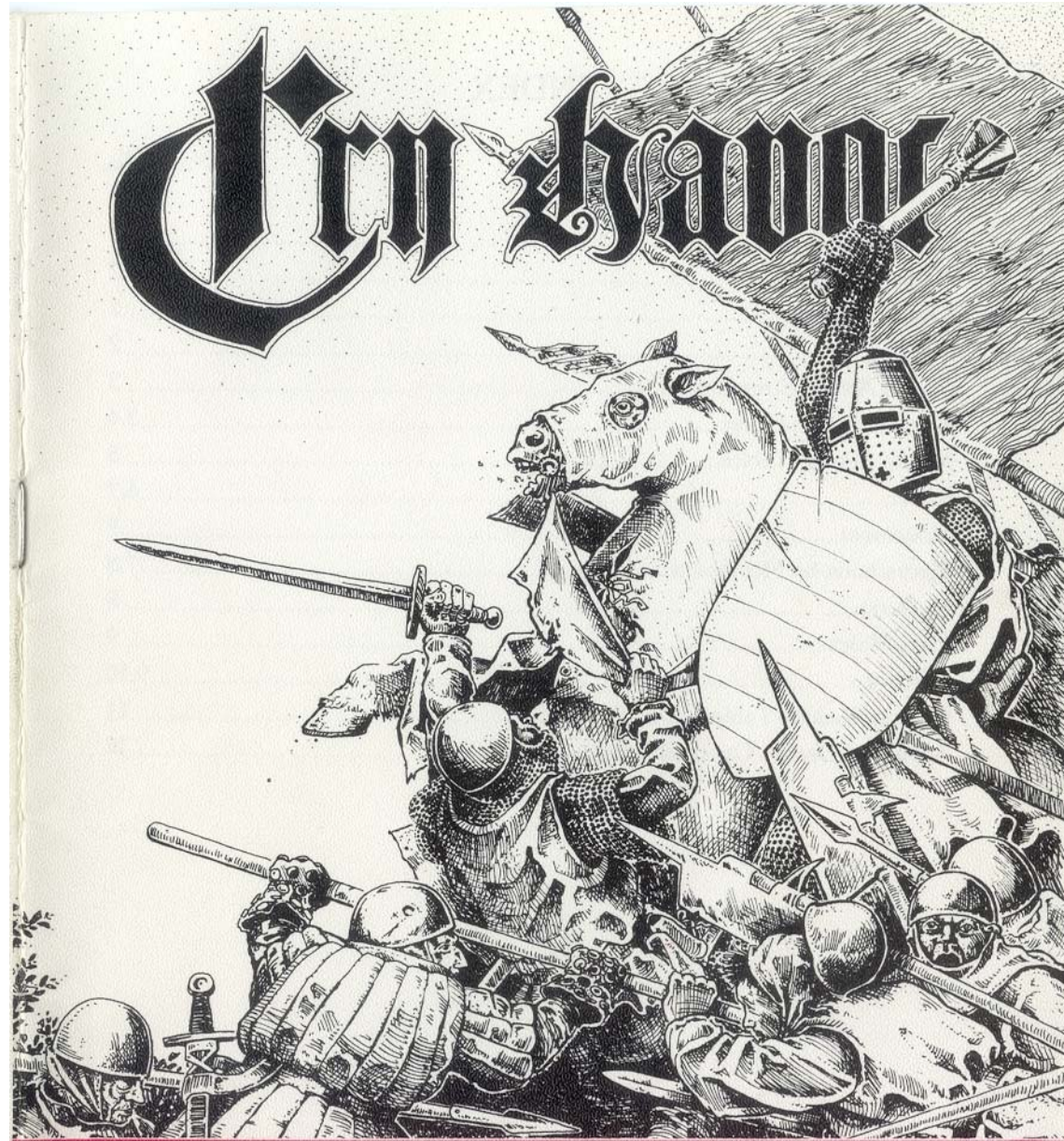


On Hallow



RULES OF PLAY



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TERRAIN TYPES

Appearance	Type	Movement Cost Per Hex	Cover Type	Terrain Advantage
	Flat Ground	1	None	0
	Slope (top lip)	2	Medium	-
	Scrub	2	Light	-
	Tree	Impassable to Horsemen 2 - Foot	Light	-
	House Interior	Impassable to Horsemen (except doorway hexes) 1 - Foot	None	+
	Building Wall	Impassable	Infinite	0
	Window in Building Wall	Impassable to Horsemen 3 Foot	Medium	N/A
	Exterior Building Corner	1	Medium	0
	Door in Building Wall	1	Medium	+

FOR ELABORATION OF COVER TYPES - SEE "COVER".

