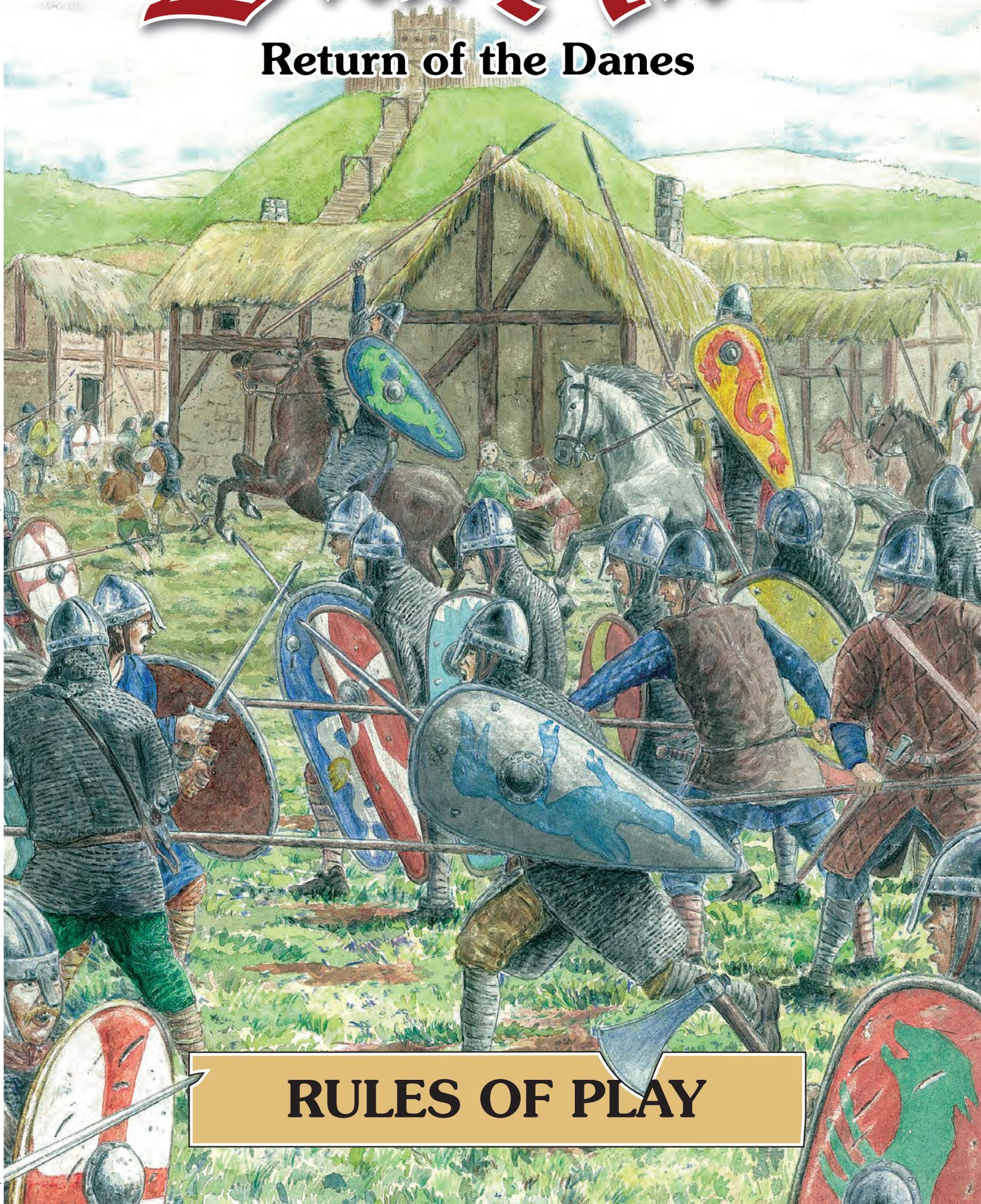


Diex Aie 2

Return of the Danes



RULES OF PLAY

The Norman Saga

Diex Aie 2

Return of the Danes

Diex Aie ("God helps us!", the war cry of the Dukes of Normandy) is a skirmish game set during the conquest of England in the 11th Century and which focuses on the resistance against the "Norman yoke" in the decades following the battle of Hastings. *Diex Aie* includes a campaign game designed to generate tactical scenarios played on the various maps of the Cry Havoc series.

Diex Aie is the second game in the "Norman Saga" following *Guiscard*. It leverages the concepts and the scale of the games of the CRY HAVOC series, which were published in the 80's and 90's and which are no longer available. 30 years later, this game still has a lot of followers for two main reasons: The stunning graphical quality of the maps and counters which were hand drawn and have never been surpassed since then in my honest opinion, as well as simple, intuitive rules that allow for quick learning and an enjoyable time.

Diex Aie is intended for medieval history buffs, tactical wargame lovers, or those who enjoyed the CRY HAVOC series back in the day. Due to its simple access and graphical quality, *Diex Aie* is ideally suited for young players or people discovering wargames, but game veterans should appreciate it as well.

All the maps and counters of the CRY HAVOC and *Guiscard* series are compatible with those of *Diex Aie*, to enable creating and playing many more scenarios.

The first version of *Diex Aie* introduced a new concept of campaign rules, which have the ultimate goal of generating showdowns which are resolved on tactical maps. These rules are intended to be faithful to the philosophy of CRY HAVOC, namely simple and elegant. These are not strategic rules. You will continue to simulate skirmishes rather than large battles. Therefore, you are not in the shoes of William the Conqueror or Harold Godwinson, but a mere knight to whom your Lord entrusts missions. Your missions within the campaign system will be limited in scope, but set in a historical context. 7 years after its initial release, here is a new enhanced version, with a new map and new counters including Danes. These counters are now printed on a much thicker cardboard for easier handling.

Credits:

The theme, the title, and most of the historical background were suggested by Henri Perrin. He is the one to be credited for the existence of this game, even though I only kept bits and pieces of his suggestions for the campaign game system. I also want to thank the following people: Dan Buman, Giorgio Colonna, Christian Delabos, Philippe Gaillard, Jean-Paul Kirkbride, Martin Krauel, Lütz Pietschker, Laurent Schmitt, Gianni Vonci, Paul Young and all the members of the Cry Havoc community who supported me during all this time.

Buxeria,
October 28, 2021

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1 - DESCRIPTION AND USE OF THE COUNTERS FOR THE GAME

1.1 - Some comments on time scales and distance

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

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

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

1.2 - The counters representing the characters

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

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

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

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

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



Other signs that can be found on the counters:

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

> Character counters display a 3-letter acronym to indicate their origin and troop type as detailed below:

The system of double-sided counters is identical for all the characters in the game ¹. It should be noted that a stunned character can neither move nor attack, and that his defence strength is reduced to the passive protection offered by the equipment worn or carried.

First Letter (Origin)	Second Letter (Type)	Third Letter (Class)
N Norman	c Cavalry	a Archer
S Scottish	i Infantry	c Civilian
X SaXon	h Huscarl	h Huscarl
D Danish		k Knight
		j Javelin or Danish Jarl
		l Light
		m Medium
		n Noble
		s Slinger
		t Thegn
		x Crossbowman

1 - With the exception of animals (horses, mules) which only use one counter (In good health/Dead).

	Face		Reverse	
<p>Healthy mounted character: Welf is ready to add a new chapter to his legend</p>		Counter A		<p>Horse without its rider: Welf dismounted to fight on foot, unless something happened to him on the battlefield</p>
<p>Wounded mounted character: Welf overestimated his strength and found a stronger opponent than anticipated</p>		Counter B		<p>Killed horse: Welf must borrow another horse to continue the fight</p>
<p>Healthy foot character: Welf found it more convenient to dismount to continue the fight</p>		Counter C		<p>Stunned character: Welf didn't see the large warrior whose mace fell on him</p>
<p>Wounded foot character: Welf's end is in sight and he should be very careful</p>		Counter D		<p>Killed character: Welf will never become Earl in England</p>

2 - SEQUENCE OF PLAY

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

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

2.1 - Structure of the game turn

Each game turn is played like this:

Phase of player A

1. OFFENSIVE FIRE: All the missile troops of Side A can fire, except for those that are in contact with an enemy character.
2. ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES: Player A announces one by one the charges that he/she intends to make with his/her cavalry. Player B has, in some cases, the option of declaring counter-charges (see § 7.2).
3. MOVEMENT AND DEFENSIVE FIRE: All characters of Side A who didn't shoot in Step 1 can move. Others must respect the limitations of their weapon type (see § 5.1 Fire & Movement).
Side B can fire missiles while characters of Side A move, using only characters that are not in contact with the enemy. These characters must respect the specifics of defensive fire (see § 5.1 Fire & Movement, and § 5.3 Defensive fire).
4. COMBAT: All the characters of Side A that are in contact with enemy characters can attack, except those missile troops who already fired in Step 1.
5. STUNNED CHARACTERS: All the characters of Side A that were stunned during the phase of Player B recover (turn over the counters concerned).

Phase of player B

This is played exactly in the same way as that of player A, but this time it is Side B that has the initiative and plays instead of Side A. Player A can intervene in Step 2 with counter-charges and Step 3 with defensive fire. When Step 5 is finished, a new Game Turn starts and the player A resumes with the first Step.

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

3 - ENVIRONMENT

3.1 - Types of open terrain appearing on the maps

As we will see later, the type of cover affects shooting at a

distance, while the disadvantage attached to certain terrain (-) affects hand-to-hand combat.

Terrain Aspect	Name	Movement cost per hex	Type of cover	Effect of terrain on combat
	Flat terrain	1	None	0
	Scrub	2 - Foot 4 - Horse	Light	-
	Tree	Impassable to horses 2 - Foot	Light	-
	Slope	2 - Foot 4 - Horses	Medium if fire crosses the top lip	-
	Marsh	2 - Foot 4 - Horses	Light	-
	Rock	Impassable to horses 4 - Foot	Light	-
	River	Impassable to horses or characters with armour 4 - Foot	Light, except if the shooter is adjacent to the water hex	-
	Bridge Handrail	Impassable from the river	Light if fire crosses the handrail	0

4 - MOVEMENT

Each character has a number of movement points marked on his/her counter (the blue number). The following table

summarizes the various movement point allowances found in the game:

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

Each hex entered makes him spend a number of movement points corresponding to the difficulty of the terrain (see § 3.1 Types of Open Terrain Appearing On The Maps).

For riders, the cost in movement points is only paid by the front section of the counter (the side with the direction arrow). For instance, a rider crossing a slope only pays 4 points for the front side of the counter, the back side follows for free.

On each turn, a player can move all, some or none of his characters, by using all or part of the movement allowance of each one. The unused movement points cannot be transferred between characters, nor can they be held in reserve for the following turns.

4.1 - Stacking of counters

It is allowed for characters to pass through hexes containing a

friendly character, any stunned character or a dead character, but at the end of each movement phase there must be no more than one living character in any hex.

4.2 - Restrictions on movement

Characters cannot pass through hexes containing enemy characters unless they are stunned or dead.

4.2.1 - Water & tree hexes

Characters on horseback cannot pass through a tree hex, a building interior hex, or a river hex. Horses without a rider and led by the bridle can cross tree hexes and cross water hexes. Only foot characters without armour can move into a river hex, for a cost of 4 movement points. Armoured characters, whether

on foot or mounted, can never move into a river hex. If they are forced to do so, for example as a result of combat, they drown immediately.

4.2.2 - Hexes containing dead characters

Hexes containing three dead persons or one dead horse cost one movement point more than the normal cost. Hexes containing six dead persons or two dead horses become impassable. Three dead persons plus one dead horse also block a hex.

4.2.3 - How to clear a hex that has become impassable

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

Note: Clearing a hex is impossible if there is an enemy in a position to attack from an adjacent hex.

4.2.4 - How to carry a stunned character

A character on foot that moves through a hex containing a stunned character may pick up and carry that character on his back, but his remaining movement points will be halved (rounding down if necessary). At the end of his movement he drops the stunned character onto one of the hexes next to his own.

Note: Picking up and carrying is impossible if there is an enemy in a position to attack from an adjacent hex.

4.3 - Infiltration of enemy lines

When a character crosses a hex during his movement, which is adjacent to an enemy who is in a position to attack, he must immediately face an infiltration test, before continuing his movement. A stunned enemy is therefore excluded as he can't attack. Consequences of an infiltration test are put in effect immediately (a wounded character may not be able to continue his movement as a result). The opposing player rolls 1D10 and checks the Infiltration Table in § 4.3.1. He rolls the die as many times as there are enemies adjacent to the hex in question (only one attack per enemy per phase).

This rule only applies to hexes that are being crossed. It is not necessary to perform a test:

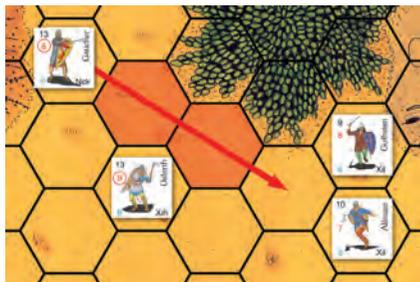
- > for movements of one hex only,
- > or if a character wants to change opponents by moving only one hex.

