units move or fire at the beginning of the Move/Fire Phase of any Activation (yours or your opponent’s).

- ◇ **Into the Breach:** +1 DRM for one Shock/Charge attack against one defending unit. Play during Step 3 of Shock Resolution, before the DR is made.

Seizure Opportunity

A player may play one, and only one, of his Seizure Opportunity counters before his opponent attempts Continuation, before the Continuation DR is made.

After playing the Seizure Opportunity counter, he announces which Battle (which must have a leader on the map) of his will attempt the Seizure, rolls the die, and consults the DR range on the counter played. There are no DRMs for this roll.

- If the DR *falls within* that range, that player is now the Active player and that Battle is Activated with a Battle Activation (6.1).
- If the DR is *higher than* that range, there is no Seizure; in addition, the Active player gets a Free Activation and may even use this Free Activation to Activate a Battle that just completed Activation!

Regardless of the outcome, the Seizure Opportunity counter is then discarded and cannot be used again this battle.

EXAMPLE: Blore Heath. The Lancastrian player has a Free Activation. He selects Audley's Battle to Activate. After that Activation, he selects Dudley's Battle for an attempt at Continuity. The Yorkist player, however, decides it would be better if that didn't happen and announces, before the DR, that he is going to attempt to Seize Continuity with Salisbury's Battle. He plays a Seizure Opportunity counter with a range of 0-5. He then rolls the die, getting a '6' which is higher than the range on the counter. The Lancastrian, with a Free Activation, now decides to Activate Audley's Battle once again. If the Yorkist player had rolled a '1', he would have Seized Continuity.

Seizure Negation

When an opponent plays a Seizure Opportunity counter and before that player rolls his die, the Active player may play a Seizure Negation counter, if he has one. Doing this negates the use of the Seizure Opportunity counter and no Seizure attempt is made. Both counters are then discarded and cannot be used again this battle. The Active player proceeds with his Continuation attempt.

Play Note: You cannot Seize a Seizure or Free Activation. You may have a seizure, but that is probably your style of play.

6.4. Leaderless Battles

In some scenarios there are no leaders for a Battle (mostly because the sources did not name one). Battles that begin the game without a leader can never be activated by Continuity or Seizure; they are activated solely as a Free Activation. Units of Battles without a leader are always Out of Command.

7.0 MOVEMENT

7.1 What is Movement, What is Not

Movement is any action that requires the expenditure of Movement Points. Actions that change a unit's position (e.g., Retreat, changing facing, etc.)—but do not require an expenditure of Movement Points—are not considered Movement for other game effects, such as Reaction Fire or Charging.

7.2 Movement Procedures

Units and leaders Move and/or Fire in the Move/Fire Phase. Individual units from the same Battle move in whatever order the player wishes; each unit, and any stacked leader moving with it, must complete its Move and/or Fire before another can begin its movement. See 11.0 for when missile units can Fire.

Each unit and leader has a Movement Allowance, representing the number of Movement Points (MP) it can expend in one Activation. The costs to enter hexes and cross the various types of hexsides are listed on the Terrain Chart for the individual battle. Units and leaders move from one hex to another contiguous hex.

Units cannot move into a hex occupied by an enemy unit. Moving units must stop when they move adjacent to an enemy unit (**Exception:** *Light Cavalry Archers, Medium Cavalry Archers, and Genitors who fire; 11.2; and enemy units across hexsides the enemy unit cannot cross*). Units can move into a hex occupied by another friendly unit (10.0) in some cases. An Activated, in Command, unit which begins in a hex adjacent to an enemy unit may move, at the cost of one extra MP to leave the hex, but not directly into another hex adjacent to that unit (note that Advance After Combat is not movement). If the hex it enters is adjacent to an enemy unit, it must stop.

OCs who are not Battle Leaders may move during every Free Activation by their side. Battle leaders, including an OC who is a Battle leader, move when their Battle moves. A unit's Battle leader, or the OC (whether a Battle leader or not), that begins an Activation stacked with it may move with that unit during that Activation. If a leader begins to move with a unit, he must continue to do so throughout the unit's movement and stop moving when the unit stops. If a leader is not stacked with a unit or chooses to move on his own, he uses the lowest cost column (Foot or Mounted) of the Terrain Chart for each hex entered or hexside crossed. A leader moving alone cannot enter a hex occupied by an enemy leader, unit, or Standard; in addition he cannot enter a hex adjacent to an enemy unit (unless that hex contains a friendly unit). A leader stacked with a unit may Charge, Counter-Charge, or Advance with that unit. A leader stacked with a unit must Retreat when the unit it is stacked with Retreats.

Terrain

Most battlefields feature terrain of varying kinds, all of which are listed, with their movement effects (in terms of Movement Points expended; "NA" means entry Not Allowed, "NE" means No Effect, and "D" means there is a chance of Disorder) on the Terrain Chart for each scenario/battle. Some hexsides are noted

as uncrossable to certain units; those units cannot move across these hexsides.

7.3 Movement Restrictions

Units and leaders cannot move off the map (unless allowed by the rules for the individual battle). If forced to retreat off the map, they are Eliminated.

A unit cannot move, Advance After Combat, or Retreat into a hex where enemy reinforcements enter the map.

7.4 Dismounting and Remounting

Dismounting and Remounting are voluntary actions. Only Mounted Hobilars and Mounted Men-at-Arms (in *Blood & Roses* or Najera from *Men of Iron*) can dismount. Only Dismounted Hobilars can Remount.

To dismount, a unit must be:

- Within Command Range of their leader.
- Not adjacent to an enemy unit.
- Not Disordered.

The mounted unit expends three MPs at any time during its move and is replaced with the foot version of that unit (remove the mounted version from the map).

To remount, a Dismounted Hobilar unit must be:

- Within Command Range of their leader.
- Not adjacent to an enemy unit.
- Not Disordered.

The foot unit expends three MPs at any time during its move and is replaced with the mounted version of that unit (remove the foot version from the map). The mounted unit may continue to move, up to its original foot unit MA, if it has any MP remaining after remounting.

7.5 Reinforcements

All reinforcing units and leaders are considered to begin in an off-map area adjacent to every reinforcement entry hex for their Battle (as defined for the battle in the Battle Book). Their first MP spent moves them into any reinforcement entry hex for their Battle; there are no additional costs for other units that have entered into the same hex from off map. Every reinforcing unit and leader can spend its full MA the turn it enters the map. A reinforcing unit is In Command and can fire missiles, Shock attack, or Charge the Activation it enters the map. If a reinforcing Battle has a Standard it should be placed during the Activation that the Battle's first units enter the map.

If all of a reinforcing group of units from a Battle cannot enter the map on their initial Activation, then the rest must continue to enter on that Battle's subsequent Activations until all have entered. A reinforcing leader must enter the map with his initial units. If a part of a Battle is already on the map for any reason, those units Activate as well as the off-map reinforcements when the Battle is Activated.

Blood & Roses

7.6 Artillery Movement

Artillery may either be in a limbered or unlimbered state. A limbered Artillery unit can move; if it fires it is turned to its unlimbered side and thereafter can only fire or change facing. An unlimbered Artillery unit may change facing and fire in the same Activation. See the individual battle for information about the state a player's Artillery begins the game in.

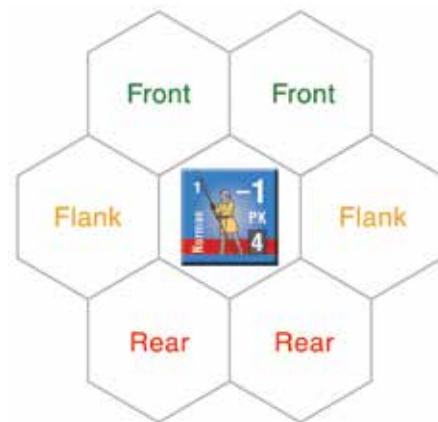
***Design Note:** Artillery in this time period varied in size from small guns that could be wheeled around easily to larger guns that were much more difficult to move. Due to considerations of ammunition and powder supply, as well as for simplicity, we are choosing to anchor Artillery to a single location once it sets up and begins firing. There is scant evidence of highly mobile Artillery in the sources for these battles.*

8.0 FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertexes, not the side of the hex. A unit ignores this facing when moving, but once it stops movement or conducts missile fire it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the opposite end, the Rear; the side, Flank.

Facing determines at whom missile units can fire and in what direction Heavy Cavalry, Knights, and Mounted Men-at-Arms can Charge.

Facing does *not* matter when determining movement direction (except for Charging units), and units are free to change facing as much as they want during movement, at no cost, unless they are adjacent to an enemy unit. A unit, regardless of Command status, that begins its Activation adjacent to an enemy unit may change facing one vertex if it does not move out of its starting hex.



Changing facing is not movement for purposes of "Fire or Movement", as it does not expend Movement Points.