GAME TURNS

Each game turn is played in two phases. First one player or side move and pive combat, followed by the opposing player or side.

Where a side is controlled by more than one player, the players may all move, fire and combat within that sides turn.

SEQUENCE OF PLAY

Each player's phase of a game turn is divided into six distinct steps, they are as follows:

First Player/Side.

1. All shortbowmen may fire.
2. All crossbowmen may fire, **exception crossbowmen who engaged in combat in the previous turn.**
3. All characters may move, **exception crossbowmen who fired in step 2 may not move.**
4. All shortbowmen may fire again.
5. All characters may engage in combat.
6. Ail friendly characters stunned during opponents phase are flipped back over.

END OF FIRST PLAYERS TURN

Second Player/Side.

Follow exactly the same sequence as above,

FIRING

To fire at enemy calculate range to target (so many hexes exclusive of firing hex) ascertain the relevant attack strength of missile and divide the attack strength by the targets defence strength, this will provide a "combat odds". Refer to "missile results table" under appropriate column. The attacking player throws a die and a result is achieved. Players should note that targets in cover receive additional defensive bonuses see "restrictions on firing".

MISSILE ATTACK STRENGTHS

SHORTBOW	Short Range	Medium Range	Long Range
Range (in hexes)	1 - 25	26 - 50	51 - 75
Attack strength	38	30	22

CROSSBOW

Range (in hexes)	1 - 25	26 - 75	76 - 130
Attack strength	60	50	38

Example

A crossbow tiring at a target at a range of 28 hexes would have an attack strength of 50. If the target has a defence strength of 12 the "combat odds" would be 4-1 ie. 50 - 12.

RESTRICTIONS ON FIRING

Firing on targets in cover

When a target is in cover calculate the "combat odds" in the normal manner ie. attack strength to defence strength. If the target is in light cover move down 1 column on missile result table ie. 4-1 attack becomes a 3-1 attack. If target is in medium cover move down 2 columns on missile result table.

Targets in infinite cover may not be fired upon.

NB. For clarification of cover types see "cover".

Firing over intervening characters

Only shortbows may fire over intervening characters, they may fire over a maximum of 4 intervening characters providing:

1. None of the intervening characters are adjacent to the target.
2. The target is either in the open or in light cover only.

Firing through windows

Characters may fire from a window hex at any angle provided that other characters and/or terrain do not intervene.

Characters firing into windows may only fire at targets occupying window hexes. If however the firer is directly adjacent to the window he may fire at any target inside the building subject to normal cover limitations.

A character may fire from or through a window hex **into** another door or window hex, he may not fire from or through one window hex and **out or in through another window or door hex.**

Firing through doorways

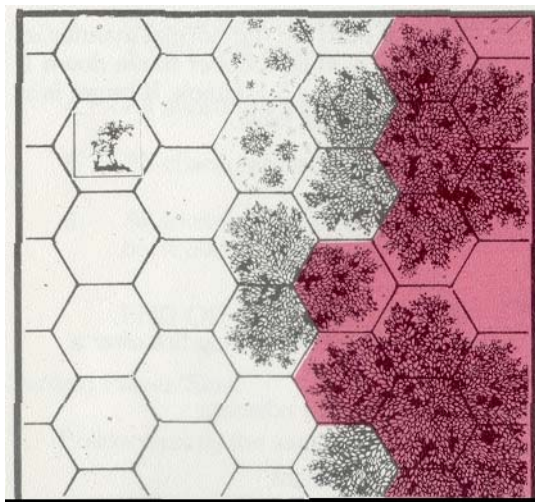
Characters may fire in or out of a door hex at any angle providing other characters and/or terrain do not intervene.

Characters wishing to fire in or into the interior of a building must be inside or in a doorway hex of the same building. They may then fire at anyone in the building subject to normal cover limitations.

Characters firing in through doors in exterior walls (courtyards etc.) may fire at any target that is not in infinite cover and into door and window hexes subject to normal terrain and cover limitations.

Firing at targets in tree hexes

Characters may not fire over or through tree hexes.



The red hexes are those which the crossbowman may not fire into. To do so he would have to fire over or through free hexes, which is not permitted.

Infinite Cover

No character may fire over or through building walls which supply infinite cover. Only apertures such as doors and windows afford an opportunity for building walls to give less than infinite cover.