A character who ends his movement on a hex adjacent to the enemy does not roll a dice.

For mounted characters, the die is rolled only once, even if they occupy two hexes. The side with the black triangle is the one taken into consideration for the infiltration rule.

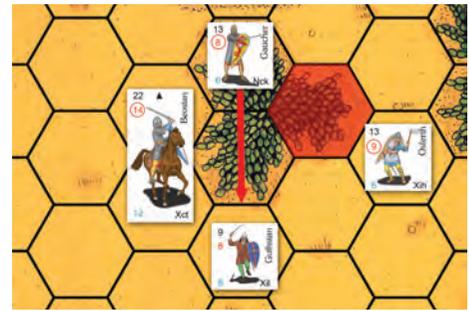
The infiltration rule does not apply when the enemy is located on the other side of a window or arrow slit.

Example 1: Gaucher wants to attack one of the Saxon Ceorls located 3 hexes away. He must stop on the first orange hex during his movement phase to face an infiltration test. The Huscarl Osferth rolls 1D10. Based on the results of the infiltration table, Gaucher may continue to move towards his target. Note that the second orange hex doesn't require any infiltration test.



Should Gaucher decide to only attack Guthstan, he will have to first perform an infiltration test due to the adjacent Ceorl..

Example 2: If Gaucher wants to attack Guthstan safely, he would be better off using the path adjacent to the mounted Thegn Beostan as he cannot attack a foot soldier under a tree. Conversely, the path to the right will lead to an infiltration test from Osferth. In both cases, there is no test in the final hex adjacent to Guthstan if there is combat in the next step.



During the combat phase, advances and retreats are also considered movements. Only advances extending over more than one hex can cause an infiltration test on the hex(es) crossed before the final destination. In addition, when advancing after combat, the defeated character(s) cannot perform any infiltration test.

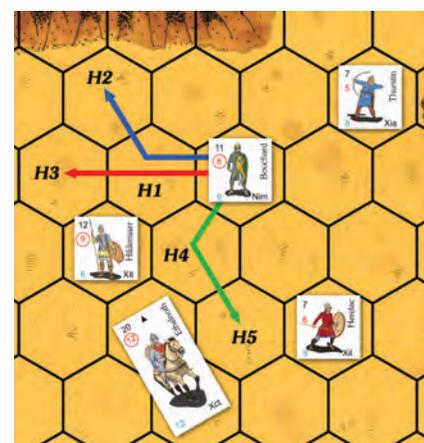
Example 3: Erwan fought Duncan and forced him to retreat. Erwan moves forward after the combat and first crosses the hex previously occupied by the Scot, then stops on his final hex next to Conan. There is no infiltration test.



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

Example 4: Bouchard must retreat 2 hexes following a missile fire. The Norman can choose between 3 retreat paths, which translate into:

- Only one infiltration test in H1 for the blue path;
- One infiltration test in H1 as well for the red path;
- Three tests (two in H4 and one in H5) for the green path.



Note: As explained in the retreat rules, the first hex of the retreat must be away from the incoming missile fire. Bouchard cannot retreat into the hex North-East of H1 and end in H2. He cannot avoid the infiltration test.

4.3.1 - Infiltration table

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

4.3.1.1 - Restrictions due to terrain

An enemy can only oppose an infiltration if he is able to attack the hex of the character trying to infiltrate.

For example, the infiltration rule does not apply when the enemy is mounted and the opponent is on a tree or a river hex.

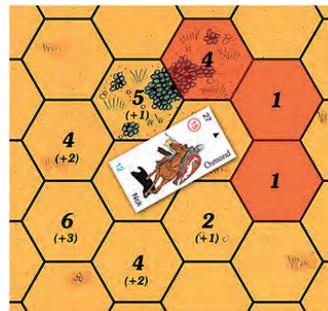
4.3.1.2 - Special rule for mounted characters

Only roll the die once for mounted characters, even though they occupy two hexes. Only the front part of the counter (with the arrow) is subject to the infiltration check.

4.4 - Special movement rules for mounted characters

4.4.1 - Turning the horse

The arrow on the counters of mounted characters shows the general direction of movement. To advance into the hex towards which the arrow is pointing, or into one of the two hexes adjacent to it, the rider spends movement points (MP) normally. However, once the rider turns his horse sharper than this, he spends 1, 2 or 3 points in addition to the normal cost for the hex, as shown on the diagram below.



The numbers on the hexes show the movement cost (and how much sharp turn adds). The orange hexes show the frontal arc of the rider (see § 1.2).

Note: An about-face (a 180° turn) costs 5 MP.

4.4.2 - Mounting and dismounting from a horse

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

- > If the character is mounting the horse, double the character's remaining Movement Points.
- > If the character is dismounting from the horse, halve the character's remaining mounted Movement Points (divide by 4 if he is wounded). Round down if necessary.

Enguerrand on foot spends 1MP to get closer to his horse and 2MPs to mount it. His remaining 5MPs



become 10MPs once on horse. Raoul, who is mounted, moves 4MPs before dismounting. His remaining 8MPs become 4MPs once on foot.

To be able to mount a horse, a character must be on one of the 2 hexes adjacent to the animal, as shown in the illustration. Neither the rider nor the horse may be adjacent to an enemy able to attack. Replace the counters for the character on foot and the horse with the single counter representing that same character mounted. Only characters that have a "mounted" counter can mount horses. When a character dismounts, replace him with the counter for the horse and place the counter for the character on foot on an adjacent empty hex. There is no special restriction on dismounting.



4.4.3 - Horses without a rider

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

To lead a horse it is sufficient for any character, even if wounded, to pass through one of the 3 hexes adjacent to the horse's head, but only if there is no enemy in a position to attack next to the horse. The leading character can continue on his route, followed by the horse, which is treated as a simple extension of the counter leading it and follows in his/her path. A mounted character may only start leading if he is in a hex adjacent to the horse at the beginning of his movement phase.



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

- > 1 - 6: The maneuver is successful and the character can finish his move leading the riderless horse with him. The riderless horse must be placed on either side of the mounted character, in parallel and slightly behind him.
- > 7 - 10: The maneuver fails. The riderless horse remains where it is. Even if the character ends his move adjacent to the horse, he will not be able to take control of it this turn. A horse without a rider stays under the control of the original player so long as he has a living character who is not stunned adjacent to the horse. Otherwise, the horse will belong to the first player who takes control of it.

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

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

4.4.4 - Horses and Terrains

Only the front portion of the counter with the direction arrow is impacted by the terrain. A mounted character entering a slope hex will spend 4 movement points only.

5 - MISSILE FIRE



Five individual missile weapons are available in this game: the lance, the javelin (j), the sling (s), the bow, and the crossbow. Only characters that possess one of the four letters j/s/a/x in the third slot on the lower right hand corner of their counter can use them during the missile-fire phases.

Any character, mounted or on foot, shown with a lance without any flag can use it as a missile weapon. This action can only be carried once per scenario. In the following sequences, the character will fight with another weapon for close combat, like a sword. Put a Lance marker on the character counter to show that the lance was thrown.

Javelin throwers can only shoot 4 times per scenario. Use the Lance marker to signal that they are out of javelins.

Each character can only fire once during a missile-fire phase, but it is possible to shoot more than once at the same target with different missile-men. Note that the lance can be used both on foot and on horseback.

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

5.1 - Fire & movement

Frequency of fire and handiness are two factors that influence the mobility of the shooter. Thus, the handier a weapon is, the less that movement is limited. But, a character that wants to make both an offensive shot and a defensive shot will generally move



less than a character that only makes the one offensive shot. The relevant characteristics of each weapon are summarised in the play sheet Nr 2. Place the adjacent marker on the missile shooters having already used either their offensive fire (Off. Fire) or defensive fire (Def. Fire).

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

5.2 - Missile fire and combat

A character cannot fire when he is in a hex adjacent to an enemy character at the moment of firing. He is treated as being involved in hand-to-hand combat. This rule obviously does not apply if the enemy character is not in a position to attack the hex occupied by the shooter (see § 6.6 Restrictions on combat).

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

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

5.3 - Defensive fire

Only characters that have observed the requisite conditions for movement and who have not been attacked during the previous turn can carry out defensive fire.

Unlike offensive fire, which is used against immobile characters, defensive fire takes place while the enemy is moving. The player using defensive fire can thus interrupt a character's move at any moment on a specific hex and declare that he/she is firing on

him there with one or more missile-men. As a result of simultaneous firing, all the missile-men that will intervene at this moment must be identified **before** the shots are resolved. Whatever the results of the shots, all are treated as having fired. In other words, if a player identifies, for example, three missile-men and the enemy character is killed by the second shot, the third missile-man will still have carried out his shot. His shot will not have had any additional effect: a result often produced in reality.

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

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

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

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

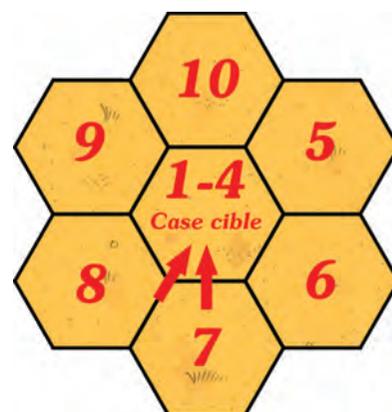
5.4 - Resolving missile fire

Shooters are activated once after the other and must take into account the consequences of prior missile fires. To shoot at an enemy:

- > Identify the type of weapon used by the shooter ;
- > Check the distance between the shooter and his target (the number of hexes excluding the one the shooter is in) to assess the range (short, medium or long) ;
- > Determine the impact hex (see §5.4.1);
- > Check the type of target (on foot or mounted) ;
- > Determine the damages to the character on the impact hex.
- > Note when shooting on a rider: The shooter can select which hex, that the mounted character occupies, is the target hex.

5.4.1 - Determining the impact hex

> Roll 1D10 and check the figure to the right to know the actual impact hex. It varies within a hex around the target hex. The two arrows indicate the possible direction of fire depending on the position of the shooter. Note that the missile from a stone thrower may fall within two hexes around the target (see § 10.4.4) ;



> If a character (whether friend or foe) is in the impact hex, he suffers the consequences of the shooting table depending on the type of coverage ("None", "Light", "Medium" or "Heavy")

> Notice the cover type of the target (None, Light, Medium or Heavy), and check the appropriate column on the missile fire table ;

> Roll 1D10 and read the result in the corresponding missile fire table.

Note that you don't need to determine the impact hex if the target is

within 2 hexes of the shooter (which is about 4 meters / 12 feet in the real world).

5.4.2 - Modifiers to the die roll

Although it is primarily the die that determines the outcome of missile fire, there are several factors that can affect the determination of the impact hex. The missile is considered lost for any result exceeding 10.

Modifier	Circumstances affecting missile-fire die roll
+2	Shooter at long range
+1	Wounded shooter Shooter at medium range
-2	Archer/Slinger within 4 hexes of his target

5.4.3 - Assessing damages

Check one of the two tables for resolution of missile-fire on the Play Sheet Nr 2. Each table correspond to one category of target: on foot or mounted. The result varies according to the type of fire weapon used and the target's cover.

Roll 1D10. Follow the horizontal line for the number rolled (after modifiers), and in the column corresponding to the target's cover will be found the result of the shot: A, B, C, D, E or F. The description of the results is given at the bottom of each table.

It should be remembered that the result of a shot against a character on foot or mounted is different if the character is wearing armour or is unarmoured. Any result exceeding 10 is considered as 10.

5.4.4 - Effects of retreat from shooting

The affected character must retreat immediately via passable hexes; impassable hexes block retreat.

He can retreat through hexes occupied by other friendly characters; he can also displace a friendly character, horse or animal, which must, however, test on the Infiltration Table if they move into a hex adjacent to an enemy.

A rider can move half of its counter to satisfy the conditions for retreat, but will retreat straight backwards; he cannot turn.

A character cannot retreat into a hex occupied by an enemy; if he is unable to retreat the full distance, he is wounded.

NB: A character that is wounded or stunned is killed if he receives a wound or stunned result. Likewise, a stunned character that receives a retreat result is killed.

5.5 - Restrictions on firing and cover

5.5.1 - Line of sight/fire

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

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

When shooting along a hex border, the less restricting hex counts for determining line of sight and cover.

5.5.2 - Firing across particular terrain and types of cover

5.5.2.1 - Scrub

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

5.5.2.2 - Trees

If there are trees or branches of trees between the shooter and his target, the shot is impossible. It is possible, however, to fire

at a target in a tree hex so long as the line of fire does not cross any other tree hex. A character in a tree hex benefits from light cover.

5.5.2.3 - Slope

Line of sight is not impeded by characters concealed by a slope. When the line of fire crosses the lip of a slope, shooting is not possible unless the character on the lower level is at least as far away from the slope hex as the character on the upper level. If he is closer, no firing is possible between them because they cannot see each other.

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

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

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



Characters invisible for the shooter do not block the line of fire. This is the case if the shooter is on a slope and can't see another character positioned below.

