The RENAISSANCE of INFANTRY (1150-1550)

An S&T Game Feature

By Albert Nolfi

The designer of Tac 14 (AI Nolfi) never even TRIED to design a game before. However, we know from experience that the most vital aspect of designing a good game is the ability to do the research. And this area is Mr Nolfi's VERY strong point. So we merely took him by the hand (with an occasional foot placed smartly on his backside) and helped him through the danger ridden area known as 'game design'. Jim Dunigan helped with the debugging of the game prototype, technical advice on design, and the ass kicking. Red Simonsen contributed his usual invaluable assistance in adding clarity to the game rules and components. And so it came to pass that AI Nolfi became a game designer. If you can find someone to hold a pistol on your long enough you, too, can become a game designer.

HISTORICAL NOTES

THE RENAISSANCE IN WARFARE

On 9 August 378 A.D., near the Thracian city of Adrianople, a Roman army of nearly 50,000 Légionary infantry was engaged and cut to pieces by a horde of Gothic heavy cavalry, the Emperor Valens himself falling in the moment of defeat along with over 40,000 of his Légionaires. The defeat of the Legions had not been a disaster once and for all. It had been a disaster, but a disaster which could have been avoided with better generalship and more preparedness. The Emperor had been caught off guard and was unable to coordinate his forces properly. The Gothic horde had overwhelmed the Roman army, and the result was a complete defeat. The Gothic horde, led by the great king Attila, had proven to be a formidable opponent, and the Roman army had been unable to stand against their attack. The Gothic horde had proven to be a formidable opponent, and the Roman army had been unable to stand against their attack.

This reputation was actually one as much gained by default as by hard fighting. So well ingrained did this axiom become that but rarely was there ever any effort to challenge the mailed ranks of infantry, and on those rare occasions when such an effort was made it usually ended in disaster. There were, to be sure, very rare cases of infantry gaining a field from the cavalry but usually these were avenged in the next battle or the matter was blamed on some extraneous factor, such as the weather, or treachery or exhaustion and never to the possibility that the old axiom was perhaps in error.

Of course the condition of infantry was not overly inspiring. In all of Europe the only regular infantry was in the Byzantine Empire and on the Western fringes, in Britain. The first almost always operated with cavalry in coordinated operations—though it could, and did, stand alone when called upon—and in Britain cavalry was rare, until 1066, when the Anglo-Saxon FYRD went down before the disciplined and coordinated attack of Norman men-at-arms and bowmen.

Typically a Medieval battle was primarily a matter of horsemen, indeed almost exclusively. Tactics were simple: one rode out until he spotted the foe, charged his lance, and spurred his horse forward to conquer or die. Should some friendly foot be in the way, no matter, [ride the scum down!] Serves them right for getting in the way of their betters. That was it, essentially, for over half a millennium and more.

The full-time, professional man-at-arms invariably had it all over the hastily mustered, ill-armed, ill-clad, ill-fed, and ill-vegetarian faction who tried with every fiber of their being to desert at the earliest opportunity.

The Battle of Benevento, 26 February 1266, is typical of the period. During the latter portion of the great struggle between Pope and Holy Roman Emperor for supremacy in Europe the Popes awarded the throne of the Two Sicilies to Charles of Anjou, Manfredo, King of Sicily, rightfully raised objections to this and war was inevitable. A large Angevin army descended into Italy in early 1266 while Manfredo gathered his levies, including some Saracen foot and light horse, for the Kingdom of the Sicilies was not only the most prosperous but also the most enlightened in the West at that time.

The two forces met in late February near the city of Benevento and the Angevins were in poor condition indeed. Manfredo had but to wait and the invading army would have had the choice of marching home or starving to death. A gallant knight conquers by the sword however, so he chose to fight. The two forces were roughly the same size, but Manfredo's was fatally flawed. Many of the Sicilian nobles were in sympathy with the Angevins.

The chief action of the battle revolved around the horse, there was a brief infantry skirmish but it was so unimportant that many chroniclers leave it out entirely. The horse went at it roughly three thousand or so on each side, and the infantry scattered to the winds.

Each side had divided his horse into three "battles"—which may be called advance guard, main body, and rear guard—and they went at it full tilt. The German horsemen of Manfredo's advanced and initially had the upper hand, for they wore the new style plate armor, until the Angevins noted that their armpits were unprotected and struck there. The Angevins were also fortunate in that the Sicilian main body came up too slow, giving them time to crush the advance guard. The main body, some thousand mercenary horse, broke under the full weight of the Angevins and fled the field leaving Manfredo alone with over a thousand doubtful Sicilian horse against Charles' entire army.
The battle being lost Manfredo charged straight in with what loyal men he had and died like a king rather than flee the field.