MISSILE RESULT TABLES

Missile against mounted targets

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

Key A - Defender retreats 4 hexes.*
 B - Horse killed - Rider stunned and dismounted.
 C - Horse unharmed - Rider wounded and dismounted.
 D - Horse killed - Rider wounded and dismounted.
 E - Horse unharmed - Rider killed and dismounted.
 F - Horse killed Rider killed and dismounted.

Missile against infantry

%Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1
1	B	B	B	C	C	C	C	C	C	C	C	C
2	A	A	B	B	C	C	C	C	C	C	C	C
3		A	A	B	B	C	C	C	C	C	C	C
4			A	A	B	B	C	C	C	C	C	C
5				A	A	B	B	C	C	C	C	C
6					A	A	B	B	C	C	C	C
7						A	A	B	B	C	C	C
8							A	A	B	B	C	C
9								A	A	B	B	C
10									A	A	B	B

Key A - defender retreats 2 hexes.
 B - Wounded.
 C - Killed.

*Defender may retreat through friendly characters. He must not retreat through hexes adjacent to enemy characters. If unable to retreat defender is "wounded". He must retreat immediately.

Special - Stunned and wounded characters are considered dead if they receive further injury.

COVER

Trees

Missiles may only be fired into the outside hexes of trees, those hexes which are facing the firer.

Missiles may not be fired over or through tree hexes. Characters in tree hexes receive light cover.

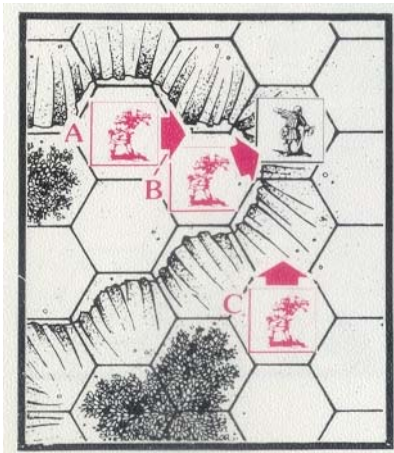
Scrub

Missiles may be fired over or through scrub hexes. Characters in scrub hexes receive light cover.

Slopes

Characters in slope hexes are in medium cover from missiles crossing the top lip of the slope. If the missile does not cross the top lip of the slope the target receives **no** cover.

If characters in slope hexes are fired upon from an adjacent hex they receive no cover, even if the missile crosses the top lip of the slope hex. It is assumed the close proximity of the firer negates the cover afforded by the slope.



Three crossbowmen, A, B and C, fire at the character on the slope. From the point of view of A, the target is in medium cover as the missile crosses the top lip of the slope. From B, the target receives no cover because, although the missile crosses the top lip of the slope, the firer is adjacent to the target. From C, the target receives no cover as the missile does not cross the top lip of the slope.

Horsemen in cover

A mounted character occupies two hexes.

For cover classification he is considered to be totally in cover of the **heavier** type.

MOVEMENT

Walls

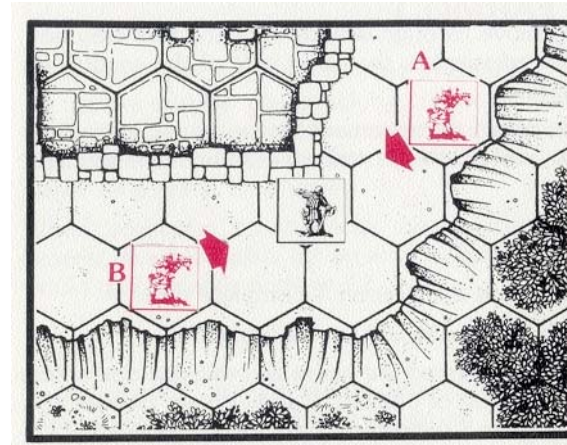
Characters behind walls receive infinite cover and may not be fired upon.

Windows

Characters in window hexes receive medium cover from missiles passing through the window aperture.

Doors/Corners

Characters in door or exterior corner hexes receive medium cover.



A & B fire simultaneously (in one turn) at a target which is in an exterior corner hex. Obviously, the target cannot receive medium cover from the corner if both are firing at once. The player controlling the target character should nominate from which crossbowman's point of view he is in cover.

MOVEMENT

Each character has a movement point value printed on his counter. As he moves through each hex he expends points depending on the amount that each hex costs to pass through. Each turn a player may move all, some or none of his characters up to the maximum movement point value shown on the character counter.

Unused movement points may not be accumulated and used in later turns.

RESTRICTIONS ON MOVEMENT

1. Characters may not pass through hexes containing live enemy characters.
2. Walls are impassable, buildings, courtyards etc., must be entered via doors or windows.
3. Horsemen may not enter the interior of buildings, they may however occupy door hexes and may enter courtyards.