5.5.2.4 - Water

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

His cover turns to medium if the line of fire crosses a wooden superstructure (like scrub).

Furthermore, rules for shooters on higher elevation will eliminate the effects of terrain (see § 5.5.4).

5.5.3 - Firing over other characters

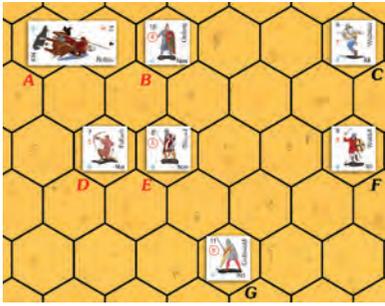
If the line of fire of a slinger, crossbowman or a lance thrower passes through a hex occupied by a living character or animal counter, shooting is impossible. Note that stunned characters, though living, do not block line of fire.

On the other hand, archers and javelinmen can shoot over other characters on condition that the target is at medium or long range and only benefits from light cover or no cover at all (see the application for mounted javelinmen in § 7.1).

5.5.3.1 - Exceptions:

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

Normans A, B, D and E are fighting against Saxons C, F and G.
 - Character A is a rider with lance.



- Because he is higher than B, A can shoot over him at C.
 - D is also an archer¹, but he is not mounted. Consequently he cannot fire over E at F.
 - A cannot fire over E at G because he is not adjacent to E.

> Characters the shooting unit cannot see never block line of sight or fire (for instance if he is on a slope and cannot see a character situated at a lower level (see § 5.5.2.3), he can fire overhead freely).

Example: A shooter located on top of a slope and who can't see a character positioned beneath (see § 5.5.2.3) can shoot over him freely.

5.5.4 - Shooting from a higher elevation

2 hexes separated by a slope hex are one level apart. Terrain impact can be neutralized when shooting from a higher elevation. Targets in a scrub, marsh, or a slope don't benefit from their normal cover if:

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

Most terrains bordering hexes (such as those providing higher coverage like stockades) only provide coverage for the hex behind that border.

5.5.5 - Shooting from a lower elevation

A character in the line of sight can be ignored if he is within N hexes of the target, N being the number of levels above the shooter.



In this example, the crossbowman Gerold cannot shoot at the slinger Munro because the knight Mauer is 2 hexes away from

Munro, who is only one level above Gerold. On the flip side, Munro can shoot at Vital (and vice versa), as the line of sight goes above Gervais and Arnoul underneath. But Vital can't shoot at Lachlan or Aluinn as Arnoul is blocking his line of sight. Should Arnoul get stun, Vital could then shoot. Ruairidh cannot shoot at Arnoul as Lachlan blocks his line of sight.

6 - COMBAT

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

To resolve a combat, calculate the difference between the attacker strength (**black figure**) and the defender strength (**red figure**). You get a differential that corresponds to a column of possible outcomes listed in the appropriate Combat Table on the Playsheet Nr2.

¹ - The knee down position of this archer doesn't have any impact on gameplay (unless stated otherwise in the scenario).

The attacker then rolls the die to determine the exact result of the combat in question. There are two Combat Tables - one is used to resolve combats against mounted characters, the other against foot soldiers.

6.1 - Effects of terrain on combat

The odds differential of a combat can be modified by the nature of the terrain occupied by each of the characters involved. You can see from the Terrain Types table (see the Playsheet Nr 1) that a terrain can influence combat in three ways: it can be neutral (0), or disadvantageous to the character occupying it (-), or advantageous (+).

According to the terrain that each occupies, the odds differential may need to be modified by shifting the column of possible results to the left or to the right.

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

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

Attacker in terrain	Defender against in terrain	Effect on the odds column (0/4, 5/8, 9/12, etc.)
-	+	Shift 2 columns to left
-	0	Shift 1 column to left
0	+	Shift 1 column to left
0	-	Shift 1 column to right
+	0	Shift 1 column to right
+	-	Shift 2 columns to right

6.2 - Combat against more than one character

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

When the result of the combat shows that one of the attackers or defenders has been stunned or wounded, the player of the side affected decides which of the characters receives the blow. On the other hand, the result "Attacker retreats" or "Defender retreats" applies to all the characters that participated in the attack or defence. A stunned character is automatically dead if, during any phase, enemies occupy all accessible hexes surrounding him.

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

If several defenders are attacked jointly and they are on different types of terrain, the least advantageous terrain will be counted to compare with that occupied by the attacker(s).

Example: Assume that two characters attack an enemy with a differential of 9. If one attacking character is on terrain (0) and the other attacking character on terrain (-), the two attackers are considered to be on terrain (-). If the defender occupies a terrain (0), the Terrain Effects table (see the Playsheet) shows that the odds differential must be shifted one column to the left (9/12 becomes 5/8). But since the two characters are attacking together, they can shift the odds differential one column to the right. The combat will thus be resolved as a differential between 9 and 12, the number of attackers having counterbalanced the terrain disadvantage.

6.3 - Combat against a defender in armour

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

6.4 - Fight against a stunned character

Any result on the combat table with an impact on the attacker (retreat, wounded, etc.) is not accounted for, as stunned characters cannot defend themselves.

6.5 - Retreat after combat

Retreat affects all defenders or attackers involved. Retreat is calculated in number of passable hexes by the impacted character and not in MPs. A character can retreat across hexes occupied by friendly characters. He can also displace friendly characters in order to end up at the required distance from his starting point. Displaced characters can displace other friendly characters, which can lead to a cascading retreat. If a retreating character or one of the displaced characters is forced to pass or stop on a hex adjacent to an enemy, he must submit to an infiltration check. It is impossible to retreat across a hex occupied by an enemy. A character that cannot retreat the full required distance necessary is automatically wounded.

Important: A stunned or wounded character dies immediately if wounded or stunned again. A stunned character who is forced to retreat also dies.

6.6 - Advance after combat

If at the end of a combat the attacker or the defender have been forced to retreat (or if one or the other has been stunned or killed), the victorious player can advance one of his/her characters by a number of MPs equal to half of their movement allowance. The first hex crossed must always be one of the hexes evacuated by the enemy (or the hex of the stunned or killed character).

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

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

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

6.7 - Restrictions on combat

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

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

6.8 - Missile fire & combat concerning horses

When a rider is dismounted following combat or missile fire, the player to whom he belongs places the appropriate counter - rider stunned, wounded or dead - on one of the hexes adjacent to his horse. In the event that all the adjacent hexes are occupied, a friendly

character is shifted one hex to make room for the dismounted rider. If he is completely surrounded by enemies, a dismounted rider is automatically killed. The horse itself remains in the same place and must be represented by its own counter (dead or alive according to the result shown).

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

Note: All the horses have a defense strength of 1.

Don't read any further ! You can already play Scenarios 1 and 2

7 - COMBAT TACTICS

7.1 - Mounted lance throwers

This rule applies to any mounted character carrying a lance without a flag.

To be able to throw his lance, the thrower must always have the target in his frontal or side arcs.

Example: The Scottish cavalryman Urquhart can throw at Gwendal and Roussel, but not at Herluin and Charles.



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

Example: Urquhart can shoot at Charles and Herluin, but not at Gwendal.



7.1.1 - Modifications due to fire range

Type of weapon	Short range	Medium range	Long range
Mounted Lance Thrower	1 - 3 hexes	4 - 6 hexes	7 - 9 hexes
Modification to die roll	No modification	+1	+2

Fire rate and movement: Offensive fire only, no limitation on movement.

7.2 - Cavalry charges and counter-charges

7.2.1 - Single rider charge



The cavalry charge is a form of attack that allows improved combat odds. Before commencing his/her moves, a player can announce cavalry charges. For each charge the player identifies the rider concerned, the target, and the route selected.

To be permissible, a rider's charge must meet the following conditions:

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

Frontal arc of a rider

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



7.2.2 - The counter-charge



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

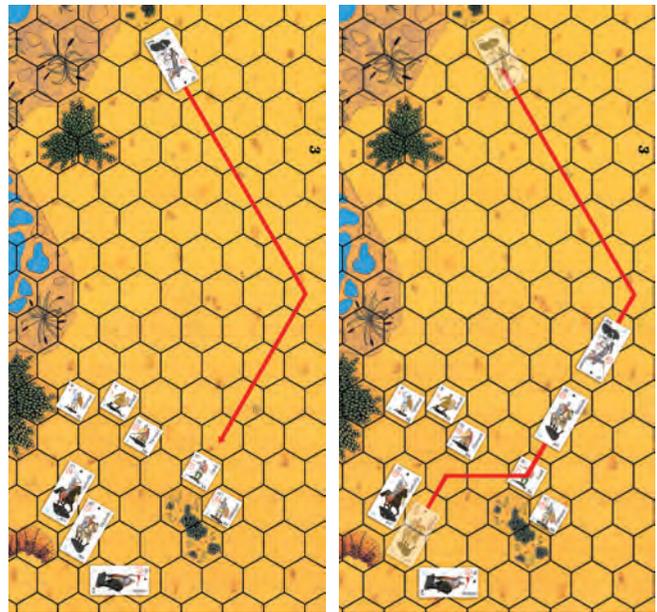
- > The counter-charging rider must have the charging rider within his frontal arc (see the diagram above) and similarly must be able to see him.
- > A counter-charge must always end with the designated rider occupying the final 2 hexes of the route of the opposing charge. In other words, charge and counter-charge will encounter one another face-to-face in the 4 final hexes of the originally declared charge, with each rider occupying respectively 2 of these hexes (see the diagram below).
- > To reach this position, the counter-charging rider cannot travel more than half of the number of hexes declared for the original charge (rounding down if necessary). In addition, as for the opposing rider, his movement cannot include any sharp turning that would require the expenditure of additional movement points.

Example of charge and counter-charge

The Norman knight Roussel declares a charge against the Thegn Ligulf over 10 hexes.

The mounted Thegn Ethelnoth decides to counter-charge and moves to encounter the Norman by occupying the 2 final hexes of the original charge route.

Guthwold could alternatively have been chosen to counter-charge, but Wulfram could not because the latter did not have the knight within his frontal arc at the beginning of the charge.



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

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

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

7.2.3 - Effect on combat

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

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

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

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

7.2.4 - The lance charge

Any group of 3 adjacent Norman knights or more charging in a straight line get the benefits of the charge rules explained above and, in addition, the die roll result is shifted one column to the right.

7.3 - The shield wall

The Saxon player can adopt this tactical formation with his Huscarls and Thegns by lining them up side by side in groups of at least 3 characters (see diagram). The Danes player can do the same with his Hirdmen.



The two hex-sides that point to the front of each counter will form the front line. All the characters forming the line are treated as

being in heavy cover against missile-fire, and in favourable terrain when they are attacked, whatever the type of terrain that they occupy. However, they get these advantages only if fired at or attacked from the front; shooting and attacks from the sides and rear are resolved normally.

7.4 - The two-handed axe



This technique is limited to experienced warriors, but such a skill confers an extraordinary strength in attack balanced by the fact that it also renders that character vulnerable in defence since he cannot use his shield.

Only characters carrying an axe and belonging to one of the following troop types can use the axe:

- > For the Danes: The Hirdmen Aevan, Vigrid, Steinar, Bjolf, Soren, Eskill and the light infantry Hallbjorn, Valthjof and Hogni.
- > For the Saxons: The Earl Aegelferth, the Huscarls and the Ceorl Alfmaer.
- > For the Normans: The knight Geoffroy and the medium infantryman Bouchard.

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

When starting the combat step, the attacking player identifies the warriors who will attack using their axes two-handed. He places an "axe" marker on each of them. The marked characters will have their attack strength doubled during the current combat phase. During the enemy player's turn, the same characters will be treated as being in an unfavourable situation (-) if they are attacked, a disadvantage which is added to the calculation resulting from the type of terrain (+, 0 or -), thus possibly causing a 2 column shift. When a shooter takes one as a target, he subtracts 1 point from the die roll result before consulting the missile-fire results table. The protection given by armour remains. When he becomes active again, a player can decide to remove the axe marker from a character or to leave it in place. If the axe marker is removed, the character's attack strength returns to normal and he no longer suffers any of the defence disadvantages for missile-fire and combat caused by this method of fighting.

**Don't read any further !
You can now play Scenarios 3 to 7**

8 - HOUSES & OTHER BUILDINGS

8.1 - Terrain types

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	House Interior	Impassable to Horses (except doorway hexes) 1 - Foot	None	+
	Wattle & Daub Wall	Impassable	Infinite	0
	Window in Building Wall	4 - Foot (to cross), Impassable to Horses	Medium	Att. - Def. +
	Door in Building Wall	1	Medium	Def. +
	Staircase	2 - Foot, impassable to Horses	None	-
	Fence	2 to cross	Medium	Def. +
	Exterior Building Corner	1	Medium	0
	Hall Entrance	2 - Foot, impassable to Horses	Medium if fire along the axis, infinite otherwise	Def. +
	Throne	2 from the front Impassable from the sides	Light	Def. +
	Hearth	2	None	Def. -

8.2 - Firing

8.2.1 - Firing through windows

a) From the interior:

a character inside a building can only fire at outside hexes from a window hex. The line of sight is then determined from the middle of the window's exterior edge, not from the centre of the hex.

b) From the exterior:

a character outside of the building can only shoot through a window if the target is immediately behind the window. The Line of Fire must be able to reach the centre of the window hex without touching the walls, otherwise the shot is impossible.