9.0 ZONES OF CONTROL

There are no Zones of Control in this version of the game (this is a change from the original *Men of Iron* and *Infidel* games). We say this up front and out loud so as to avoid the dozens of letters that ask where they are if we don't do so.

10.0 STACKING

With some exceptions, one unit, one Standard, and any number of leaders and markers can exist in one hex. Units cannot stack with enemy units at any time. Combat Units cannot stack at any time, including during movement or Retreat (see exceptions below). A player cannot move or Retreat combat units to cause this condition. The following are exceptions:

Retreats (which have a separate rule; 14.4).

Men of Iron

Mounted Men-at-Arms: These units can move *through* a hex with a friendly foot Missile unit at the cost of one MP for each such hex entered, this cost is in addition to any movement points spent due to terrain. For each missile unit so moved through, the player rolls the die and consults the TRAMPLED MISSILE UNIT chart.

Infidel

There are no exceptions to the stacking rule above.

Blood & Roses

- **Archers, Handguns, and Longbows:** These units may move *through* friendly units at a cost of 1 MP (not Artillery and Handguns, see below) for each such hex entered. This cost is in addition to any movement points spent due to terrain.
- **Artillery and Handguns:** Other units may move *through* friendly Artillery and Handgun units at no extra cost. However, Artillery units cannot move through other units. A non-Infantry, non-Artillery foot unit may stack with an unlimbered Artillery unit.

11.0 MISSILE FIRE

11.1 Missile Units

Missile units (see 2.4) are capable of firing at enemy units, but not lone leaders. The Maximum Range, the maximum number of hexes over which a unit can fire, is given on the Fire/Range DRM Chart for its weapon type (e.g., Artillery can fire at units up to their maximum listed range, although they are not very effective at ranges over three hexes). You count the target hex, but not the firing hex.

Non-Artillery missile units can fire through their frontal and flank hexsides (8.0). Artillery can only fire through their frontal hexes. A LOS (11.4) that passes down a hex spine between flank and rear counts as rear, whereas a LOS that passes down a hex spine between flank and front counts as front. Archer, Longbow, Light Cavalry Archer, and Medium Cavalry Archer units may fire over other units (11.4).

11.2 When Units May Fire

There are three opportunities for Missile Fire, each one available depending on the unit type: Active Fire, Return Fire, and Reaction Fire.

Archer, Longbow, Slinger, Light Cavalry Archer, Medium Cavalry Archer, and Genitor Missile Units may fire:

- **Active Fire:** When Activated, each unit fires individually. A unit can fire once when its Battle is Activated at any time during its movement.
- Once a missile capable unit fires, its Move/Fire Phase is finished (**Exception:** *Light Cavalry Archer, Medium Cavalry Archer, and Genitors; see next bullet*). Thus, if it fires before moving it cannot then move.
- Light Cavalry Archer, Medium Cavalry Archer, and Genitor units may fire during their Movement and continue to move. They can move before/after firing. If they are in a hex adjacent to an enemy when they fire, it costs 1 MP to fire, otherwise firing costs 0 MP. After firing they may leave a hex adjacent to an enemy unit as if it was the start of an Activation. They cannot enter another hex adjacent to the same enemy unit during that Activation.
- **Return Fire (Non-Active player's units only):** When fired at by an enemy missile unit within the unit's range. The Return Fire and the Active Fire are resolved simultaneously, before any results are applied. These missile units cannot use Return Fire if fired at through a rear hex.
- **Reaction Fire (Non-Active player's units only):** When any enemy unit moves or Charges into an adjacent frontal hex that does not already contain an enemy unit; Reaction Fire is resolved the instant such movement takes place. These units can fire each time an enemy unit enters their frontal hexes. Only one missile unit (of any type—owner's choice) can Reaction fire at an enemy unit when it enters a hex, no matter how many units are adjacent to the hex. There is no Reaction Fire to Retreats or Advances of any kind (including Continued Attack).

Artillery, Crossbow, Infantry Javelineer, and Handgun Units may fire:

- **Active Fire:** When Activated, each unit fires individually. A unit can fire once when its Battle is Activated at any time during the Move/Fire phase. Once a missile capable unit fires, its Move/Fire Phase is finished. Thus, if it fires before moving it cannot then move. Once an artillery unit fires, if it is not already on its unlimbered side, it is flipped to its unlimbered side.

- **Reaction Fire (Non-Active player's units only):** When an enemy unit moves or Charges into an adjacent frontal hex that does not already contain an enemy unit, it is resolved the instant such movement takes place. They can use Reaction Fire only once during a given enemy Activation. Only one missile unit (of any type—owner's choice) can Reaction fire at an enemy unit when it enters a hex, no matter how many units are adjacent to the hex. There is no Reaction Fire to Retreats or Advances of any kind (including Continued Attack). Artillery cannot Reaction Fire when limbered.

These units cannot use Return Fire (reflecting their rather poor rate of fire).

***Design Note:** The differences between missile units, noted above, are factored into their Missile DRM, range, and the above mechanic.*

11.3 Resolving Fire

To Fire, check the range and consult the FIRE/RANGE DRM CHART.

The chart gives any DRM for the firing unit at that Range. The DRM FOR MISSILE FIRE TABLE lists all of the circumstances (as DRMs) that provide modifiers to the DR. Roll one die, adding all appropriate DRMs. Compare the adjusted DR to the FIRE RESULTS TABLE column appropriate to the defending unit's status (On Foot, Mounted, Normal, or Disordered) to get the result, as defined in 14.0.

EXAMPLE: Playing Courtrai, a Men of Iron battle, a Crossbow firing at a range of 1 hex gets a DRM of +2. But if they are firing at the side of a Mounted Men-at-Arms, that incurs an additional DRM of +1 for Angled fire at Mounted Men-at-Arms, for an accumulated DRM of +3.

Men of Iron and Infidel

Angle of Fire: Missile Fire aimed at Light Cavalry Archers, Medium Cavalry (including Medium Cavalry Archers), and Mounted Men-at-Arms units through the latter's Flank hexsides earns the firing unit a +1 DRM. Fire that passes down a hex spine does not count as Flank. This reflects firing at the easier-to-hit, (often) unprotected flanks of the horses.

Blood & Roses

Artillery/Handgun Reliability: If an Artillery units Fire DR is a natural '0', the guns blow up and the unit is Eliminated. When a Handgun unit's Fire DR is a natural '0', some of its guns blow up and the unit is Disordered or if already Disordered, it is Retired. Unless the Handgun unit is Retired, the target of the Handgun unit's attack is still eligible to Return Fire or continue a Counter-Charge. This has no effect on other units or leaders.

***Historical Note:** This happened to some 8% of handgunners at St Albans. "Sir, may I transfer to latrine duty?"*

11.4 Line Of Sight (LOS)

A unit must be able to see an enemy unit to fire at it and for Charge/Counter-Charge. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked:

- by Woods, Light Woods, Garden, Drumlin, Vineyards, Town, Castle, City, Village, Houses, Church, Abbey, Mill, Orchard, Manor, and Building hexes, which are blocking terrain. Units can fire into and out of these hexes, but not through one.
- if the LOS passes through any intervening slope which is higher—of greater elevation—than both the firing and target hex. It may be necessary to use a string to measure between hexes to determine this LOS case.
- by other units for Artillery, Crossbow, Handguns, and other purposes (such as Charge). Units do not block LOS for Archers, Longbows, Light Cavalry Archers, and Medium Cavalry Archers (see Raining Fire below).
- for Crossbow and Handguns by Hedgerow/Brush hexes and Hedgerow hexsides which are not part of the firing or target unit's hex.

If a hex contains blocking terrain and/or a unit that blocks LOS, then the entire hex is treated as blocking, not just the graphic feature inside the hex. A LOS can be traced along a hexside if only one of the hexes adjoining the hexside contains blocking terrain and/or a unit that blocks LOS. A LOS can be traced unblocked past a hex vertex if blocking terrain/unit(s) is not on both sides of the LOS as it crosses the vertex.

If a LOS is traced through a Hedgerow/Brush hex or Hedgerow hexside to a non-missile unit adjacent to the Hedgerow/Brush hex or Hedgerow hexside, it and any leader stacked with it in are unaffected by incoming missile fire, unless the target and the firer are in adjacent hexes.

***Design Note:** Non-missile units are considered to be using the hedges as cover/concealment, while missile units are in a position to fire and be fired upon.*

Raining Fire: Archers, Longbows, Light Cavalry Archers, and Medium Cavalry Archers may fire "through" (they're actually firing over them) intervening units. This results in a Raining Fire DRM of minus one (-1).

Blood & Roses

Archers & Longbows cannot fire over (trace LOS through) a hex occupied by a friendly unit that is adjacent to the target.