4. Horsemen may not enter tree hexes.
 5. Hexes containing a dead horse have their terrain movement cost doubled.
 6. Hexes containing 3 or more dead men have their terrain movement cost doubled.
 7. Hexes containing 2 dead horses or 6 dead men become impassable.
- NB Where a hex contains a mixture of dead men and horses, three dead men are considered to be of equal mass to one dead horse.

Moving through windows

Only dismounted characters may move through windows. characters may not move through a window if the hex adjacent to the other side of the window is occupied by a live enemy character.

NB Players will note that due to their low movement factor wounded characters may not move through windows as the movement cost required = 4 movement points.

Mounting and Dismounting

To mount/dismount from a horse takes a character 1 complete turn. To mount, a character must be in a hex adjacent to the horse.

Only knights or other characters who started the game as mounted characters may remount horses acquired as a result of combat. If they do so, remove the dismounted horse counter from play and substitute that character's normal mounted character.

Unharmed riderless horses remain stationary until remounted.

Horses do not have independent movement, they may only move when attended by a human character.

Horses may be led by an infantryman at his appropriate movement allowance. To lead a horse move a character to a hex adjacent to the horse and continue to move character as normal, treating the horse as an extension of the character counter.

Wounded characters may not mount/remount horses.

STACKING

Only one live character may occupy a hex at any one time. Characters **may pass through** hexes containing a friendly live character.

Characters may occupy a hex containing dead characters subject to movement limitations ie., if a character cannot move into a hex obviously he cannot stack on it.

PACK MULES

Pack mules are treated in the same manner as riderless horses - exception pack mules may **never** be mounted.

Pack mules may be strung together and led in file in the same manner as riderless horses - exception pack mules may **never** be mounted.

Pack mules may be strung together and led in file in the same manner described for leading a horse.

It takes one man one entire turn to attach /detach one mule to from a string of mules, whether the animals are alive or dead.

COMBAT

When two or more characters are in adjacent hexes they may engage in combat. To resolve combat the attacking character divides his attack strength by the defending characters defence strength, this produces a "combat odds" which is then referred to the "combat **results table**". A die is thrown by the attacking player as a result is achieved.

When computing "combat odds" attack strengths are always rounded down to the nearest divisible figure, eg; an attack strength of 8 against a defence strength of 3 would give combat odds of 2-1.

Special

"Combat odds" may be altered depending on the terrain over which the combat is being fought, see "advantage of terrain in combat".

Multiple Combat

When a character enters a hex which is adjacent to 2 or more opponents he may elect to fight some, all or none of them. If a character elects to give combat to 2 or more opponents he must combine his opponents defence strengths into 1 defensive factor. If the defender or attacker sustain a casualty on the combat results table, the controlling player chooses which of his characters is affected.

When 2 or more characters attack a single character they may make individual attacks or if they all have the same advantage or disadvantage of terrain they may combine their attack strengths into one attack.

Advantage of Terrain in Combat

If two characters who are involved in combat are in different types of terrain, one may have an advantage which would modify the combat odds. For classification of advantageous terrain see terrain chart and check "effect of terrain on combat".

NB Mounted character is considered to be in the most disadvantageous terrain of the two hexes he occupies.

Effect of Terrain on Combat

- = Disadvantage
 0 = Neutral
 + = Advantage

Attacker In	Vs	Defender In	Result
—		0	Move down 1 column on Combat Results Table.
—		+	Move down 2 columns on CRT.
0		—	Move up 1 column on CRT.
0		+	Move down 1 column on CRT.
+		—	Move up 2 columns on CRT.
+		0	Move up 1 column on CRT.

If both sides are in terrain that places them at a mutual advantage/disadvantage, this does not affect the CRT.

Combat Priority

If a knight is within striking distance of an enemy knight he will always make that knight his combat priority ignoring all other opponents except those that either attack him or are directly between him and the enemy knight.

Horses in Combat

When a horseman is dismounted as a result of combat or missile attack the appropriate counter is placed in a hex adjacent to the now riderless horse at the discretion of the attacker.

Only knights or other characters who started the game as mounted characters may remount horses acquired as a result of combat. If they do so, remove the dismounted horse counter from play and substitute that character's normal mounted character.

Unharmed riderless horses remain stationary until remounted.

Horses do not have independent movement, they may only move when attended by a human character.

Horses may be led by an infantryman at his appropriate movement allowance. To lead a horse move a character to a hex adjacent to the horse and continue to move character as normal treating the horse as an extension of the character counter.