Special situation: A shooter in the hex outside and adjacent to the window can fire into the interior of the building. His range of fire is however limited solely to those hexes that form the room. His line of sight runs from the middle of the interior edge of the window.

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

8.2.2 - Firing through doorways

A character that is either outside or inside a building can shoot through a doorway so long as no section of a wall blocks his line of sight. The calculation of line of fire is done normally. However, when a character shoots from a doorway hex, his Line of Sight starts from the middle of the opening and not from the centre of the hex.

Characters inside a building benefit from medium cover when shot at through a doorway. If the shooter is in the doorway hex, characters in the room adjacent to the door receive no cover.

8.2.3 - Walls

Walls block lines of sight, except when firing through a doorway or a window. Fire is impossible if the line of sight is blocked (infinite cover).

8.3 - Cover

8.3.1 - Interior of building

Characters in the interior of a building benefit from medium cover when shot at through a doorway or a window. This is obviously not the case if the character is shooting from the door hex.

8.3.2 - Inner yard of building

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

8.3.3 - Walls

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

8.3.4 - Doorways & courtyard entrance

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

8.3.5 - Exterior building corner

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

Example of crossfire:

Two Saxons shoot, in the same turn, at a Norman noble who is in a building corner hex. He can't benefit twice from medium cover, so the owning player must indicate against which shooter he is covered.



8.4 - Movement

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

Horses, with or without a rider, cannot enter a building interior hex. They are allowed in doorway hexes.

8.4.1 - Movement through windows

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

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

8.4.2 - Fences

They are designed to stop chickens and pigs, but not men-at-arms. A character can cross them at a cost of 2 MP or destroy them by standing idle one full turn next to a fence hex.

8.5 - Combats

8.5.1 - Combat through a doorway or a window

When combat is fought across a doorway or a window, the defender is always considered to be on favourable terrain (+), regardless of whether he is inside or outside.

**Don't read any further !
You can now play Scenarios 8 to 10**

9 - CASTLES

9.1 - Terrain Types

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Moat	4 (1 from an adjacent moat hex), impassable to horses	None	-
	Filled Moat	2 on foot, impassable to horses	None	0
	Bridge	1, impassable from the moat	None	0
	Gate	Impassable when the gate is closed	Infinite (if fire crosses the gate)	0
	Stockade	1 Crossing impossible	Infinite (if fire crosses the stockade)	Impossible
	Platform	1 - Foot, 4 from a ladder	Heavy	0
	Staircase	2 - Foot, impassable to horses	None	-
	Ramp	2 on foot, impassable to horses	None	0
	Closed Gate	Impassable when the gate is closed	Infinite (if fired through)	0
	Open Gate	2 - Foot Impassable to horses	Light	-
	Destroyed Gate	2 - Foot 4 - Mounted	-	-

9.2 - Defense structures

9.2.1 - The palisades



Palisades are defensive walls constructed using the trunks of fir trees harvested from nearby forests. While made from wood, palisades are a more fearsome obstacle than they seem at first glance. They are impassable without a ladder. Once on top, the attacker can only jump to the other side, at the risk of

severe injury.

To see if he landed unhurt, roll 1D6. A character in armour adds 1 to the result of the die:

- > From 1 to 4, the jump is a success;
- > 5 or 6, the character is wounded.

A palisade hexside can be set on fire. If a palisade is destroyed, put a Burnt Palisade marker on the hexside. The adjacent hexes remain

passable with a penalty of 1MP. A character in a Burnt Palisade hex is at a disadvantage (-) in case of a fight.

9.2.2 - The platforms

An attacker with a ladder can jump from the top of the palisade on a wooden platform.

To see if he landed unhurt, roll 1D6. A character in armour adds 1 to the result of the die:

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

A platform hex can be set on fire like a palisade.

9.2.3 - The mobile bridge

Access to the bailey is made through a mobile bridge which spans the moat. A character staying idle for a complete turn in a hex adjacent to the bridge can



either throw it into the moat or withdraw it, hence preventing access to the castle. If the bridge was simply withdrawn and placed under the gate tower, it can be put back in place by a character staying idle for one full turn in an adjacent hex. If the bridge was pushed into the moat, it can't be retrieved until the end of the scenario.

9.2.4 - The gate tower



The entrance tower includes a gate.

Firing into or through a hex with a closed gate is impossible.

Gates can only be opened from the inside of the bailey. To open or close the gate, a character must be adjacent to the gate and remain idle for one full turn. The gate can be operated at the end of the turn. Flip the gate counter to indicate its current status.

9.2.5 - The bascule gates



The entrance to the motte is made across a ramp closed at both ends by bascule gates. They are maneuvered by chains and their low clearance allows only for men on foot to cross (and even they would have to stoop to pass through, though this is not modeled in the game).

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

By default, the gate is closed. When it is raised, place the marker Open Gate.

9.2.6 - Setting fire to wooden defences

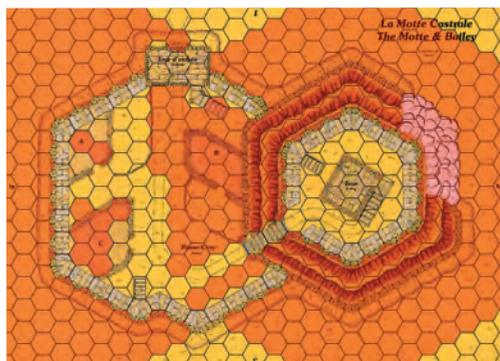
It is possible to set the bridge or gate on fire with arrows (see § 10.3). When the defence is burnt, flip the marker to show its destroyed side (bascule gates) or remove the marker (bridge, gate tower).

9.3 - Missile fire

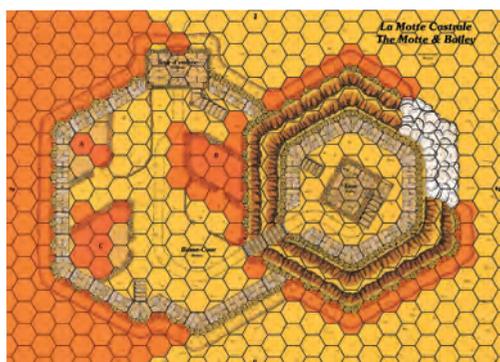
9.3.1 - Shooting from different levels

Generally, when the shooter and the target are not on the same level and are separated by an obstruction (rampart, house, etc.), shooting is possible if the character situated on the lower level is at least as far away from the obstruction as the character on the upper level.

This map shows the hexes which can't be shot at by a Bowman located in the tower of the motte (or on top of the entrance staircase).



This map shows the hexes which can't be shot at by a Bowman located on a platform behind the stockade of the motte.



9.3.2 - Shooting through doorways

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

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

9.3.3 - Shooting from behind tower windows and platforms

When a character in a tower window hex aims at a target outside the building, his line of fire is traced from the middle of the hex-side chosen to shoot from and not from the centre of the hex. In all other situations the line of fire is calculated normally.

Two characters, one on the lower level inside the walls, and the other on the platforms, can shoot at each other.

9.3.4 - Restrictions on shooting

When shooting from an elevated position, such as a platform or a tower window hex, targets within the specified ranges will not benefit from any cover if they are in scrub, slope, marsh, rock or river hexes.

Shooting is not allowed if a character friendly to the shooter is adjacent to the target and at the same height as the target.

Houses and trees that are situated at a lower level will not block fire from one platform to another.

Javelinmen, lance throwers and slingers cannot shoot through the tower windows. Lance bearers cannot throw their lance up at a defender on a higher elevation (on a platform for instance).

9.3.5 - Shooting at characters on a platform or behind tower windows

Reciprocity: If a character on a platform can shoot at a character below, he can also be the target of that character.

9.4 - Cover

9.4.1 - Platforms

Characters in platform hexes benefit from heavy cover when the line of fire crosses the palisade/wall hex-side.

9.4.2 - Interior of the castle

When the gate is closed, any character inside the castle is in infinite cover against the outside unless he is either on the platforms or behind a window.

If a palisade or gate hex is destroyed, shooting across is possible; the target benefits from light cover.

9.4.3 - Doorways

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

All characters in the interior of a building benefit from medium cover when shot at through a doorway, but only if the shooter is not standing in the doorway hex itself. When the shooter is standing in a doorway hex, targets within the building interior receive no cover.

9.4.4 - Walls & palisade

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

9.5 - Movement

9.5.1 - Restrictions of movement

Walls, palisades and tower windows are impassable. The tower

can only be entered through its doorway.
Palisade hexes are impassable from the outside of the castle unless a character is on a scaling ladder.
Platform hexes are accessible from the interior of the castle by stairways.

9.6 - Movement and combat on stairways

When the start or end of a stairway coincides exactly with the side of a hexagon, only the space of the hexagon in question allows access to the stairway or combat with a character on it.

10 - SIEGE TACTICS

10.1 - The scaling ladder

Appearance	Description	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Upright Ladder	3 on foot	None	-



10.1.1 - The height of the ladders

Scaling ladders allow reaching the top of the palisade.
Note that the tower cannot be scaled.

10.1.2 - Carrying and raising the ladder

A scaling ladder can be carried by any two characters.
Use the 'horizontal ladder' counter and place the characters on top of it. Characters carrying a ladder cannot engage in combat, shoot or generate an infiltration test; their movement allowances are both reduced by 2 Movement Points.
When one (or both) of the characters reaches a hex adjacent to a stockade hex, they can then raise the ladder. Replace the 'horizontal ladder' counter with an 'upright ladder' counter, which must be placed in one of the two hexes previously occupied by the horizontal ladder and pointed at an adjacent stockade hex-side.

Note: Any movement of a ladder is impossible if there is a character on it, or if an enemy character is on a hex adjacent to the bottom of the ladder.

10.1.3 - Movement

Climbing up or down a scaling ladder costs 3 movement points. Characters can move from the top of a ladder into the stockade hex that the ladder is resting against at a cost of 4 Movement Points or as a result of Advance after Combat. Remember to roll for successfully advancing onto the platform from the top of the stockade as described in § 9.2.2.

It is possible for a character with 8 movement points to climb a ladder and move onto a platform hex [which costs 4] during the same game turn, so long as the ladder had been raised on a previous turn.

10.1.4 - Moving an upright ladder

An upright ladder can be moved one hex, or faced in a different direction within the same hex, by two characters adjacent to the ladder hex. Each character spends 2 Movement Points to carry out this process. It is impossible to move or turn a ladder if someone is on it.

10.1.5 - Shooting and combat

A Bowman at the top of a ladder can only shoot into the stockade hex facing him. His target will still benefit from heavy cover.
Characters on a ladder do not benefit from any cover and are considered to be in disadvantageous terrain (-) in the event of combat.

10.1.6 - Toppling a scaling ladder

A character on a platform hex that is facing the top of a ladder may attempt to topple the ladder instead of normal shooting and combat.

The attempt takes place during the character's Combat Phase.

Roll one die:

- > 1-6: The ladder is toppled.
- > 7-10: The ladder stays in place.

If a ladder is toppled, replace the 'upright ladder' counter with a 'horizontal ladder' counter. This must be placed by the player that toppled the ladder so that one of the halves of the horizontal ladder still occupies the original ladder hex. Any character that was on the ladder falls down and must be placed by his owner in one of the hexes adjacent to the upright ladder hex, but not (of course) in a stockade hex.

The fallen character may be placed on top of another character or on top of the toppled ladder. The character is automatically wounded by his fall, and if he ends up stacked on top of another character that other character will be stunned. A character that is already wounded or stunned will be killed. Ladders do not have any effect on characters below if they topple onto them.

10.1.7 - Toppling a ladder from below

A character can attempt to topple a ladder from below in exactly the same way as if the attempt had been made from above (see rule § 10.1.6). To do this the character must be on a hex adjacent to the bottom of the ladder.

10.2 - How to ignite and extinguish a fire

10.2.1 - How to light a fire



A character can set fire to a wooden or wattle & daub structure hex by remaining on an adjacent hex for a whole turn. If, during the turn following his arrival in that hex, he has not been dislodged by his opponent and he has not moved throughout his Player Turn, the character can set fire to one adjacent hex instead of normal shooting or combat. Place a Flame marker on the target hex in the Combat Phase.

10.2.2 - How the fire spreads

At the end of his opponent's Player Turn, a player determines whether or not the flames have spread from any hexes that he has set alight. The fire can only spread into an adjacent hex if that hex contains a wooden or wattle & daub structure (palisade, bridge, house, etc). Roll the die once for each adjacent hex that meets the criteria, and consult the Fire Table under the

'Spreading Fire' column. This rule does not apply to any fire that the opponent has succeeded in extinguishing during his Player Turn.