12.0 SHOCK

Design Note: Units' weapon systems, armor, and morale are represented by a combination of the Weapons System Matrix on the player aid card and the unit Shock Defense DRM.

12.1 The Shock Phase



All Shock/Charge attacks must be declared before any Shock/Charge attacks are resolved. In the Shock Phase, all (eligible) Active units listed as Attacker on the Weapons System Matrix may Shock attack (**Exception:** *Continued Attack 14.7*). If they do so they must Shock all enemy units that are in their frontal hexes, unless those units are being Shocked/Charged by other friendly units or are across/in terrain into which the Active unit cannot attack. Any declared attacks must be completed, there is no ability to “call off” a declared attack. Units not listed in the “Attacker” row can never Shock attack (or Charge). They do defend, though. A unit can only participate in one attack per Activation (**Exception:** *Continued Attack result; 14.7*). This attack can be with or without other units against a single hex or by itself against both hexes in the attacking unit's frontal hexes.

A unit can only be attacked once per Activation (**Exception:** *Continued Attack result; 14.7*).

EXAMPLE: Three units in a line attack two defending units in a line. The attacker must choose to attack one defender with two units and the other with one unit, the middle unit cannot split its attack against both defenders.

Play Note: Place an appropriate Shock/Charge marker on any unit that declares an attack with the arrow facing the unit attacked as a reminder. If a single unit is attacking two enemy-occupied hexes, point the arrow at the hexside between them as a reminder.

12.2 Retreat Before Combat

Retreat Before Combat applies to any Shock/Charge, including a Continued Attack.

Any *Mounted* unit, that is not Disordered, and attacked solely by foot units, may Retreat Before Combat. The unit Retreats one hex; the unit must be able to end its Retreat at least one hex away from all attacking units or it cannot Retreat. It cannot enter the path of a Charge, or an occupied hex, but it may change facing at will. Units that Retreat Before Combat become Disordered (**Exception:** *Infidel, see below*) at the completion of the Retreat. One attacker that can enter the hex may advance, even if Disordered. The unit that just advanced cannot Shock. If one attacker is attacking two hexes and all units in both hexes Retreat Before Combat, the attacker may pick which hex to advance into as above. If only one hex is vacant, the attacker cannot advance and must resolve the attack on the other.

Infidel

Mounted units are not Disordered by Retreat Before Combat when Retreating from foot units.

Light Cavalry, that are not Disordered, may Retreat Before Shock or Charge if attacked by Knights, Heavy Cavalry, or Medium Cavalry by moving one hex away from the attacking unit and then rolling the die and consulting the LC RETREAT BEFORE SHOCK/CHARGE table, adjusting the DR by the Retreating unit's Shock Defense DRM.

However, if the attack is a Counter-Charge vs Fire (see 13.6) consult the LC RETREAT BEFORE COUNTER-CHARGE TABLE instead:

- If the adjusted DR is 3 or less, the Retreat has no negative effect.
- If the adjusted DR is 4-7 or more, the unit Retreats but is Disordered.

- If the adjusted DR is an 8 or more, there is no Retreat allowed, move the unit back to its original hex and resolve the Charge.

All of the restrictions on Retreat Before Combat, and the ability of an attacking unit to Advance, listed in the first paragraph also apply to Light Cavalry Retreat Before Combat.

12.3 Shock Resolution

Design Note: Shock resolution uses a mechanic somewhat different from most games of this type. Shock/Charge is resolved against each defending hex individually, regardless of how many units are attacking and/or how many units are being attacked.

Order of Shock Resolution

Shock is resolved after all Movement and Fire is finished, in the following order:

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. Pre-Shock activities:
 - a) One at a time, the Active player places each Charging unit adjacent to its target. Any Reaction Fire caused by this is resolved.
 - b) Roll for terrain-induced Disorder checks for attackers.
 - c) Roll for Charge Reluctance (13.5).
 - d) Any Retreat Before Combat (12.2) by the defender is resolved.
 - e) The defender attempts any Counter-Charges (13.6) of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The CHARGE TABLE is used as long as at least half of the units in an individual attack still have a Charge Marker; otherwise the SHOCK TABLE is used. Continued Attack (14.7) markers are placed and Advances (12.4) are taken.

Exception: Attacks by a single attacker against multiple defending hexes are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative for the attacker) applied after both attacks are resolved.

- All Continued Attacks (14.7) are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must Shock; Charging and Counter-Charging are not allowed.

All of the below are cumulative; “+” DRMs favor the Attacker; “-” DRMs favor the Defender.

Die Roll Modifiers for Resolving Shock

To resolve the Shock, roll the die for each defending hex, then apply any DRM(s) that apply from the following situations and consult the appropriate COMBAT RESULTS TABLE. If at least half of the attacking units succeeded in Charging, use the CHARGE TABLE, otherwise use the SHOCK TABLE.

Look under the column appropriate to the defending unit’s status (Normal or Disordered) to find the result.

- Strength Advantage**
- Position Advantage**
- The Defender’s Shock Defense DRM**
- Leader Presence**
- Weapon/Armor Comparison** (WEAPONS SYSTEM MATRIX)
- Attacker Status** (Disorder or moved)
- Defender Status** (Retired)
- Continued Attack**
- Shield Wall** (*Men of Iron* only)

1. Strength Advantage: The player with the higher number of units receives the differential between the number of units as a DRM.

EXAMPLE: One Mounted Men-at-Arms attacks two Pike. There is a -1 Strength (Dis-)Advantage DRM to the Shock resolution against each infantry unit.

The Strength Advantage, or Disadvantage, that the defense may have is applied (as a DRM) to each separate DR.

Play Note: If one unit is attacking two hexes, the attacker will roll twice, each with a -1 DRM ...and undergo possible adverse results twice.

EXAMPLE: A Mounted Men-at-Arms Shock attacks two Pike. In resolving each defender separately, the Mounted Men-at-Arms gets a Continued Attack against the first, but is Disordered in the second combat. The Mounted Men-at-Arms must then Continue Attacking, but is Disordered.

Blood & Roses

If an Artillery unit is stacked with another unit in the defending hex, the artillery unit is ignored for Strength Advantage purposes.

2. Position Advantage: There are two types of position advantages:

A. Angle of Attack: This reflects the advantage of attacking from an angle other than frontally:

- If all attacking units are attacking through a defender’s Flank, there is a +2 DRM.
- If all attacking units are attacking through a defender’s Rear, there is a +3 DRM.
- If the attackers are attacking through two or more sides (Front, Rear, Left Flank, or Right Flank) of a unit there is a +4 DRM.

Only one bullet applies.

B. Terrain: See the Terrain Charts for the individual battles for the effects of terrain on combat. All terrain modifiers are cumulative; use all that apply. The row for the defender’s terrain is used (unless otherwise noted on the Terrain Chart) to find the modifier for each attack. A unit can attack into/ across any terrain not listed as NA in the Shock/Charge DRM column on the Terrain Chart, whether it is prohibited from entering the terrain or not. If more than one unit is being attacked by a single unit, the terrain of each individual attacking unit is used in the combat against that defender. If there is more than one attacker with different hex or hexside terrain considerations (e.g., one is attacking across a ditch, the other isn’t), apply all terrain DRMs (but a single DRM is only applied once).

3. Shock Defense DRM: The defender’s—not the attacker’s—individual Shock Defense DRM is added.

4. Leader Presence:

If a leader is stacked with an attacker, the leader’s Charisma rating is added as a DRM to the attack. This only applies once to each attack, no matter how many leaders the attackers are stacked with the attacker (use the highest DRM).

Men of Iron

If a leader is stacked with a Charging (or Counter-Charging) Mounted Men-at-Arms unit there is a +1 DRM. In a Charge this DRM only applies if the Mounted Men-at-Arms is still marked with a Charge marker after Counter-Charges have been completed.

Infidel

Knights and Heavy Cavalry units stacked with their Battle leader or the Overall Commander gain a +1 DRM when they are the Attacker. This only applies once to each attack, even if both leaders are stacked with the unit.

5. Weapons/Armor Comparison: The attacker uses the Weapons System Matrix to compare his attacking unit type to that of the defender. The matrix provides the appropriate DRM. If an attacker is attacking with units of different types, the attacker uses the column with the best DRM from among the attacking unit types.

Blood & Roses

If an Artillery unit is stacked with another unit in the defending hex, use the column of the other unit in this determination.

6. Attacker Status: Two attacker statuses may affect an attack:

- A. Disorder: If any attacker is Disordered, there is a –2 DRM. (Defender's Disorder status is covered by the chart itself.)
- B. Move before Charge:

If any attacker is Charging (marked with a Charge marker) and moved this Activation, there is a –1 DRM.

Design Note: This disadvantageous DRM reflects the need to prepare and form up for a Charge.