Wounded characters may not mount / remount horses.

Attacking Pack Mules

When a player wishes to attack a pack mule resolve combat/missile attack in the normal manner refer to relevant result table. Use table for mounted target / opponent when obtaining result ignore **rider** casualties.

If a pack mule is retreated, if part of a string of mule's **all** mules will retreat - characters leading mules will not retreat in this instance.

COMBAT RESULTS TABLES

Combat against mounted opponent

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

Key
 A - Attacker wounded.
 B - Attacker retreat 1 hex (must not move adjacent to enemy)
 C - Defender retreat 1 hex (must not move adjacent to enemy)
 D - Horse killed rider stunned and dismounted.
 E - Horse unharmed rider wounded.
 F - Horse killed rider wounded and dismounted.
 G - Horse unharmed rider killed and dismounted.
 H - Horse killed rider killed and dismounted.

Combat against infantry

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

Key
 A - Attacker wounded.
 B - Attacker retreat 1 hex.
 C - Defender retreat 1 hex.
 D - Defender stunned.
 E - Defender wounded.
 F - Defender killed.

Special

Stunned and wounded characters are considered dead if they receive further injury.

ADVANCED GAME - OPTIONAL

Ammunition Limitation

For each archer character throw 3 1-10 dice - the resulting number is the number of arrowsbolts in that figure's possession. These, with the figure's name should be noted on a sheet of paper and adjusted as expended.

Ammunition Exchange

To exchange ammunition from 1 character to another they must be in adjacent hexes and neither may be in contact with the enemy. To exchange any number of bolts arrows with another character be he alive, wounded or dead, takes 1 complete turn during which time no movement, combat or firing is permitted. Ammunition may be taken from dead enemy characters subject to the above restrictions.

Command Control

Command control may be exercised by two types of character: the knight and the sergeant.

If command control is used during a game the characters under a sergeant's control must be noted before the game commences. This is necessary as a sergeant may command only these characters allotted to him, whereas a knight may give command control to any characters, other than knights and sergeants, that are within his numerical limit and zone of control.

A knight may give command control to a maximum of 30 characters within 6 hexes of him. This applies to any characters on his side who require such control.

A sergeant may give command control to a maximum of 20 characters, all of whom must be within 4 hexes of him and have been placed under his command before the game commenced.

Loss of command Control

Figures may lose command control for several reasons. They may have moved beyond their commander's radius of command, the knight or sergeant in command of them may have been killed or captured, or they may have been forced to retreat out of the radius of command.

Command control is checked before the movement phase. Any character without command control, for whatever reason, may not advance to combat; he may flee, move and indulge in combat if attacked. He must NOT, however, advance to combat.

Figures lacking command control may be given it by moving any knight on their side to the appropriate position during the movement phase. They will be under his control during the next move. Sergeants may not give command control to anyone other than those characters placed under their command before the game started.

Ransom and Surrender

Only knight may surrender, all other figures, unless specifically stated in a particular scenario, receive no quarter.

A knight will only surrender to another knight.

If during a combat phase an attacking knight or an attacking party containing a knight has combat odds of 8-1 or more against a defending knight who has none of his side in any hex adjacent to him, the defender may surrender.

To ascertain if the attacker accepts the knight's surrender, he throws a dice.

1 - 4 The Knight Surrenders.

5 - 10 The Knight does not surrender and combat may take place.

On surrendering, a knight's counter is stacked on top of a ransom counter.

The ransom counter shows the knight's reduced attack and defence strengths and these are his combat values until the **end** of the game.

Even if he escapes from his captors, a knight who has surrendered still continues to use the combat values shown on the ransom counter.

If the knight surrenders he must be escorted to a friendly board edge or some place of safety consistent to the game scenario, by 1 knight or sergeant, or by 2 men at arms or bowmen. They must remain in adjacent hexes to their prisoner at all times to constitute an escort. A knight may only attempt to escape in the following

circumstances:

1. If his escort is not in a hex adjacent to his he may attempt to escape during his movement phase.
2. If his escort, although in a hex or hexes adjacent to his, is attacked and engaged in combat by a character or characters of the prisoner's own side. If the escort is attacked, the knight may add his ransom counter attack strength to that of the attackers in the normal multiple combat method in an attempt to overpower his escort.
3. If his escort is killed outright by missile fire, he will attempt to escape during his movement phase.
4. If his escort of 2 men at arms is reduced to 1 by missile fire or combat he may attempt to escape during his movement phase, even if his escort is in an adjacent hex.

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

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

If a mounted knight surrenders, he must dismount before being stacked with his ransom counter.