10.2.3 - How to extinguish a fire

A character can attempt to extinguish the flames if he is adjacent to a hex on fire. Each character can make one attempt per turn in relation to just one hex. A number of characters may each make a separate attempt at the same hex. A character cannot move, shoot or fight during the Player Turn that he attempts to extinguish the fire.

Roll one die during the Combat Phase and consult the Fire Table under the 'Dousing the Fire' column on the Siege Record Sheet.

10.2.4 - Evacuating a fire hex and restrictions on movement

If the fire catches in or spreads into a hex containing a character, he must immediately retreat one hex otherwise he will be wounded in the first turn and killed in the second. Once a hex is on fire it becomes impassable.

A stunned character in a fire hex regains his senses immediately if he rolls 1-6 on a D10 roll. If he fails the die roll, he perishes in the flames.

10.2.5 - Damage caused by the fire

If a hex burns for three turns in a row, its contents are completely destroyed. In order to record the passage of turns, use the counters marked 1, 2 and 3.

10.3 - Flaming arrows

Archers can shoot arrows soaked in burning oil instead of normal arrows. These arrows are ineffective against characters but can set wooden or wattle & daub structure on fire.

Flaming arrows can only be shot at targets that are at short range. Instead of consulting the Missile Results Tables, the player rolls one die and consults the Fire Table under the column corresponding to the type of target (which includes both the difficulty of hitting the target and the difficulty of setting it alight).

If the fire catches, immediately place a Flame marker on the targeted hex.

10.4 - Filled moat



Before starting an assault on the ramparts, the besieging player places 'Filled moat' markers on the moat hexes of his choice. The number of available 'Filled moat' markers will be stated in each scenario or is the result of "building" filled moat in the course of a siege (§ 11.2).

Filling a part of the moat not only makes the movement of characters on foot easier, but it is also the only means by which scaling ladders can be raised up to the walls.

In scenarios covering several days of siege, the 'Filled moat' markers are removed at the end of each tactical action and distributed afresh before another assault.

You can now play all the scenarios

11 - LAYING SIEGE

Un siège se déroule sur plusieurs jours. La durée d'un siège dépend de la quantité d'eau et de nourriture dont les assiégés disposent si un assaut n'a pas réussi. Toutes les actions se déroulant durant un siège sont tenues à jour sur la Fiche de Siège.

Dès le 2^e jour de siège et pour chaque jour suivant, les joueurs doivent respecter le déroulement suivant :

11.1 - Game sequence

On day 1, the besieged player needs to check the status of his supplies, which will determine the number of days it can hold if he can repel all the assaults. He then should follow a sequence which is repeated every day:

1 - Roll 2D10 to determine if any random event could change the course of the siege (see § 11.6).

2 - Roll 1D10 to determine who will get the initiative this day (see § 11.1.3).

3 - Bring the characters who were wounded the previous days, and are healed, back into play.

4 - The player who won the initiative decides which action he wants to perform (see § 11.4).

5 - If some characters have been wounded during the day, the players roll 1D10 for each wounded character and put him on the Record Sheet on the day he is supposed to heal (see § 11.1.5).

6 - After all actions have been performed, the siege marker is moved down one day on the Record Sheet.

11.1.1 - Supply

At the beginning of any siege, roll the die to determine how many days of supply are available to the besieged troops. The castle or building will automatically surrender after this period, as supplies have run out.

The number of days varies with the type of building:

- > Castle: Roll 3D10
- > Grand Hall Saxon: Roll 1D10

The number of besieged troops can impact this result:

		# of dice	Modifier due to the # of besieged troops						
			-8	-6	-4	0	+4	+6	+8
Castle	3D10	≥ 35	34 - 29	28 - 24	23 - 21	20 - 11	10 - 5	≤ 4	
Great Hall	1D10	≥ 27	26 - 23	22 - 19	18 - 15	14 - 11	10 - 7	≤ 6	

If the modified number is inferior or equal to 2, the siege is considered to last for 2 days, which is the maximum number of fasting days for the garrison. This number will not vary during the siege based on the new garrison count every day, except in case of a massive arrival of refugees.

The arrival of a supply convoy can also impact the duration of the siege: Add one day of supply for each packhorse reaching the besieged building.

11.1.2 - Random events

Roll 2D10 each day on the Events Table (see § 11.6) to know if any random event might have occurred. Add +5 to the die roll during the first 9 days of the siege; any result greater than 20 is considered as 20. Each event can only occur once per siege. If the die roll results with an event which already occurred, assume that nothing specific happened that day.

11.1.3 - Initiative

At the beginning of each day of the siege, the Defender and the Attacker each roll 1D10. The Attacker (only) adds 4 to his roll. Whoever scores the highest has the initiative. If the results are equal then the Attacker has the initiative.

- > If the Attacker has the initiative, he may assault the castle (see § 11.4.1), or build new equipment (see § 11.2), or negotiate for the surrender of the defenders (see § 11.5).
- > If the Defender has the initiative, he may elect to support a supply convoy in its attempt to reach the castle (see § 11.4.2), or to attack the entire enemy force (see § 11.4.3).
- > If the besieged garrison refuses to take the initiative, it will revert to the besiegers.

Mark the selected activity of the day on the record sheet. Each date box will also record damage done to siege engines.

Note: If you own the game *Guisard*, you may also perform the additional actions described there, like building siege engines, battering the walls or sallying against the Attacker's camp.

11.1.4 - Number of besiegers and rationing

Supply of the besieged garrison is still possible if besiegers don't maintain enough troops for an effective blockade, as they won't be able to control the entire countryside. Check the following table to know if the rationing is in effect or not:

Besieger / Defender Ratio	Impact on rationing
> 2	Full impact
Between 1.1 and 2	Add +4 to the die roll on the events table
≤ 1	Add +8 to the die roll on the events table

11.1.5 - Healing table

In scenarios covering several days, or even several weeks, wounded characters may be able to recover from their wounds before the end of the siege. At the end of each day of combat, roll one die for each newly wounded character and consult the Recovery Table on the Siege Record Sheet. Note on the calendar the date on which the character will recover. On the morning of that day, so long as he has not been already killed in combat, the wounded character is replaced by his equivalent in full health.

11.2 - Building siege engines

The besiegers can build the following equipment during the siege:

- > In 1 day: 2 grappling hooks or 2 ladders;

5 characters per day are needed to build them. They cannot take part in any other tactical action in the meantime and are placed in the corresponding box on the Siege Record Sheet.

11.3 - Setting fire to the structures

11.3.1 - The siege record sheet

Damage inflicted on the walls and buildings is noted down on the Siege Record Sheet. This sheet contains a Fire Table, and a scale plan of the various buildings, which allows to record the result of actions directed against a particular hex.

11.3.2 - Set structures on fire during a day siege

If the besieger has archers, they may try to set fire to buildings and wooden structures of the besieged building, regardless of which side has the initiative and what action this side did chose. The results are obtained from the same fire table as for the tactical game with the following modifications: The besieging player designates one target hex per day;

- > Add 2 to the die roll for the first archer in his army;
- > Add 1 to the die roll for each additional archer in his army.

Example: The besieger has 3 archers. The target is a hex with a house. Add 2 to account for the siege situation, plus 2 for the 2 additional archers (i.e. a total of +4 to the die roll). Any result with a D10 greater than or equal to 4 sets the house hex on fire.

The Defender may attempt to extinguish the fire in the hex, but without any modifiers to the die roll.

Fire spread is tested successively for all adjacent hexes that can burn, adding 2 to the die roll. If a new hex catches fire, the Defenders may try to extinguish it immediately. This sequence continues until all flammable hexes adjacent to a fire have been tested.

11.3.3 - Result of fire

When a structure hex has been burnt, place a "Burnt Palisade" marker on the hex.

Any character in the hex at the moment of its destruction will be wounded by the collapse of the structure.

11.4 - Actions

Each of the following actions lasts one day. No other activity is permitted on days in which any hand-to-hand fighting takes place.

11.4.1 - Action 1: Assault!

Map layout:

Only one map is used. The Motte & Bailey for the Castle of course, and the Woodbridge map for the Great Hall.

The sides:

Both sides may use all their remaining characters.

Starting positions and sequence of play:

The besieger can enter his/her forces through any map-edge in any turn. However, on the turn immediately before their entry onto the map the besiegers involved must be set out along the chosen map-edge. This means that the defenders have one turn to redeploy before the new attackers enter play.

- > The Attacker places "Burnt Palisade" markers on the buildings in accordance with the progress of fire as noted on the siege record sheet.
- > The Attacker places as many "Filled Moat" counters as he was able to build during the previous days (§ 11.2).
- > The Defender sets up all remaining defending characters anywhere inside the castle or building.
- > The Attacker must place his remaining characters and any equipment he wishes to use, off the map but alongside one or more of open sides of the building map. The characters off-map may enter on any Attacker's movement step, but can enter only from the side alongside which they were placed.
- > The Attacker takes his phase first.
- > Play continues until either the castle or building is taken, or the attacking characters leave the map.

The end of an assault:

An assault is treated as ended when no face-to-face combat has taken place for five turns, and all the defenders are separated from the attackers by a palisade, a gate or an impassable hex. At the end of an assault, all the defenders who are isolated from the building centre are automatically captured.

This breakdown of the action, faithful to the reality of combat in the period, enables the attackers to regroup and the besieged troops to gain some time. Please note that consequently the castle may be taken in two assaults, while the Great Hall may be taken in only one day.

Besieging the besiegers:

Once the besiegers have taken control of a portion of the castle and the defenders continue to resist in its inner parts, a reinforcement party may arrive to try to break the siege from outside (see the Events table). Faced with this new threat, the besiegers have the choice between fighting outside (see § 11.4.3), or alternatively to take refuge in that part of the castle that they control. If they decide to fight outside, the besiegers must choose one of the two following procedures:

- > Either give battle with all their forces while withdrawing from the part of the castle that they control; in that situation the besieged garrison automatically recovers control of the whole fortification or building,
- > or divide their forces into two: one party will give battle while the other will continue the siege in the interior of the fortification or building. In this situation, the besieged party automatically gains the initiative and can try to retake the part of the castle held by the besiegers. If the besieged party refuses to take the initiative, it will revert to the besiegers. The

battle outside and the combats inside the castle must be played simultaneously, each player passing from one map layout to the other if necessary.

The defenders can only take with them half of their remaining days of supply when they retreat into an inner part of the castle. From the supply standpoint, the besiegers have at their disposal the rations left by the besieged garrison when they retreated to the inner defences, as well as those that they may have brought with them. If the group that retreated on the motte still holds some of the outer walls, a reinforcement group (that is not modeled in detail by the game system) will be able, under cover of night, to send 1D6-day of supply per day into the inner castle. For the initiative, the roles are reversed from now on: the besieged garrison becomes the besiegers, and those who hold the palisade become the besieged party. The negotiations for surrender of one or the other side are suspended. Only the rules on automatic surrender are applicable.

Special rule: The Attacker can choose to halt the assault and the action for the day ends immediately if during an assault all the remaining defending characters are in the following part of the structure:

- > The motte for the castle (including the ramp if the lower bascule gate is closed),
- > The first 4 hex rows for the Great Hall.

On any subsequent day when a new assault is launched, all remaining defending characters must be placed in the remaining defence structure. The remaining attacking characters can be placed anywhere except in this part of the building. If the defenders still have at least one missile thrower, the besiegers must be placed beyond his/their effective fire range. The assault may then begin.

11.4.2 - Action 2 : Sally for supply

A group of defenders sallies out under cover of night and tries to come back with supplies before daybreak. On their way back they will have to avoid the patrols that maintain the blockade.

Map layout: The Ditch or Woodbridge map (at the Attacker's discretion)

- > So long as they hold the palisade of the castle or an entire building, then each time they gain the initiative, the defenders can carry out a sally for supplies. Members of the group must be chosen from the garrison (no more than one-third of it). Only one such attempt can be made per day. The group is in the process of returning with 1D6 pack animals, each of them carrying one day of supplies.
- > The besieger forms a patrol that may have a maximum of 8 men, but cannot contain more than 2 cavalymen and 2 missile throwers.

Starting positions and beginning of the action:

The defender player starts the first game turn by entering the supply group with the pack animals through side 2 or 4 of the map. During this first turn, the characters in the patrol, or patrols if a second one arrives, can only move half of their normal movement allowance (rounded down). The patrol(s) enter the map through one of the three other sides, as decided by the attacking player. Defensive fire is not allowed for the patrol during that first turn. From the second game turn onwards everything returns to normal. Action continues until all defenders have crossed the map and left it at the opposite side.

Special rule: At the start of each of his phases (including his first phase in the action), the Attacker rolls 1D10 and refers to the table below to find out if any further patrols arrive. Arriving patrols are built with the same restrictions as the initial one. Note that the attackers could be reinforced by more than one patrol during the action.

Turn	Patrol arrives if die roll is equal to or less than:
1	1
2	3
3	5
4 et +	7

The besieger can choose any patrol that has not been activated yet. Patrols arriving after the first one may enter the map from any side at the Attacker's discretion.

11.4.3 - Action 3 : Giving battle outside

This action may take place only once in the game.