7. Defender Retired: If the defender is Retired (14.5), add two (+2) to the attacker's DR, and use the Disordered portion of the COMBAT RESULTS TABLE.

8. Continued Attack: Units undertaking Continued Attacks (14.7) receive a cumulative –1 DRM for each previous Shock Phase they undertook in this Activation.

9. Shield Wall (Men of Iron only): When attacking a unit marked with a Shield Wall marker through a Frontal hex subtract one (–1) from the Attacker's DR.

12.4 Advance After Combat

Advance After Combat is part of combat resolution and is undertaken after a unit has finished all of its attacks. If a defender vacates a hex as a result of a Shock or Charge attack, the attacker must (if possible) advance one of his eligible attacking units—any leader(s) stacked with it may advance—into that hex.

The advancing unit may change facing as it wishes after such advance (unless a Continued Attack resulted, in which case no facing change is allowed). A unit is eligible to Advance unless:

- It is Disordered and did not receive a Continued Attack result (14.7).
- It would have to cross or enter terrain that it is prohibited from moving across or into.
- **Blood & Roses:** It is a Levy Infantry unit.

If more than one unit attacked, follow the priorities below to determine which eligible unit must Advance; in the event that two or more eligible units are in the same category the attacker chooses which to Advance:

1. A Charging unit
2. A Mounted unit
3. A non-Disordered unit
4. A Disordered unit which obtained a Continued Attack result



If there was a Continued Attack (14.7) result, place a Continued Attack marker on the advancing unit.

If a single unit attacked two defenders and both hexes are vacated, the attacker chooses which hex to advance into. If a single unit attacked two defenders and only one hex is vacated, the attacker must advance into the vacated hex, unless the other combat result causes the attacking unit to Retreat (a Continued Attack result overrides any Retreat result).

Play Note: Remember that Disordered units only advance due to Continued Attack results.

Blood & Roses

12.5 Artillery in Shock/Charge Combat

No die is rolled when Artillery units are Shocked or Charged, unless they are stacked with another non-Artillery unit. The result is automatically Defender Eliminated for Shock attacks and Defender Eliminated, Continued Attack for Charges. The attack otherwise follows all normal rules.

If Artillery is stacked with another non-Artillery unit which is Shocked or Charged, the Artillery unit is Eliminated if the other unit is Disordered, Retired, or Eliminated.

13.0 CHARGING & COUNTER-CHARGING

Charging is a method of Shock attack in which the attacking units use their weight and momentum to obtain a more favorable result. It is a special form of Shock that targets only one unit, an exception to 12.1. Counter-Charging represents the ability of units to initiate a Charge in response to being attacked, either blunting opposing Shock/Charge attacks against them or initiating an attack against units targeting them with missile fire.

Play Note: It helps to remember that Charge is just another form of Shock that uses a different COMBAT RESULTS TABLE.

13.1 Which Units May Charge or Counter-Charge

Both Charge and Counter-Charge are usable only by Heavy Cavalry, Knights, and Mounted Men-at-Arms. Only Active units can Charge and only units of the Non-Active player can Counter-Charge.

13.2 Charge Procedure



All Charges are designated and Charge markers placed in Step 1 of the Shock Phase prior to resolving any Charge or Shock attacks. Multiple units can Charge a single unit, but to Charge, they must not meet any of the restrictions in 13.3 below.

Place a Charge marker on the Charging unit with the arrow pointed at the target of the Charge. The Charging unit can change facing by one vertex prior to placing the Charge marker provided the Charging unit then has a Charge Path (13.3) to its target.

If a Charging unit is Disordered during its Charge, replace the Charge marker with a Shock marker and that unit must still Shock attack the original target of the Charge (and only that enemy unit), see 12.3 to determine the final COMBAT table. Charges are resolved by placing the Charging unit adjacent to the target, in Step 2 of the Shock Phase. A unit cannot change facing during a Charge.

Play Note: This is not actual game Movement, so there is no use of Movement Points, but Reaction Fire (11.2) is allowed.

13.3 Charge/Counter-Charge Restrictions

A unit cannot Charge, or Counter-Charge, if it meets any of these restrictions:

1. It is Disordered.
2. It began the Activation or the Shock Phase adjacent to an enemy unit (for Charges).
3. It began the Activation adjacent to an enemy unit and is still adjacent to that enemy unit (for Counter-Charges). If an Active unit leaves the hex in which it started the Activation, voluntarily or involuntarily, then it no longer prevents the unit from Counter-Charging that Activation.
4. It does not have a LOS (11.4) to the target unit.
5. It does not have a clear Charge Path to the target. A Charge Path:
 - a. Must be through the Charging/Counter-Charging unit's frontal hexes.
 - b. Must end with the target(s) in the Charging/Counter-Charging unit's frontal hexes.
 - c. Must include the hex, adjacent to the target, in which the Charging/Counter-Charging unit will end its Charge.
 - d. Cannot cross a hex adjacent to an enemy unit, but may end in such a hex.
 - e. Must be of the appropriate length for the type of Charge.
 - i. Charges: one or two hexes between the Charging unit and the target unit.
 - ii. Counter-Charges against Charge or Shock: the target is adjacent.
 - iii. Counter-Charges against Missile Fire: the target can be adjacent or separated by a number of hexes that are equal to or less than the Counter-Charging unit's MA.
 - f. Must be free of friendly or enemy units.
 - g. Cannot cross rivers (or any water hexside that costs more than +1 MP to cross or incurs a Disorder roll), steep slope hexsides, Ditch hexsides, or Hedge/Hedgerow hexsides (nor can the target be on the other side of such a hexside).
 - h. Cannot cross a Woods, Marsh, City, Rough, Bog, Town, Ditch, or Hedgerow/Brush hex (nor can the target be in such a hex).
 - i. Cannot cross terrain which the unit is prohibited from moving into/across (nor can the target be in/across such a hex/hexside).
 - j. Cannot be shared with other Charging/Counter-Charging units.

Men of Iron

- k. Cannot target a unit in Shield Wall or Schiltron through its Frontal hexes.

Play Note: If a Heavy Cavalry, Knight, or Mounted Men-at-Arms unit begins an enemy Activation adjacent to one or more enemy units, place a Counter-Charged Used marker on it for reference. If all of the enemy units move away remove the marker.

Design Note: Units that start the Activation adjacent to an enemy unit could withdraw and then charge again, but doing so would require putting the unit into some sort of order; and that would mean, in game terms, "not in the same Activation".

13.4 Benefits and Results of a Charge



Charging units remain marked with a Charge marker as long as they were not Disordered during their Charge or successfully Counter-Charged. As long as at least half of the units attacking a defending unit are marked with a Charge marker during Shock resolution the CHARGE TABLE is used, not the SHOCK TABLE.

A unit that has Charged and attained a "Continue Attack" result is no longer Charging when it resolves the Continued Attack. The Continued Attack is resolved as regular Shock.

Subtract one (-1 DRM) from the Shock or Charge DR if any Charging unit has moved (used Movement Points) in that Activation. As noted in rule 7.1, changing facing is not moving.

13.5 Charge Reluctance

Men of Iron and Infidel

Horses, even the highly trained and formidably sized medieval ones, do not like to "Charge" a heavily defended line of infantry with pointed sticks (showing much more common sense than their riders). To reflect this, whenever Heavy Cavalry or Mounted Men-at-Arms (but not Knights!!) are charging a dismounted (not Unhorsed) Mounted Men-at-Arms unit, Men-at-Arms, or Pike through its frontal hex, the charging player rolls the die after the unit is moved adjacent to the target during the Charge Combat.

See the CHARGE RELUCTANCE TABLE on the game specific player aid card.

Design Note: Pike-armed infantry produces Reluctance where other infantry does not, because the former are specifically designed to do so.

Blood & Roses

There is no Charge Reluctance in this version of the game.

Design Note: There is no Charge Reluctance in this version of the game, as the Mounted Men-at-Arms, and their horses, of this period never showed reluctance to Charge or finish a Charge they started. This was due in part to a change of weapons for most foot soldiers away from spears and pikes, to bills and other polearms which were more difficult to "set" against a Charge but better at penetrating the heavier armor of the era.

13.6 Counter-Charge

Counter-Charges can only be performed by the non-Active player's Heavy Cavalry, Knights, and Mounted Men-at-Arms as a response to certain enemy actions.

Units may attempt to Counter-Charge when attacked through their Frontal or Flank hexsides by Charge, Shock, or missile fire.

If a unit is attacked by enemy units using both Shock and Charge combat, the owner must choose to Counter-Charge either the Shock or the Charge (but not both), since there are different Counter-Charge success DRs and effects for each type of Counter-Charge.

A Counter-Charge must end with all Counter-Charged units in the Counter-Charging unit's frontal hexes or it cannot be performed. A Counter-Charge must also adhere to the restrictions on Charge (13.3) for all Counter-Charged units or it cannot be performed. A unit may change facing by one vertex if it succeeds in Counter-Charging.



Only one Counter-Charge attempt per unit per Activation is allowed, once a unit has attempted to Counter-Charge place a Counter-Charge Used marker on it as a reminder.

EXAMPLE: During a French Activation, an English Mounted Men-at-Arms unit is fired upon by a French Crossbow unit. It attempts to Counter-Charge in response (13.9), but rolls an 8 and fails. The English Mounted Men-at-Arms unit is marked with a Counter-Charge Used marker. It cannot now Counter-Charge if fired on by other missile units or attacked by Shock/Charge in the Shock Phase, until the Counter-Charge Used marker is removed at the end of the current Activation.

13.7 Counter-Charge Against Charge

Counter-Charge against an enemy Charge attack reflects the ability of Heavy Cavalry, Knights, and Mounted Men-at-Arms to negate the momentum of any such enemy attack by launching its own Charge.

To Counter-Charge, the defender rolls the die before the enemy Charge attack against the unit is resolved.

See the COUNTER CHARGE VS CAVALRY CHARGE TABLE on the game specific player aid card.



If the adjusted DR is successful, the unit has successfully Counter-Charged. Change the unit's facing by one vertex if required to place the Counter-Charged unit(s) in its frontal hexes. The Charge of the Attacker(s) has been negated and all Charge marker(s) are replaced with Shock marker(s).

If the adjusted Counter-Charge Attempt DR is unsuccessful, the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

13.8 Counter-Charge Against Shock

Counter-Charge against an enemy Shock attack reflects the ability of Heavy Cavalry, Knights, and Mounted Men-at-Arms to disrupt any such enemy attack by launching a Charge.

To Counter-Charge, the defender rolls the die before the attack is resolved.

See the COUNTER CHARGE VS SHOCK/FIRE TABLE on the game specific player aid card.

If the adjusted DR is successful, the unit has successfully Counter-Charged. Change the unit's facing by one vertex, if required to place the Counter-Charged unit(s) in its frontal hexes. The Attackers must subtract two (-2) from the DR when resolving the attack.

This applies even if the attack includes Charging units and will be resolved on the CHARGE TABLE. In cases where one Attacker is attacking two hexes, a successful Counter-Charge by one defender applies the Counter-Charge modifier only to the resolution of the attack against the Counter-Charging unit.

If the adjusted Counter-Charge Attempt DR is unsuccessful the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

13.9 Counter-Charge Against Fire

Heavy Cavalry and Mounted Men-at-Arms may choose to Charge missile units in response to being targeted by missile fire.

A unit cannot change facing during a Counter-Charge against Fire, but it may change facing to begin one. No Reaction Fire is allowed against a unit Counter-Charging against Fire. A Counter-Charge against Fire can be undertaken against an enemy a number of hexes distant equal to or less than the Counter-Charging unit's Movement Allowance (including adjacent).

To Counter-Charge, the defender rolls the die before the fire is resolved.

See the COUNTER CHARGE VS SHOCK/FIRE TABLE on the game specific player aid card.

If the adjusted DR is successful, the unit has successfully Counter-Charged. Resolve the missile fire, change the unit's facing by one vertex if required to begin the Counter-Charge, place (if needed) the Counter-Charging unit adjacent to the firing/missile unit, and then perform an immediate Charge attack (treat this as a mini-Shock Phase for just this unit). If the successfully Counter-Charging unit is Disordered by the fire, the Counter-Charge is still undertaken, but is resolved as a Shock attack targeting the firing unit only. If the successfully Counter-Charging unit is Unhorsed by the fire, the Counter-Charge ends immediately and the unit is left in its starting hex in its original facing.

The successful Counter-Charge ends the movement of the missile unit, even if it would still otherwise be eligible to move after firing (Light Cavalry Archers, Medium Cavalry Archers, or Genitors).

If the adjusted DR is unsuccessful the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge. Resolve the missile fire.

If the Counter-Charging unit earns a Continued Attack, that Continued Attack is resolved immediately. The Continuing unit must Shock attack all units in its frontal hexes, those units can Retreat Before Combat, and there can be more Continued Attacks and/or Advances.

Infidel

Knights must Counter-Charge an enemy unit that is firing at it, unless there is no clear Charge Path or they are not eligible to Charge due to the conditions in 13.3. If the player does not want his Knight to Counter-Charge and its Battle leader is in Command Range (see 5.2), he must roll one die, from which he subtracts the Command leader's Activation Rating.

See the KN COUNTER-CHARGE VS FIRE RESTRAINT DR TABLE on the *Infidel* player aid card.

Knights do not roll to Counter-Charge against Fire, they automatically succeed. Conduct the Counter-Charge per a successful Counter-Charge above.

***Play Note:** Remember, restraining those impetuous Knights is voluntary on the part of the player. Also remember that Light Cavalry Archers have that Retreat Before Combat ability, which is the main part of their tactics against Knights.*

14.0 COMBAT RESULTS

SUGGESTION: Please refer to the FIRE RESULTS TABLE, SHOCK COMBAT RESULTS TABLE, and CHARGE COMBAT RESULTS TABLES located on the game specific Player Aid Card while reading this section.

14.1 The Combat Results Tables

Missile weapons use the FIRE/RANGE DRM CHART, DRM FOR MISSILE FIRE LIST, and the FIRE RESULTS TABLE. Charging units use the CHARGE COMBAT RESULTS TABLE. All other Shock attacks use the SHOCK COMBAT RESULTS TABLE. Both Charge and Shock attacks use the WEAPONS SYSTEM MATRIX and the POSSIBLE DRMS FOR SHOCK OR CHARGE TABLE.

Shock and Charge combat results depend on whether the defending unit is Normal (not Disordered) or Disordered. Missile fire results depend on whether the target is mounted or foot and Normal or Disordered. There are separate results columns for each status.

If a result applies to the attacker, it applies to all units attacking that defending hex.


If a single unit attacks two units, the attacks are simultaneous and the player implements all combat results after both attack rolls. If both sides must Retreat, the defender Retreats first (the attacker

does not get to Advance into the hex if vacant). To combine results against the attacking unit when the results are Retreat and Continued Attack, the unit must implement the Continued Attack; ignore the Retreat result.

***Play Note:** Shock/Charge is resolved separately for each hex containing defending units.*

14.2 Disorder

When a unit is *Disordered*, flip the counter to its "Disordered" side. The effects of being Disordered are:

- Movement Allowance on the Disordered side of the counter is lower. This penalty does not apply until the unit's next Activation, even if the Disorder result occurred during movement.
-  Disordered Firing units subtract the number after the F in the yellow diamond on their counter from that DR.
- Shock attacks made by Disordered units incur a -2 DRM (as noted on the Possible DRMs for SHOCK or CHARGE TABLE).
- A Disordered unit cannot Charge or Counter-Charge.
- A Disordered unit cannot Retreat Before Combat.
- A Disordered Hobilar or Mounted Men-at-Arms unit cannot dismount.
- A Disordered Hobilar unit cannot re-mount.

Additional Disorder results have no further effect on a unit that is already Disordered.

Blood & Roses

Artillery units are never Disordered, instead when an Artillery unit suffers a Disorder result from missile fire, roll one die:

- if the DR is 4 or less the Artillery unit is Eliminated.
- if the DR is 5 or more, there is no effect.

Men of Iron and Blood & Roses

14.3 Unhorsed

Replace the Mounted Men-at-Arms with an Unhorsed Men-at-Arms unit in Disordered status. Choose the identically numbered counter of the same Army and command stripe. Once a unit is Unhorsed it stays Unhorsed for the rest of the battle; it can never re-mount. You can rally the Unhorsed unit from its Disordered status (15.1).

Unhorsed Charging units or units with a Continued Attack marker must still carry out their attacks under their new status. This does not apply to Counter-Charge against Fire or failed Pothole Stumble Checks.

***Design Note:** Unhorsed status is an involuntary and negative combat result, and indicates a great loss in ability to function militarily. It is very different from the intentional use of dismounted men-at-arms, as is reflected by their DRMs on the Shock Matrix.*

14.4 Retreat

A unit that must *Retreat*, and any leader(s) stacked with it, must be retreated exactly one hex away from the unit(s) inflicting the result by the unit's player. It must end its retreat one hex farther away from every enemy unit which participated in the attack (each die roll is a separate attack) that caused the retreat. It can enter any hex, or cross any hexside, that it is not prohibited from entering during movement. It cannot retreat into a hex occupied by an enemy unit, but may retreat into a hex occupied solely by an enemy leader (5.4) or Standard. It can retreat adjacent to an enemy that did not cause the retreat and it may change facing.