Map layout: The Ditch or Woodbridge map (at the Defender's discretion).

Starting positions and beginning of the action:

This action requires that all characters of the attacker and the defender participate. Defenders are deployed first within 5 hexes of either side of the map. The Attacker will then place his troops within 5 hexes of the opposite map side. The Attacker plays first.

- > The action will continue until one side retreats or is eliminated. If the Attacker retreats, the siege is lifted. The Defender can retreat into the fortified structure; in this case, the siege continues.

11.5 - Surrender of the castle or building

A castle or building will automatically surrender in two situations:

- > There is insufficient food left for those defenders that are still alive; the siege ends automatically at the end of the time period calculated beforehand, and the defenders lose the game.
- > All the characters with a capacity to command (Norman knights and nobles, Saxon Earls and mounted Thegns, Scottish medium cavalry) have been killed; the side thus afflicted loses the game.

During a day of siege, the besieger can also attempt to negotiate the garrison's surrender. He rolls 1D10 and checks the Surrender Table below. The number rolled is modified to take the specific situation affecting the defenders into account. If the modified result is 12 or more, the garrison surrenders, otherwise the siege continues.

11.5.1 - Surrender table

The besieging player rolls 1D10 and adds the relevant modification points:

- > If the modified number reaches 12, the castle or building surrenders;
- > Less than 12: the siege continues;
- > Automatic surrender: A garrison will surrender automatically if there is nothing left to eat, or if all the characters with a command capacity are dead.

Note that two different factors are taken into account for bonuses: the number of besiegers, and the progress level of the siege. Only the bonuses won from different factors are cumulative.

	+1	if the besiegers have at least twice the number of characters as that of the defenders ;
Or	+2	if the besiegers have at least three times the number of characters as that of the defenders.
	+1	if the besiegers have breached the palisade of the bailey or the building wall (of the Great Hall);
Or	+2	if the besiegers hold the palisade of the bailey ;
Or	+3	if the besiegers control the palisade of the bailey, and have breached the tower walls.

11.6 - Events table

Die	Event	Effects
20	A messenger enters the tent of the commander of the besiegers	He brings news of primary importance. The commander must lift the siege immediately.
19	A rescue party is in sight	The besieged player gets 250 points to build an army which automatically benefits from the initiative this turn.
18	Continuous rain	Rain is filling the garrison's cisterns, which boosts their morale, while besiegers wade through mud. > The besieged player adds 5 points to his initiative roll.
17	A thug sneaks into the besiegers' camp	He sneaks into the tent of the commander of the besiegers, a long knife in his hand. Roll 1D10: > 7 to 10: The commander is killed, > 4 to 6: The commander is wounded, > 1 to 3: The thug misses his target.
16	A thug sneaks into the besiegers' camp	He proceeds towards the siege engines and tries to sabotage a machine. Roll 1D10: > 6 to 10: The engine is destroyed > 1 to 5: Missed attempt
15	Dysentery outbreak in the besiegers' camp	Roll 1D10 to know the number of sick (wounded) characters. Each player chooses in turn who is infected. Previously wounded characters can also be affected by the epidemic.
14	Influx of refugees	Nearby residents were able to take shelter in the besieged building. But these are more mouths to feed! Roll 1D10 to know how many light infantrymen join the garrison. Move the siege marker forward if the total number of besieged characters exceeds the supply capacity.
13	A spy opened the gate from the inside	A group of attackers managed to enter the building. The besieged party automatically takes the initiative this turn and launches an assault. > Castle: Place 6 besiegers in the inner yard. > Farm & chapel: Place 4 besiegers in the building.
12	Part of the supplies were stolen !	Move the siege marker 4 boxes forward.
11	A reinforcement party for the besiegers	The besieger gets 250 points to build an army. He can't buy siege engines.
10	An engineer joined the besiegers	Under his command, building of stone throwers is accelerated: Only 5 days are needed to build one of them.
9	The garrison suspects that a traitor lurks among them	Roll 1D10 for each besieged character. Whoever gets a 0 first is the traitor. He is killed immediately.
8	The water in the cistern was poisoned	Roll 1D10 to know the number of sick (wounded) characters. Each player chooses in turn who is infected. Previously wounded characters can also be affected by the illness.
7	Smoke can be seen in the distance	This is just a shrub fire. No impact on the siege.
6	The garrison commander is not feeling well	Just a momentary disability. No impact on the siege.
5 to 1	-	

CAMPAIGN RULES

1 - Goal

You are a young Norman knight who will perform different missions by orders of your lord. Your missions will include: the collection of taxes, supervising the construction of a motte, or the destruction of a village in a mutinous territory where danger lurks at every corner of the way. By completing these missions, you gain experience and glory and you can expect to become, ultimately, a lord yourself.

Or you may play the role of a Saxon thegn willing to rebel against the Norman usurpers of the throne, who came from across the Channel to impose a new and intolerable way of life. The scenarios are designed to generate confrontations which will be resolved on tactical maps.

The principle of the campaign game is based on two essential criteria:

- > The **resources** available in the villages, the mottes or supply convoys. These resources allow combat groups to replenish their supplies, but they are also a target for looting.
- > The **loyalty** of Saxon villages and combat groups. If their loyalty falls below a certain threshold, these groups can become hostile and revolt.

2 - The maps



The first map shows Northumberland, from York to the mouth of the Tees. This part of the kingdom, subject to Viking and Scottish influences, was ravaged by the Normans during the revolt of 1069.



The second map shows Kent, from Hastings to Canterbury. It will be used for the 1066 campaign.

Each hex represents about 5 km (3 miles) of land.

2.1 - Terrain

The cost in movement points (MP) to enter a hex varies according to the terrain, as mentioned on Play Sheet #4. When a hex combines several types of terrain, consider only the most unfavorable terrain cost (for instance, the cost to use a road hex in a mountain hex is 2, not 1).

3 - The play sheets

The first sheet includes all the necessary tables for the campaign game.

The other campaign sheets are used, depending on the map and the period, to keep track of the headcount of the various combat groups, (as well as their loyalty in some cases), their level of supply and the money they have, the prestige of the various commanders, the resources available in the villages, the mottes, supply convoys, and the loyalty of the villages.

4 - The counters

They either represent motte and bailey castles, combat groups, supply convoys or group leaders typically knights for the Normans, thegns for the Saxons and jarls for the Danes. All group leaders will be named leaders in this rulebook

- > The **blue number** in the bottom left is the movement allowance of the counter, in other words the number of movement points that he can spend each game turn.
- > The **red number** in the top left section is simply used to differentiate the various counters.
- > The **black letter** to the right identifies the faction of the counter (N for Normans, X for Saxons, S for Scots, D for Danes and M for Mercenaries).



5 - Buildings

5.1 - Villages, towns & cities

Settlements are listed with black (village), blue (town), green (city) or red (monastery) names on the map.

A settlement can be associated with a monastery or a port, but this characteristics only influences the choice of the tactical maps.

In the case of tactical combat in a settlement, the player to whom it belongs chooses a group of 15 men-at-arms whose composition is determined by the Combat Group Headcount table on Play Sheet Nr 4. The group increases to 30 men-at-arms if the combat takes place in a city.

Each settlement or city is Saxon and its behavior is driven by its loyalty to King William. Each settlement has a resource level between 1 and 10. Cities have unlimited resources. The resource level has an impact on the ability of a combat group to resupply or recruit new members.

The resources available in each settlement are provided on Play Sheet 5. Only supply convoys can replenish lost resources.



5.2 - The motte & bailey castles

Each campaign scenario specifies the number and location of mottes built by the Normans to secure the territory. Saxons, Scots and Danes can not build mottes.

Place one Motte counter on each hex mentioned in the scenario.

Each motte has a garrison of 10 Norman soldiers at the beginning of the scenario.

The composition of the garrison is given by the Headcount Table on Play Sheet 4. Members of these garrisons can be hired by combat groups, but there must always be at least 5 soldiers to defend the motte. The only exception is the result of a siege or attack, which may bring the number of defenders down to less than 5. In that case, priority must be given in the following days to bring reinforce the garrison to at least 5 defenders.

The resources in each motte are noted in Play Sheet 5.



6 - The game turn

Each turn corresponds to one day.

The campaign turn is also used as a siege turn when the situation arises.

Follow these steps in a campaign turn.

Game turn sequence

Both factions complete each step before they continue to the next:

- > Check the supply status of all groups with 10 soldiers or more (see § 8.4)

- > Reorganise groups on the same hex (see § 8.1)
- > Pay ransoms for leader prisoners (see § 14.8)
- > Create supply convoys in settlement or motte hexes and transfer resources (see § 10)

Movement is then performed, along with any ensuing encounters, in order of the prestige of the leaders; the leader with the highest prestige playing first, then the next, etc.

When 2 leaders of opposing factions have the same prestige level, the group with the most characters plays first. Groups with no prestige level play last with priority given to the group with the highest character count. Encounters can lead to tactical battles or sieges.

7 - Loyalty

Loyalty is due to King William. It is therefore total for any Norman group, but can vary for each Saxon village or group.

Each village or Saxon combat group has a level of loyalty between 1 and 10 at the beginning of the scenario (see one of the campaign sheets).

Loyalty can be affected by various factors:

- > Trait of the commander of the group,
- > Headcount in the incoming Norman group,
- > Looting (see § 17).

The loyalty level affects the attitude towards combat groups controlled by the Norman player. When he enters a hex with a village or a Saxon combat group, the Saxon player must first make a loyalty test, using his current Loyalty level and adding or retrieving the modifiers listed below. If the result is 3 or less, the village or group revolts and can attack the Norman group.

Loyalty Test	
Die	Result
1 - 3	Revolt
4 - 10	-

Other combat groups don't have to perform loyalty tests:

- > The Scottish and Viking combat groups are always considered hostile,
- > The Norman combat groups are always loyal.

Mercenary groups only perform a loyalty test when they have been promised a share of expected loot (see § 22).

Loyalty modifiers

Trait of the commander:

The more personal prestige the commander has, the less combat groups or villages will want to revolt.

Apply the following modifiers to the existing loyalty level:

Leader prestige	Modifier
1 or 2	-2
3 or 4	-1
5 or 6	0
7 or 8	+1
9 or 10	+2

Norman headcount:

When meeting with a Saxon combat group, calculate the difference between the number of armed characters in each group located in the same hex.

The number of Normans in a group entering a village also has an influence on loyalty (the larger their numbers, the less likely the villagers are to revolt).

Difference in favor of the active player	Modifier
10 and +	+2
5 to 9	+1
-4 to +4	0
-5 to -9	-1
-10 and -	-2

Apply the following modifiers to the existing loyalty level:

- > No effect if there are 10 soldiers or less,
- > +1 from 11 to 20 soldiers,
- > +2 beyond 20 soldiers.

Example: Welf and his Norman group meets a Saxon combat group. The scenario setup provides the following Loyalty and Prestige levels for each group, as well as the total headcount in each group:

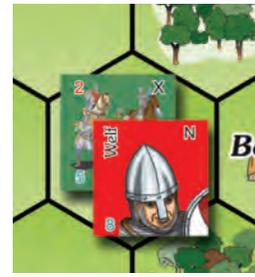
- H8 and P7 for Welf, with 12 soldiers in his group,
- H6 and P3 for the Saxon, with 7 soldiers in this group.

The resulting modifiers are:

- Leader prestige : +1 for Welf and -1 for the Saxon
- Headcount difference: 12-7=5, hence +1 for Welf and -1 for the Saxon

Welf's total is 8+1+1=10, while the Saxon total 6-1-1=4

As Welf's total is greater than 7, he can attack the Saxon, while the reverse is not possible.



8 - Combat groups

8.1 - Combat group management

Each group is composed of at least three characters. This minimum quota allows you to create groups of decoys, scouts or reinforcements. Your opponent does not know the composition of a combat group, he only knows its existence on the map. He can only learn about its composition if one of his groups is on the same hex.

If a combat group is made up exclusively of riders, a cavalry group marker is used. This type of group can move faster than a group consisting solely of infantry or a mixture of both.

During the reorganization phase, a player can break a group into several smaller ones. He can also combine several groups to form a single, larger one, providing that they are all on the same hex at the same time. When a Saxon group breaks up, the loyalty of the smaller groups is the same as the previous, larger group. When several groups combine into a larger one, the loyalty level of the leader of the largest previous group becomes the loyalty level of the new group.

Two or more combat groups of the same faction cannot stay on the same hex for more than one turn, otherwise they must be grouped together. In other words, several "Combat Group" counters of the same faction cannot be present on the same hex for more than one turn.

Any group of fewer than 3 characters dissolves automatically and the remaining characters are removed from play (they got lost in the wild...).

The number of groups that can be created is only limited by the availability of characters on the campaign map. They don't need to be led by a leader (see § 9).

8.2 - Combat group headcount

The scenarios specify the total number of soldiers in each group. The soldier types follow a standard distribution that varies by faction as shown on Play Sheet #4. If there are more than 12 characters, simply add the results of two or more lines, using the "10" line for each set 10 characters,

Example: A group of 15 Saxons will be assembled by adding the headcounts of lines 10 and 5.