If its retreat is blocked by a friendly foot missile unit, it may retreat through that unit an extra hex. If it does so, the unit retreated through is *Disordered*; if already *Disordered*, it is *Retired*. If the unit retreated through is already *Retired*, it is *Eliminated*. Any leader stacked with the newly *Retired*/*Eliminated* unit must make a Leader Casualty check (5.4) as if the unit suffered the *Retired*/*Eliminated* result from Shock combat.

If any unit cannot retreat, satisfying the above conditions, it is *Eliminated*. Any leader stacked with the unit must make a Leader Casualty Check (5.4) as if the unit suffered the *Eliminated* result from Shock combat.

Note: If the unit and leader are totally *Surrounded*, both will be *Eliminated*. See 5.4 for the leader.

Blood & Roses

If the unit retreated through was an Artillery unit, the Artillery unit is *Eliminated*.

14.5 Retire



If the unit is stacked with its Standard when it incurs a *Retired* result, it is instead *Eliminated*. If not stacked with its Standard pick up the unit and place it in a hex with or adjacent to its Standard and place a *Retired* marker on top of it. If the unit is unable to trace a route to a hex with or adjacent to its Standard not blocked by enemy units and impassable terrain, it is *Eliminated*. The hex chosen must not be adjacent to the enemy units that caused the *Retire* result, if this is not possible, it is *Eliminated*. If all hexes in or adjacent to its Standard are occupied by units (even units it would normally be able to stack with) or impassable terrain, the *Retired* unit is *Eliminated*.

Retired units are counted towards that army's Flight Level (3.0).

Retired units have a Movement Allowance of one hex per Activation, and can only move towards their Standard. They cannot fire, initiate attacks, Charges, or Counter-Charges. If a *Retired* unit is attacked or fired upon, treat it as *Disordered* (including using its *Disordered* Shock Defense DRM). Add two (+2) to the Combat Resolution DR in Shock or Charge combat (as noted on the POSSIBLE DRMS FOR SHOCK OR CHARGE TABLE). Any *Retreat*, *Retire*, or *Eliminated* result causes that unit to be *Eliminated*.

Play Note: *Retired* units are Activated along with other units in their Battle when that Battle is Activated.

14.6 Eliminated

The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board. *Eliminated* units are counted towards that army's Flight Level (3.0).

Design Note: *Eliminated* does not mean that all men in the unit have been killed. It represents the loss of men and/or morale past the point the unit can remain effective.

14.7 Continued Attack



A *Continued Attack* result always results in one unit being marked with a *Continued Attack* marker indicating the negative DRM it incurs for this additional attack, as per 12.3 case #8. *Continued Attack*. Place the marker even if no enemy units currently occupy the attacking unit's frontal hexes. If a *Continued Attack* result occurred and no unit *Advanced After Combat* due to impassable terrain or the hex not being vacated by the defending unit, then place the *Continued Attack* marker on the unit that would have *Advanced* had the terrain allowed or the hex been vacated.

After all combats are resolved, another Shock Phase is conducted for all units marked with a *Continued Attack* marker. During this Shock Phase only those units marked with a *Continued Attack* marker can Shock attack. These units must declare a Shock attack; no Charges or Counter-Charges are allowed. Otherwise *Continued Attack* is resolved identically to 12.0.

If a unit marked with a *Continued Attack* marker has no enemy units in its two frontal hexes, remove the marker during Step 1 of the *Continued Attack* Shock Phase when attacks are declared.

After all *Continued Attacks* that resulted from the initial Shock Phase are resolved, remove the *Continued Attack* markers from any units that did not earn another *Continued Attack* result.

If any unit that has a *Continued Attack* marker on it obtains another *Continued Attack* result, increment the *Continued Attack* marker (i.e., flip a *Continued Attack* -1 to *Continued Attack* -2 or add another *Continued Attack* -1 marker to the unit) and conduct another *Continued Attack* Shock Phase for all of those units still marked with *Continued Attack* markers.

Continue this procedure until no unit is marked with a *Continued Attack* marker.

When resolving a *Continued Attack*, subtract one (-1) from the Resolution DR for each previous Shock, or *Continued Attack* Shock Phase undertaken by that unit in this Activation; this will be denoted by the sum of the *Continued Attack* markers on the unit.

Design Note: The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

Play Note: There is no limit to the number of times a unit can obtain a *Continued Attack* result. If you run out of *Continued Attack* markers, add some other marker to designate the additional modifiers.

Blood & Roses**14.8 Battle Flight (Optional)**

Design Note: *Players may wish not to use this optional rule, as it adds detail and complexity (and time), although it does impart much of the flavor of these battles.*

It was not unusual during combat that individual Battles would give up and flee the scene, leaving their cohorts to fight on. (At Barnet, this proved to be “a good thing” for the Yorkists, in a somewhat unusual manner.)

At the end of any player’s Activation, any Battle that has more than half of its starting, non-Artillery units Eliminated or Retired checks for Battle Flight (this Battle Flight number is listed for each Battle in the Battle Book). Once a Battle checks for Battle Flight it never checks again. To check for Battle Flight, roll one die:

- If the adjusted Battle Flight DR is 4 or less, the Battle flees.
- If the adjusted Battle Flight DR is 5 or more, there is no effect.

Add the Charisma Rating of the Battle leader to the DR, if that leader has at least one of his units remaining in his Command Range.

If a Battle flees, complete the following steps in order:

- Eliminate all Artillery and Retired units and units that are surrounded (though in this case map edges do not count to surround a unit, since they are leaving the map). Flight Points for these units are added to the player’s Flight Point total.
- All other units are removed from the game, these units do not count against the player’s Flight Point total, unless Eliminated by Pursuit (14.9). Men-at-Arms flee in the state they are in (Mounted, Dismounted, or Unhorsed) when the Battle Flight DR is failed. Fleeing leaders (other than the Overall Commander or King) do not count against the player’s Flight Point total, unless Eliminated by Pursuit.
- The player of the fleeing Battle places the Standard of the Battle along his Battle Flight map edge in a hex not across prohibited terrain for the majority of the fleeing units, not occupied by his units, and not a friendly reinforcement hex. If the fleeing Battle does not have a Standard, use any convenient marker for this purpose.

Play Note: *This means that you cannot place the Standard on the other side of a river that your units could not normally cross.*

If all of a player’s Battles flee, that player loses the instant his last Battle fails its Battle Flight DR. If both players’ only Battles flee during an Activation, the game is a draw.

Blood & Roses**14.9 Pursuit (Optional)**

When an enemy Battle flees (14.8), the opposing player must roll a die to see if the Battle(s) that caused the enemy Battle to flee (if more than one Battle was involved in inflicting the casualties in that Activation, it is the Pursuing player’s choice) decides to Pursue and possibly Eliminate more enemy units in that Pursuit. It does get a bit tricky, though. Pursuit is treated as an extension of the Activation in which the battle fled. To check for Pursuit, roll one die:

- If the adjusted Pursuit DR is 4 or less, the Battle Pursues.
- If the adjusted Pursuit DR is 5 or more, the player may choose to have his Battle pursue. If the player chooses not to Pursue, remove the Standard of the Battle that fled from the map; there is no further effect.

Add the Charisma Rating of the Battle leader to the DR, if that leader has at least one of his units in his Command Range.

The player then rolls one die to determine the percentage of his Battle that will Pursue. After rolling, he may add or subtract the Charisma of the Pursuing Battle leader, if that leader has at least one of his units in his Command Range. The number cannot be adjusted below 0 or above 10. The final total is then multiplied by 10 to create a number between 0 and 100 that represents the percentage of the non-Retired, non-Artillery units in the Battle that Pursue (Pursuer’s choice). When calculating the number of Pursuers, round any fractional numbers up. A pursuing Battle’s leader may join the Pursuit. (*Why? See below.*) Remove these units from the map and place them off map next to the enemy Battle Flight map edge. Then roll one die for each Pursuing unit, subtracting one (–1) from the DR if the Pursuing unit is Disordered and adding the Battle leader’s Charisma (if he joined the Pursuit):

- For every Pursuing mounted unit that rolls a 5 or more, one fleeing enemy unit is Eliminated (Pursuer’s choice). If a mounted unit rolls an unmodified 9, the Pursuer may choose to Eliminate the enemy Battle’s leader or one fleeing enemy unit.
- For every Pursuing foot unit that rolls a 7 or more, one fleeing enemy foot unit is Eliminated (Pursuer’s choice).

Now comes the problem of bringing them back on. This is where that Battle leader comes in handy... maybe.

If a player has one or more Battles in Pursuit, he must use any Free Activations to re-enter one of them (his choice if more than one pursuing Battle). To bring Pursuing units back onto the map and into the game, the player must activate the Pursuing Battle.