8.3 - Movement

A combat group can move up to 5 hexes per turn (shown in blue at the bottom left of the counter). If the group is exclusively made of riders, it can move up to 8 hexes per turn.

The type of terrain affects movement, as shown on Play Sheet 4. A combat group can end its movement phase on a hex occupied by another group, be it friend, foe or neutral. But there can only be one combat group per hex at the end of a game turn - several groups of the same faction must regroup (see § 8.1) and groups of opposing factions must fight or one faction must retreat. The withdrawing group is the one with the lowest headcount.

8.4 - Supply for combat groups

A combat group with fewer than 10 soldiers is considered to be supplied at all times. However, any combat group of 10 or more soldiers consumes resources and must find supplies each day. It cannot store supplies for more than one day. Supply is only possible (but not certain) if the group is in a hex with a town, a city, a motte or a supply convoy.

The resources necessary to supply a combat group depend on the number of soldiers it has:

- > 1 if the combat group has between 10 and 19 characters,
- > 2 if the combat group has 20 characters and more.

A combat group will be affected in its next combat phase if it was unable to resupply fully for 2 days in a row:

- > The combat group must modify all combat and missile fire result die rolls by +1.
- > In addition, without supply, the combat group will only be able to use half of its movement points (rounded down) in the movement phase (both in the campaign and in tactical games).

The supply of a combat group can affect the level of resources in a settlement, castle or convoy:

- > -1 if the combat group has between 10 and 19 characters,
- > -2 if the combat group has 20 characters or more.

Cities like York and Canterbury have infinite resources.

Examples :

- > A group with 18 characters is in a town looking for supplies. It eliminates one point of resources to this town, and it will only be able to get it back when the next supply convoy will go through the town.
- > 3 groups with over 20 characters each stay in a motte with 4 resources. One of these groups won't be able to get supplies.

9 - The leaders



Each leader has a certain prestige that can affect the hostility of groups encountered. The number of leaders and their initial prestige is mentioned in each scenario.

Each leader is represented by a counter and behaves like a combat group if he is accompanied by soldiers. For movement purposes, consider only the movement point allowance of the group.

The prestige of a leader increases by 1 for every tactical battle won. It is decreased by 1 point for every battle lost or withdrawal before battle. It is also decreased by 1 point if he loots a town or city. The prestige level for a leader may never fall below 1. A new leader may appear during the game if a group without a leader wins at least two tactical battles. Its highest ranking character becomes its leader, with a prestige of 2.

If in the meantime the group is reorganized, the above rule is still valid if at least 50% of the initial group members are still present.

10 - Spies

Spying was an integral part of medieval diplomacy and helped to dispel the fog of war. A spy is used to reveal the size and composition of any combat groups of other factions within 2 hexes of his position. He reveals his secrets as soon as he comes into contact with a leader or combat group of his own faction: The opposing player must then reveal the size and composition of those of his groups the spy met to the player who owns the spy.

Use a foot soldier from the tactical game to represent a spy. Its movement potential in the campaign game is only 5 points.

The spy counter only represents one individual and can be stacked with other counters.

A spy can be discovered if an opposing combat group is in the same hex. Throw 1D10 and check the result in the table below:

Die	Result
1 to 5	Spy discovered
6 to 10	-

The following modifiers can impact the die roll:

- > +2, if the encounter takes place in a settlement,
- > +4, if the encounter takes place in a city.

A discovered spy is eliminated from the game.

11 - Supply convoys



Supply convoys are represented by a counter.

They can be created in friendly town, city or motte hexes during a specific game turn phase.

A counter represents up to 5 pack animals and a driver. Supply convoys can move 5 hexes per day as long as there is a driver to guide them. Without a driver, a convoy cannot move and stays in its location.

Up to 5 points of resources can be transferred between a convoy and a town, a city or a motte during the resource transfer step.

Any resource transferred to a supply convoy must be deducted from the settlement count. Each pack animal, represented by a horse or a donkey in the tactical game, transports 1 supply point. Supply convoys in the scenario setups are neutral. They will join a faction when an escorting combat group is located in the same hex. When unescorted, a convoy plies between its starting and finishing locations as mentioned in the scenario setup.

12 - Finances

Each combat group starts the game with a sum of money in Pounds (£) as detailed in the scenario. This money can be used to recruit troops in settlement and cities.

Money can be earned by looting towns (see § 13.2).

12.1 - Troop recruitment

Subject to adequate resources, a Norman leader can recruit one or more characters in a settlement or city of his faction at a cost of £1 per light infantryman or £0.5 per peasant (see the recruitment table on Play Sheet #4). A Saxon group or commander can only recruit in a village sharing the same beliefs: A rebel village with a rebel Saxon group; a loyal village with a loyal Saxon group. Both Normans and Saxons can also recruit the mercenaries they come across on the map (see § 22). Scottish and Danish groups can't recruit.

12.2 - The mercenaries



Movement

A group of mercenaries is represented by a counter marked by the letter M. As with other factions, it can move faster if only comprised of riders. The location for each group of mercenaries is mentioned in the scenario setup at the beginning of the campaign. A group of mercenaries is considered neutral as long as it has not been recruited by one of the factions. Each group of unrecruited mercenaries is moved alternatively by each player. It must move in the direction of a combat group in an attempt to be recruited.

Recruiting

A group of mercenaries can be recruited in 2 ways:

- > Hiring them,
- > or promising them a share of the upcoming booty (with the risk that they could become hostile if the attack is slow to materialize, or if the booty is insufficient).

Once recruited, the counter representing the group of mercenaries is stacked under the counter of the recruiting faction and moves at the pace of the least mobile combat group.

Cost of a mercenary

Each hired mercenary must be paid £2. This one time payment effectively hires them for the duration of the complete campaign game.

Promise of upcoming booty

If promised a share of the booty, the mercenary group must perform a loyalty test every turn following its recruitment, and after applying the modifiers detailed in § 7.

At each check after the first, retract 1 from the die roll (for example -3 for the 4th check).

When the result exceeds 7, use the table in §17.1 to assess the relative value of the group of mercenaries compared to the one of the group which recruited them. The mercenaries will quit (if their value is lower) or attack the recruiting group (if their value is higher).

It is possible to pay a mercenary group that was promised loot later in the game to assure its unwavering and permanent loyalty.

Sharing of the booty resulting from looting

The leader of the combat group decides how many pillage points to assign to mercenaries. If this number is greater than or equal to the number of mercenaries, they will remain loyal until the end of the campaign game. If this number is less, roll 1D10 and consult the loyalty table. The entire group of mercenaries attacks on a Revolt result. A new tactical battle takes place immediately. If a group employs more than one group of mercenaries, distribute booty and check loyalty for each mercenary group separately; it is possible that some will revolt while others remain loyal.

12.3 - Looting

If a combat group attacks a settlement or castle and wins the ensuing tactical battle, it can loot its remaining resources. One loot point is equivalent to 1 level of resources, and is worth £1 for future trades. The resource level of the location is adjusted after the looting. The extent of the looting will affect the loyalty of the village (see Looting Table on Play Sheet #4), so you may decide to only partially loot the village.

13 - Encounters

This phase of the game determines the effect of an encounter between two groups, or when entering a settlement.

13.1 - Two groups of the same faction meet

It is possible to rearrange the groups during the reorganization phase (see § 8.1). This is not an encounter in the sense of these rules.

13.2 - Encounter between two groups of different factions

- > Saxon vs. Norman: A loyalty test determines the attitude of the Saxon group. If hostile, any of the players may start combat if he wishes.
- > Scottish or Dane vs. Norman: They are always hostile and any of the players may start combat if he wishes.
- > Saxon or Scottish vs. Dane: They are always hostile and any of the players may start combat if he wishes.
- > Scottish vs. Saxon: Roll 1D10; the Scottish group is considered hostile with a result of 4 or more

Note that even if the groups are hostile, combat only occurs if one or both players decide to enter combat.

13.3 Encounter with a group of mercenaries

They can be recruited if they are in search of an employer. If they are already hired by another faction, it is possible to entice them away (see § 12.2) or to engage in combat with them.

13.4 - Encounter with a supply convoy

It is possible to purchase all or part of the supplies carried by a convoy when the convoy is of the same faction as the group.

If the loyalty test determines that the escort combat group is hostile, looting is possible after a successful tactical battle. Unescorted convoys automatically belong to the first combat group that encounters them.

13.5 - Entering a settlement or city

It is possible to resupply and recruit new troops if the loyalty test is successful. If not, it is possible to attack a settlement to loot it. A city is too large to be attacked.

13.6 - Attacking a village

The number of available fighters in a village is a function of its resource level and loyalty: The higher the resources, the more fighters are available. Similarly, the lower the loyalty, the more fighters are available.

The type of fighters available is detailed in the Village Defender Table on Play Sheet #4. Additional fighters available following the loyalty test are to be taken as light infantry (at least 50% of the headcount), then as missile thrower and then foot thegn.

Note concerning the Table: NR indicates the number of available resources. Round the result NR /x up.

Example: A village has a resource level of 8 and loyalty of 3. It can mobilize 17 defenders according to the table above, to which it can add $(8/3 = 2.6)$, or 3 additional defenders given the hostility of the village: 2 light infantrymen plus one missile throwers (or foot thegn).

At the end of the fight, and regardless of its result, surviving village defenders are removed from the game. In case of a new attack in a subsequent round, the procedure for selecting defenders is repeated, based on the new resource level and loyalty values of the village.

If a village loses a battle, its loyalty increases by 3 points. If it wins a battle, its loyalty is reduced by 3 points. Loyalty can never fall below 1 or rise above 10.

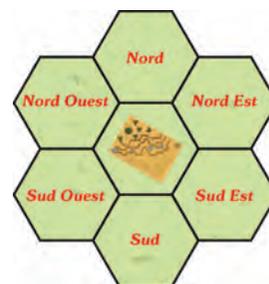
14 - Combat**14.1 - Relations between the campaign map and tactical maps**

The number of tactical maps used to resolve a battle depends on the total number of characters involved in the fight:

- > 30 or fewer: 1 map,
- > 31 to 60: 2 maps,
- > Over 61: 4 maps.

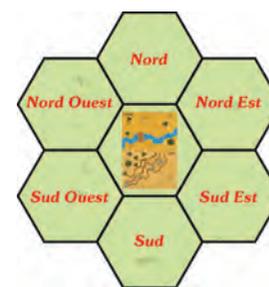
If only **1 tactical map** is used:

- > The groups arriving from the north or northeast are deployed along the top side of the tactical map,
- > The groups arriving from the northwest are deployed along the left side of the tactical map, etc.



If **2 tactical maps** are used:

- > The groups arriving from the north are deployed along the top side of the upper tactical map,
- > The groups arriving from the northwest are deployed along the left side of the upper tactical map,
- > The groups arriving from the southwest are deployed along the left side of the lower tactical map, etc.





If **4 tactical maps** are used:

- > The groups arriving from the north are deployed along the top left side of the upper tactical map,
- > The groups arriving from the northwest are deployed along the left side of the two tactical maps placed on the left,
- > The groups arriving from the southwest are deployed along the

bottom left side of the lower tactical map,

- > The groups arriving from the south are deployed along the bottom side of the lower right tactical map, etc.

14.2 - Setup of the tactical maps

The choice of tactical maps depends on the nature of the campaign map hex. Use at least one of the maps below, and complete the battleground with maps of terrain without a building (such as The Meadow or The Crusader Trail).

Players in turn place one tactical map oriented as they see fit. The first map is always chosen by the inactive/defending player. Once all the maps are laid out, players designate jointly or at random the northern edge, which corresponds to the north on the campaign map.

Campaign map hexes	Open Terrain	Forest	Hills	Swamp	River	Coast	Settlement/City	Castle
Maps published by Historic-One	The Meadow The Crusader Trail	The Woods The Passage	The Ditch The Knoll The Hill The Sheepfold	The Lagoon The Ditch	The River The Wood-bridge The Creek The Lagoon	The Beach The Cove The Chapel The Passage	The Saxon Village The Hamlet The Priory The Chapel	The Motte The Norman Keep The Eagle Nest
Original Cry Havoc maps	The Crossroads The Open Field	The Forest	-	-	The Watermill The Ford	The Watchtower The Abbey The Coast 1 The Coast 2	The Village The Abbey	

14.3 - Multiple groups participating in a battle

Other groups, friends or foes, located in adjacent hexes to the one where the battle will take place can join the combat. These groups won't be able to move later in this turn. Take a note of where each group entered the battle hex, as this will affect the setup and the conclusion of the tactical battle.

14.4 - Deployment

Depending on the situation after the Encounter phase, the various groups are deployed along the side of the tactical map corresponding to their arrival on the hexagon of the campaign map.

The attacking player chooses whether or not to deploy first. He can then choose to take the first turn of the tactical game or let his opponent go first.

14.5 - Refusing combat

If the attacked group doesn't want to fight, each character in this group must face an infiltration test. Roll 1D10 for each member of the group and check the results on the following table. The infiltration tactical modifiers are used for these characters:

- > Rider: -1
- > Armoured: -1
- > Wounded: +2

Furthermore, the leader loses one point of prestige.