- If the Battle leader did not join the Pursuit, the Activation to bring them back on must be a Free Activation. The Battle leader and any on-map units are also activated during the Free Activation; the Pursuing units are Out of Command during this Activation. The Battle leader and any units still on the map can be Activated by Continuity or Seizure. If the Battle leader is activated by Continuity or Seizure, the Pursuing units are ignored during the Activation (they are still Pursuing).
- If the Battle leader did join the Pursuit, the Activation can be a Free Activation, Continuity, or Seizure. Any units still on the map are Out of Command during this Activation.

The player then rolls for each Pursuing unit, adding the Battle leader's Charisma to that DR if he joined the Pursuit:

- If the adjusted DR is 6 or more, that unit must return. It reenters the map using the Reinforcement rule (7.5), treating the fleeing Battle's Standard as its reinforcement entry hex. Pursuing units that began the Pursuit Disordered re-enter Disordered. Pursuing Men-at-Arms re-enter in the state they pursued in (either Mounted, Dismounted, or Unhorsed).
- If the adjusted DR is 5 or less, the unit is removed from the game, probably looting and pillaging to a fare-thee-well. These units do not count against the player's Flight Point total.

The Battle leader automatically returns and must re-enter in the first Activation. If no Pursuing unit successfully re-enters, place the Battle leader with the unit of his Battle nearest the re-entry hex.

Design Note: *When used for Barnet—which we recommend—this mechanic may have some interesting secondary (and unhappy) results.*

If the Pursuing Battle fails a Battle Flight DR, all of its units (on and off map) are removed from play. Off-map units are never surrounded.



15.0 RALLYING UNITS

15.1 Rally



Disordered (14.2) units can cure their Disorder status by spending their entire Activation doing nothing. If a Disordered unit is not adjacent to an enemy unit after all combat has concluded—even if it is within range of enemy missile fire—and it has neither moved, changed facing, fired missiles, declared an attack, or been attacked that Activation, flip the Disordered unit to its normal side. Disordered units that are Out of Command (5.3) can Rally.

Play Note: *The unit may have started the Activation adjacent to an enemy unit, but can still rally if there are no enemy units adjacent after combat.*

Retired units that are in or within one hex of their Standard, but not adjacent to an enemy unit, can be Rallied if that Standard is Activated (6.0). Units within range of enemy missile fire or Out of Command can still be Rallied. When a Standard is Activated, remove the Retired marker from every eligible unit.

After removal, the unit is in Disordered status.

15.2 Standards



Standards are the rallying points for units. Any unit that is Retired and is in or within one hex of its Standard, and not adjacent to an enemy unit, when the Standard is Activated, has its status changed from Retired to Disordered.

An Activated Standard may be moved to any hex on the game map (not a Reinforcement hex or impassable hex) instead of Rallying Retired units.

When doing so, any Retired units that are in or within one hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die. If the DR is a 5 or more, that Retired unit is now Eliminated. If the DR is 4 or less, there is no effect.

Standards may be moved by enemy action if an enemy unit enters the hex with the Standard. When a Standard is moved, the player follows the same procedure for moving an Activated Standard.

Standards cannot Retreat Before Combat.

16.0 SPECIAL RULES

16.1 Timed Engagement

This rule is intended to encourage one side to attack in a timely manner, even when it may not be in its best interest to do so. It will generally be used to ensure the historical attacker in a battle does attack, rather than spend too much time maneuvering around the flanks of a defender's position. We have tried to be generous with the time allotment so that players can explore alternatives to frontal assault, while at the same time constraining how much exploration is possible.

Time The Time marker starts at a space on the General Track as defined in the battle. The timed player loses the battle if the Time marker reaches the "0" space on the General Track. The non-timed player may Pass when he has a Free Activation and move the Time marker one (1) space towards zero (0). Some battles have special rules for the Time marker, otherwise this is the only way the Time marker is moved.



Men of Iron

16.2 Shield Wall



Many a defensive plan was based on having its infantry stand firm and fast, without moving. To augment this, upon specific orders from their leader, infantry would go into Shield Wall, putting a solid front of shields and pikes against incoming cavalry.

The only units that may be eligible to use Shield Wall are Pike and Dismounted Men-at-Arms. The player may, at the beginning of the game (during setup) or upon Activation (and before doing anything else), place these units into (or out of) Shield Wall. Place (or remove) a Shield Wall marker atop all (eligible) units (even if Out of Command) to so indicate. The effects of Shield Wall are:

- The unit cannot move, and it cannot Shock attack.
- It may change facing only one vertex per Activation.
- When attacked or fired on through a frontal hexside there is a -1 DRM.
- Mounted units cannot conduct a Charge attack through the Frontal hex of a unit in Shield Wall; they can Shock attack normally.
- A Disordered unit cannot form Shield Wall. However, units in Shield Wall that become Disordered remain in Shield Wall.
- If a unit in Shield Wall is forced to move because of Retreat or Retire combat results, it loses Shield Wall status (remove the marker).

The use of Shield Wall is limited; see individual battles to see which sides qualify.

Design Note: The specialized Scots version of Shield Wall, a schiltrion, is found in the rules for battles with Scots.

Historical Note: Most cavalry of the era, or any other era, would refuse to charge into a solid wall of men, especially a wall with bristling pikes. This phenomenon was shown and repeated many times before some armies realized the futility of such a charge. To do so, however, the mounted knights had to overcome deeply ingrained social beliefs and prejudices.

Men of Iron**16.3 Hobilars**

Hobilar is a period term that referred to infantry units that used horses to speed movement to the scene of combat. They never (What, never? Well, hardly ever) fought or fired mounted; they dismounted to act as infantry. When mounted they are treated as Hobilars (with no missile capability and they cannot Shock Attack); dismounted as whatever type of missile or foot unit they are when not mounted.

See 7.4 for mounting and dismounting.

Infidel**16.4 Knights**

Knights have special rules which reflect their aggressive (sometimes overly), independent spirit.

Knights:

- Are never Out of Command, regardless where their Battle leader is, except for purposes of restraining Counter-Charges Against Fire.
- Never roll for Charge Reluctance.
- Always perform Counter-Charge against Missile Fire (the player has no choice) when fired upon and it meets the conditions of 13.3, unless restrained by their Battle leader (see 13.9).
- Never Retire (see 14.5). Whenever a Knight suffers a Retire result it is Retreated (14.4) instead.

Infidel**16.5 Sudanese Archers (*Infidel* only)**

The Fatimid and Ayyubid Armies contained large numbers of Sudanese (or Ethiopians; the names are intermixed in the various sources ...some sources call them “azoparts”, an old word apparently derived from a French word for Ethiopians. Now there’s a piece of worthless trivia). The Sudanese were archers with a kick: they carried flails, maces on chains, which they could swing with great effect. They also knelt when firing.

The Sudanese Archers with Flails may fire as regular Archers. Unlike regular Archers, they can also Shock attack, using the AF column/row on the Weapons Matrix. However:

- If they Fire when Activated, they cannot Shock attack in that Activation.
- If they use Reaction Fire, they must defend against Shock attacks against them in that Activation as Archers, not as Archers with Flails.

Infidel**16.6 Bedouin Pike Javelineers**

The Bedouin Pike Javelineers can move, throw their javelins, and attack/defend as Pike all in the same Activation. See the Javelineer row on the Missile Fire/Range DRM Chart.

Blood & Roses**16.7 Ambush**

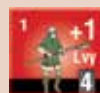
When a player is noted as having an Ambush in a battle, that player may choose to use any Free Activation to activate an ambushing Cavalry unit. This Cavalry unit is taken from the counters for the command stripe it will join after the Ambush, but not any initially deployed.

The unit enters through hexes designated in the rules for the individual battle. For this one Activation it is “In Command” (but cannot enter the hex of an enemy Standard), can move up to double its Movement Allowance, and can Shock attack normally.

The unit’s sudden appearance causes additional confusion and consternation among its enemies. Follow these steps to resolve the Ambush:

- The Cavalry unit enters and moves up to double its Movement Allowance.
- At end of its move, all Disordered enemy units adjacent to the Cavalry unit suffer an automatic Retire result. All other adjacent enemy units suffer an automatic Disorder result.
- The Cavalry unit conducts its Shock Attack, with any earned Continued Attacks as normal.

After the Ambush, the Cavalry unit joins one of the players’ Battles, the rules for the battle will specify which. If that Battle is no longer on the map, the player chooses another. If using the optional Battle Flight rules, this does not change the Battle Flight number of the Battle the unit joins.

Blood & Roses**16.8 Levy Infantry**

Several of the battles feature infantry units levied from local populace on the way to combat. As with many units of this type—untrained, etc.—they had restricted abilities. Therefore, they suffer from these restrictions:

- Can only Shock attack in conjunction with another unit that is not also a Levy Infantry unit.
- They can never Advance After Combat (12.4) and can never be the unit chosen to receive a Continued Attack marker (14.7).

Otherwise they are treated as Infantry units in all other respects.