Table for Refusing Combat

Die	Result
1	-
2	-
3	-
4	-
5	Character taken prisoner
6	Character taken prisoner
7	Character taken prisoner
8	Character wounded
9	Character wounded
10	Character killed

14.6 - End of the battle

The fight ends with one of the following 4 results:

- > An opponent is completely eliminated. The victorious faction remains on the hex of the campaign map in which the battle took place. The counter representing the opposing group is removed from play.
- > An opponent decides to flee the battlefield. The vanquished group is positioned on the campaign map in one of the three

hexes located in the direction of its arrival. The victorious faction remains on the hex of the campaign map in which the battle took place.

- > An opponent decides to surrender. The victorious faction remains on the hex of the campaign map in which the battle took place while all the surviving opponents are held prisoners. See § 15.8 for the management of prisoners.

- > The battle lasts 12 turns and neither side was able to achieve one of the above outcomes. Each opponent retreats to one of the three hexes located in the direction of their arrival on the campaign map. If one side was already present in the campaign hex at the start of the campaign turn the battle was fought in, it must retreat to the hex opposite to the direction taken by its opponent.

14.7 - Wounded characters after a tactical battle

A character wounded during a tactical battle can move in the following turns with a penalty of 4 MPs on the campaign map. If he is part of a group with other healthy characters, the entire group is penalized (as the wounded characters slow down the entire group).

A character wounded during a tactical battle must move towards the nearest friendly settlement for healing. He won't be able to leave it until complete recovery. He must reach a loyal settlement or castle. Use the Healing Table on the Play Sheet 3 to see how many turns will be needed for the character to recover.

A wounded Scot or Viking character can't be healed in a village and his wound will take longer to heal: Add +2 to the die roll on the Healing Table.

If the settlement where the wounded character is staying is attacked, he can fight with his wounded combat potential.

14.8 - The prisoners

A group made prisoner at the end of a battle will be escorted from the next turn by a group of at least 3 men to:

- > the closest loyal village or motte if the Normans won;
- > the closest hostile village if the Saxons won;
- > the closest coastal hex if the Danes won;
- > the closest northern edge hex if the Scots won.

Place the counter representing the prisoners under the group counter used for the escort.

Prisoners (except leaders for whom a ransom is expected) are eliminated from the game once the destination is reached. The escort can then be used as a combat group again.

If an escort group can't be assembled, prisoners are massacred. Leader prisoners are ransomed. Their ransom is in direct relation to their prestige level (1 point of prestige = £2 of ransom). When the ransom for a leader is paid, he is free to leave with an escort of 2 friendly riders, taken among the other prisoners as a priority.

Note for the tactical game: If the convoy of prisoners is attacked in the following days, unarmed prisoners only have 1 defence potential. A friendly character must remain one full turn next to a prisoner without performing any other action to release him. The released character must remain one full turn next to a dead or stunned character to take his weapons (re-arming himself to his normal defence and attack values in the process).

15 - Sieges

Non-Norman factions (Saxons, Scots, Danes or Mercenaries) can besiege a motte held by the Normans.

15.1 - The resources

Use the tactical rules with the following modifications: Each resource point provides enough supply for the besieged party to sustain two days of siege. When all their resources are exhausted, the defenders must surrender. Their fate depends then on the table on Play Sheet 3.

15.2 - Consequences of surrender

- If the die result is between:
- > 3-4: Test each defender with 1D10, in reverse order of their attacking potential. He is killed on a result between 1 and 5. Stop the test when half the defenders are dead.
 - > 5-7: The winner forms one or more combat groups with

Example :

Type of character	Points	Number	Value	Number	Value
Infantryman w/o armour	1	6	6	6	6
Infantryman w/ armour	2	3	6	9	18
Foot shooter w/ armour	3	2	4	4	8
Mounted shooter w/o armour	3	6	18	6	18
Mounted shooter w/ armour	4			6	24
Cavalryman w/ armour	5	8	40		
Total		25	74	31	74

Apply the following location modifiers to the total:

Location modifiers	
Defender in a castle	100%
Slope separating both factions (for the faction on higher ground)	20%
River separating both factions	20%
Defender in a village	30%

Note: Obstacles are evaluated at the full map level and are based on the entrance sides of each faction, and whether the majority of the characters of a faction can benefit from them.

Example: If a battle takes place on The Ditch map, with the attacker entering through Side 3 and the defender through Side 4, then the

the prisoners. All riders are dismounted. Each group of prisoners must be accompanied by an escort group.

16 - Setup on the campaign map

The scenarios require placement of groups near a landmark (a town in most cases). The position relative to a location is expressed by its orientation on the cardinal points as shown in the illustration to the right.



17 - Quick combat resolution

Use this rule if you don't have time to play a tactical battle, or if it doesn't look very attractive to play.

17.1 - Calculating the value of each faction

A value is given to the characters in each faction according to the following table:

Type of character	Points
Infantryman w/o armour	1
Infantryman w/ armour	2
Foot shooter w/o armour	2
Foot shooter w/ armour	3
Cavalryman on foot w/ armour	3
Cavalryman w/o armour	3
Mounted shooter w/o armour	3
Mounted shooter w/ armour	4
Cavalryman w/ armour	5

The value of a wounded character is half.

Note: In the case of a siege, all mounted characters are considered on foot and their values on foot are used. Multiply these individual values by the number of characters in each class to get the total value of each faction.

defender is considered to benefit from the slope. Likewise if the attacker enters through Side 2 and the defender through Side 1. Using the example above, use the formula $74 \times 1.2 = 88.8$, rounded up to 89, to get the blended total of the defender.

17.2 - Combat resolution

The combat is then resolved by calculating the difference of points between the Attacker and the Defender using the following table. In open field combat, the ratio of attacker to defender may have an influence on the results.

Outnumber modifier	
$1.5 \leq \text{Number ATT/DEF} < 2$	-1
$\text{Number ATT/DEF} \geq 2$	-2

Att.-Déf.	<120	-120/-81	-80/-41	-40/-21	-20/0	1/20	21/40	41/80	81/120	>120
1	E	F	F	G	G	H	H	I	I	J
2	E	E	F	F	G	G	H	H	I	I
3	D	E	E	F	F	G	G	H	H	I
4	D	D	E	E	F	F	G	G	H	H
5	C	D	D	E	E	F	F	G	G	H
6	C	C	D	D	E	E	F	F	G	G
7	B	C	C	D	D	E	E	F	F	G
8	B	B	C	C	D	D	E	E	F	F
9	A	B	B	C	C	D	D	E	E	F
10	A	A	B	B	C	C	D	D	E	E

In our example, we then have $ATT=74 - DEF=89 = -15$. The result is read in column [-20 / 0].

17.3 - Calculation of the losses

The final result depends on the type of confrontation (open field combat or siege). Check one of the following tables to see who

remains in possession of the battlefield, and the losses on each side. Loss percentages are applied equitably for each type of character.

Open field combat

Siege

		Att		Def		Att		Def			
		Deaths	Wounded	Deaths	Wounded	Deaths	Wounded	Deaths	Wounded		
A	A	30%	45%	0%	10%	C	20%	40%	0%	5%	
B	A	25%	40%	5%	10%	C	20%	35%	5%	5%	
C	B	20%	35%	5%	15%		15%	30%	5%	10%	
D	B	15%	30%	5%	20%		15%	25%	5%	15%	
E	B	10%	25%	B	10%	20%	10%	20%	10%	20%	
F		10%	20%	B	10%	25%	10%	15%	10%	25%	
G		5%	20%	B	15%	25%	5%	15%	10%	25%	
H		5%	15%	A	20%	30%	5%	10%	D	15%	25%
I		5%	10%	A	25%	35%	5%	5%	D	15%	30%
J		0%	10%	A	30%	40%	0%	5%	D	15%	35%

Key:

- A: Rout
- B: Retreat
- C: Siege is lifted
- D: The garrison surrenders

In our example, the roll of 1D10 gives a 7, or a result D: the attacker must retreat and suffers losses of 15% dead and 30% wounded while the defender gets away with only 5% dead and 20% wounded.

Losses are calculated as follows, after rounding:

Attackers			Defenders		
Type	Dead	Wounded	Type	Dead	Wounded
5 knights	=15%*5=0.75 →1	=30%*5=1.50 →2	6 mounted shooters	=5%*6=0.30 →0	=20%*6=1.50 →2
4 infantrymen w/ armour	=15%*4=0.60 →1	=30%*4=1.20 →1	4 foot shooters	=5%*4=0.20 →0	=20%*4=0.80 →1
2 foot shooters	=15%*2=0.30 →0	=30%*2=0.60 →1	9 infantrymen w/ armour	=5%*9=0.45 →0	=20%*9=1.80 →2
Etc.	Etc.

17.4 - Case of the faction leader

The leader of each faction is tested separately using the result of the table in § 18.3.

Roll 1D10 and multiply the result by the % of deaths:

- > Any result greater than 2 leads to the death of the faction leader
- > Any result between 1 and 1.99 has the faction leader wounded.

Example:

The example above gave a D result.

The attacker rolls 1D10 and gets a 7.

Multiply this result by 15%, or $7*15%=1.05$: The leader of the attackers is wounded.

The defender rolls 1D10 and gets a 10. Multiply the result by 5%, or $10*5%=0.50$: The leader of the defenders is unarmed.

18 - Optional: The environment

These parameters are determined at the beginning of the game and will not change for the duration of the campaign.

18.1 - The weather

Bad weather can destroy the crops of the previous year, excellent weather can in turn improve crop yields, and thus have an effect on the level of available resources. Weather testing is done at the beginning of the scenario and its effect will be permanent for the duration of the campaign (as each turn represents one day, it is unlikely that a scenario lasts long enough for the weather to change significantly over the course of the campaign).

Weather Table	
Die	Effect on Resources
1	-3
2	-2
3	-1
4	-
5	-
6	-
7	-
8	+1
9	+2
10	+3

18.2 - The seasons

The season the scenario takes place may have an effect on the movement of troops (bad weather, floods, or snow may make the roads impassable).

Season is determined at the beginning of the scenario and its effect will not change throughout the game.

Season Table		
Die	Season	Effect on movements
1	Winter	-2
2	Winter	-2
3	Spring	-1
4	Spring	-1
5	Summer	-
6	Summer	-
7	Summer	-
8	Fall	-1
9	Fall	-1
10	Fall	-1

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v 2.0 - 2021
Printed in France

for
HISTORIC'ONE Éditions
www.historicone.com

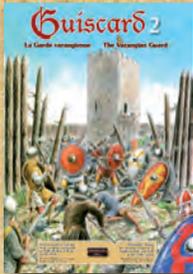
Diex Aie 2

Normans conquer England in the 11th Century

The Norman Saga

This game series explores the adventures of the Normans during the 11th and 12th centuries, in France, England, Southern Italy, Sicily, and the Middle East.

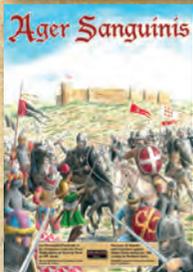
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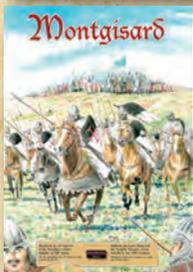
GUISCARD 2: This game is set during the epic conquest of Southern Italy and Sicily by the Normans, led by Robert Guiscard ("the cunning" or "the weasel"), in the 11th century. The game features the various factions of the time including the Byzantines and their Varangian Guard, the Arabs of Sicily, the Lombards, the Holy Roman Empire and of course the Normans, who came as mere mercenaries into the middle of this mass of conflicting interests, and then decided to seize power through force of arms.



THE ANARCHY is the name given to the civil war over the succession to the throne of Henry I Beauclerc, King of England and Duke of Normandy, from 1135 to 1154. Numerous castle sieges took place during this period, so this will be the perfect opportunity to update all the siege rules of the various games of the series. A campaign game is also added to the tactical game.



AGER SANGUINIS ('The Field of Blood', based on the name of the last battle of Roger of Salerno, Regent of Antioch in 1119): This complete game is set during the conflict between the Normans of the Principality of Antioch, one of the Crusader States, their Armenian allies and the first contingents of knights Hospitaller against the Turks in the 12th Century.



MONTGISARD is an extension for AGER SANGUINIS to simulate the relentless fights in the Holy Land between Saladin and Baldwin IV, the Leper King, from the battle of Montgisard to the battle of Hattin. The game introduces new knight Templar counters as well as famous characters like Reynald de Chatillon, Balian of Ibelin. Sieges can be fought on a double map of the mighty 'Crac des Chevaliers' castle

Upcoming:

SHERWOOD: A simplified game leveraging the Robin Hood theme, with counters and maps fully compatible with the other games in the series. Perfect to introduce the younger generation to the world of Cry Havoc!

PLANTAGENÊTS: This game, with both tactical and campaign elements, will be set during the epic struggle between Plantagenets and Capetians in France in the second half of the 12th century.

Cover Artwork:
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