16.9 Engaged (Optional)

Play Note: To implement this optional rule with the COMBAT RESULTS TABLES included in the game, add Engaged to the result whenever a combat result does not include a Retreat 1 Hex (for the Attacker or Defender), Defender Retired, or Defender Eliminated. In Blood & Roses, add Engaged when the result is Disordered or Retreat (for the Attacker or Defender) and the effected player chooses Disordered.

Engaged represents the units involved in that combat mixing together and continuing to fight. Place an Engaged marker atop the units to so indicate; any existing Engaged markers remain. Retired units cannot be Engaged, disregard this result against a Retired unit.

When Activated, an Engaged unit must either Disengage or remain in its hex. An Engaged unit may not fire, nor may it be targeted by missile fire.

A unit may Disengage by moving if it is not Disordered or Out of Command, but at a cost of one extra (+1) MP (cumulative with the cost for leaving a hex adjacent to an enemy unit). Some units will therefore be unable to Disengage, due to the cost of moving that one hex. Moreover, in so Disengaging the unit is automatically Disordered. During the Activation it Disengages, it may not move adjacent to an enemy unit. Units that are not eligible to Shock attack must Disengage, if possible.

If it does not Disengage and has none of the units it is Engaged with in its frontal hexes, it must turn one or two vertexes to place the maximum number of enemy units it is Engaged with in its frontal hexes. If it does not Disengage and has one or two of the units it is Engaged with in its frontal hexes, it cannot turn. During the Shock Phase a Shock capable unit must declare a Shock attack, satisfying 12.1, but ignoring any enemy units that it is not Engaged with.

Play Note: A unit listed as able to shock on the Weapons System Matrix that is Engaged must attack at least one enemy unit it is Engaged with. It can never attack an enemy unit it is not Engaged with. If there are two units it is Engaged with in its Frontal hexes it must attack them both, unless one is being Shocked/Charged by another friendly unit.



In the diagram above, Spanish PK #1 would only be forced to attack the English DM, since the English LB will be attacked by Spanish PK unit #4. If Spanish PK #4 was not there or was from a different Battle, then Spanish PK #1 would be forced to attack both English units.

If all enemy units that a unit is Engaged with are no longer adjacent at any time, including during a Retreat, immediately remove its Engaged marker.

Remove all Engaged markers from a unit that receives a Continued Attack result.

Leaders stacked with units are unaffected by Engaged results.



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Changes from Original Editions of Games

Men of Iron

- 1) All known errata is included.
- 2) Formal ZOCs in the frontal hexes of mounted and missile units were removed. They are replaced with the 360 degree adjacency of newer games that are ZOCs in all but name.
- 3) Seizure has been changed to use Seizure counters like the newer games, rather than the original system of rolling whenever a player chose.
- 4) The Timed Engagement Rule from the newer games has been introduced to encourage the historical attacker to attack. This allowed us to remove the rules for French Chivalry and Aggression that forced a player to play in an artificial manner, but kept the numerically superior French from flanking the English in several battles.
- 5) In the battle of Falkirk, we were able to include enough counters to keep from mixing command stripes for Wallace's Battle. We also split the Scottish Mounted Men-at-Arms and archers into separate command stripes from Wallace to make the command structure clearer.
- 6) In the battle of Bannockburn, we changed the English command structure to make it fit the regular command rules and help the Scottish win more often. We split the English Mounted Men-at-Arms into two Battles with different command stripes, and the English infantry into three separate Battles with different command stripes. The Scottish Hobilars were added to Robert I's Battle, since we found them seldom used as a separate Battle.
- 7) In the battle of Poitiers, we added Clermont and Audrehem to the Count of Saarbrücken's Battle, rather than have a Battle with two combat units and no leader.
- 8) In the battle of Nájera, we split the huge infantry Battle into two separate Battles with different command stripes. The English entry hexes were widened to help the English enter the map.
- 9) The battle of Agincourt was added.

Infidel

- 1) All known errata is included.
- 2) Formal ZOCs in the frontal hexes of mounted and missile units were removed. They are replaced with the 360 degree adjacency of newer games that are ZOCs in all but name. This changes the dynamics in most battles quite a bit.
- 3) Seizure has been changed to use Seizure counters like the newer games, rather than the original system of rolling whenever a player chose.
- 4) The Timed Engagement Rule from the newer games has been introduced to encourage the historical attacker to attack.
- 5) In the battle of Dorylaeum, we were able to include enough counters to keep from repeating the command stripes for the Crusaders. We also replaced Leader A with a member of Kilij Arslan's entourage that could have been at the battle. We were also able to provide a separate counter for Hugh of Vermandois rather than have a split command stripe.
- 6) In the battle of Antioch, we were able to provide a separate counter for Hugh of Vermandois rather than have a split command stripe.
- 7) In the battle of Harran, we were able to include enough counters to keep from repeating the command stripes for the Antioch and Edessan armies to make the Crusader command structure clearer.
- 8) In the battle of Montgisard, we were able to include enough counters to keep from repeating the command stripes for the Crusaders to make the Crusader command structure clearer. We were also able to provide a separate counter for Taqi al-Din rather than have a split command stripe.
- 9) In the battle of Arsuf, we were able to include enough counters to create a separate command stripe for the units of the Third Crusade that Richard I, James of Aveneses, and Hugh of Burgundy command to make the Crusader command structure clearer. We were also able to provide a separate counter for Taqi al-Din rather than have a split command stripe.

Blood & Roses

- 1) All known errata is included.

Extended Sequence of Play

A. Activation Phase

- If this is a Free Activation, choose a Battle, Army Activation (6.1), Standard (15.2), or Pass (6.1). If Pass is chosen, the non-Active player gets a Free Activation; the Time marker may be moved (16.1).
- If a Standard is Activated skip to Phase D or move the Standard and skip to Phase E (15.2).

B. Move/Fire Phase

During Army Activation, Activated units may only Move (7.0). During a Battle Activation any or all units of the Activated Battle may Move (7.0) and/or Fire (11.0).

- Place any replacement leaders (5.5).
- Before any unit is moved or fires, first the Non-Active player plays any Battle Cry or Unsteady Troops Seizure counters, then the Active player plays any Battle Cry or Unsteady Troops Seizure counters (6.3).
- Before any unit is moved or fires check Command status for all Activated units (5.2 & 5.3).
- A foot unit armed with missile weapons may fire only at the end of its move. Light Cavalry Archers, Medium Cavalry Archers, and Genitors units may fire before, during, or at the end of their move. A unit may fire without moving.
- Each unit must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (11.2) or Counter-Charge (13.9) depending on the Active player's actions.
- After movement in an Army Activation skip to Phase E.

C. Shock Phase

During a Battle Activation, after all movement/firing for the activated Battle is complete, Shock combat (12.0) and Charges (13.0) may be initiated.

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. Pre-Shock activities:
 - a) One at a time, the Active player places each Charging unit adjacent to its target. Any Reaction Fire caused by this is resolved (11.2).
 - b) Roll for terrain-induced Disorder checks for attackers; apply automatic terrain-induced Disorders.
 - c) Roll for Shock/Charge Reluctance (13.5).
 - d) Any Retreat Before Combat (12.2) by the defender is resolved.
 - e) The defender attempts any Counter-Charges (13.6) of which he is capable.

3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The CHARGE TABLE is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction Fire or Counter-Charged); otherwise the SHOCK TABLE is used. Continued Attack (14.7) markers are placed and Advances (12.4) are taken.

Exception: Attacks by a single attacker against multiple defending hexes are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative for the attacker) applied after both attacks are resolved.

4. All Continued Attacks (14.7) are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must declare a Shock attack; Charging and Counter-Charging are not allowed.

D. Rally Phase

During Battle Activation, Rally (15.0) any Disordered units that did nothing for the entire Activation and that are currently not adjacent to an enemy unit. If a Standard was Activated, Rally (15.0) any Retired unit belonging to that army in or within one hex of the Standard, and not adjacent to an enemy unit.

E. Continuation Phase

Make any Battle Flight rolls, and then any needed Pursuit rolls (14.8 and 14.9). If the completed Activation was a Free Activation, both players make a Loss Check (3.0). If the game does not end due to Loss Check, Pass or choose to Continue with a Battle or Army Activation (6.2).

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- Army Activation can only follow an Army Activation. A Battle Activation can follow Activation of a Battle, Army, or Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation (6.3) counter and the Continuation attempt is then resolved, otherwise the Non-Active player makes a Seizure DR attempt. If successful, he Activates that Battle and proceeds from Phase B with that Battle. If not, the Active player gets a Free Activation, proceed to Phase A; this Free Activation may even be used to Activate the Battle that just completed Activation.
- If no Seizure attempt occurs, make a Continuation DR attempt (6.2). If successful, Activate that Battle or Army and proceed from Phase B. If not, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.



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