That, in a nutshell, was it. The Sicilians lost perhaps two-thirds of their force, Charles of Anjou gave no quarter, and in a few short hours the greatest state in the West, the Sicily of the Hohenstaufen, had been destroyed.

The knightly method of waging war seemed unbeatable. The Lord himself must intervene to award the victory to the right. And, of course, He alone was the true judge.

Medieval tactics could, however, be frustrated for they contained the seeds of their own destruction. The typical Medieval man-at-arms was a mighty warrior but a lousy soldier. In the Eleventh Century he came up against men who were better soldiers and only somewhat inferior as warriors, the Saracens.

For nearly three hundred years the Crusades brought Western Christendom into contact with the older civilizations of the East. This series of military operations did more to change the West than anything else, yet the West was more or less beaten in virtually all of these wars.

The Battle of Nicopolis, 28 September 1396, was typical of what could happen when a Medieval army encountered a Saracen or Turkish force better organized and better disciplined—as they almost always were—than itself. The Ottoman Turks, erupting out of Anatolia in the early Fourteenth Century had overrun most of the Balkans by 1396 when a Crusade was preached against them. The battle was joined South of the Danube between a strong Turkish force and mixed Franco-Hungarian one of perhaps 30,000 all told.

What happened can be told in less than a dozen lines. The Turks dug in their bowmen and waited for the Crusaders, who obliged by attacking in an uncoordinated and indisciplined manner. The French, who constituted the Christian rearguard, refused to remain in reserve, went on ahead without orders and were crushed by a combination of the effective bowmen and the Turkish light and heavy horse. The Crusader’s main body and advance guard came up too late to help and were in turn torn to pieces. In four words the standard Muslim tactics were “skirmish them to death”. Just don’t give them a chance to come to grips.

Not that anyone seemed to notice. Over the years the Italian militia declined and at Corte-nuova, some sixty years later, they were routed soundly and everyone looked upon Legnano as a freak. But freaks have a habit of popping up again and again.

Far across Europe another effective infantry was developing—or rather two more. The English had learned the use of the bow from the Welsh and the Scots had never been great for cavalry, for their country was unrotted to it, so they chose the pike. At Falkirk, on 22 July 1298 these two systems met for the first time.

England was still trying to subdue Scotland at this time and Edward I brought a strong army, perhaps as many as 16,000 horse and foot, into the Lowlands where, at Falkirk, Bailiwick and some 11,000 Scotch pikemen awaited him.

The Scots formed up well, with crossbows in the intervals between the massive “schiltron” of the pikemen. The insignificant Scots mounted army was driven off by Edward’s knights. Then the main fight began. As at Legnano the pikes managed to hold off the horsemen but Edward brought his longbowmen into action. The massive “Schiltron” (dense columns) were easy targets, the phalanx soon falling to pieces under the flights of arrows and repeated charges of the men-at-arms. Edward had won the day by combining his two most numerous arms, the bowmen and the horse. Of course, it was the latter arm which received most of the credit. Such a combination did not always work or was not always possible, however, as the remarkably similar Battles of Courtrai, 11 July 1302, and Bannockburn, 26 June 1314.

In the first it was the banners of Flanders rebelling against the Crown of France and in the second, one of the interimble Anglo-Scott wars, in both fights the defenders, the Flemings and the Scots, were almost exclusively pikemen opposing large cavalry forces with some bowmen accompanying.

Both the Flemings and the Scots, who numbered about 12,000 each, formed up in marshy ground with their flanks protected by broken ground, streams, and anti-cavalry pits. The French at Courtrai (“large” force) and English (some 20,000) at Bannockburn charged right in, failing to utilize their not-inconsiderable missile troops, and the result was a slaughter. After holding for a while the pikes took advantage of a brief lull in the fight to go over to the attack and literally cut the men-at-arms to pieces as they struggled through obstacles. At Courtrai no quarter was given—the Flemish replied “We don’t speak French” to each plea—and some 4,000 knights are said to have fallen.

In both battles a sturdy foot had routed the cream of the horsemen but again the battle was (continued on XS 2)
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continued from page 13
termed anomalous. Indeed later, in other fights, both the Flemings and the Scots were defeated, but the basic lesson was forgotten: that a pikeman force can beat off cavalry so long as it remains cohesive and is not under attack by missile weapons. Soon, however, the lesson would be learned, and [learned well.]

In the highlands of Switzerland there was developing another sturdy infantry force. Too poor to afford a heavy cavalry, the Swiss adopted the pikeman as the basis of their army. The shorter, ax-bladed halberd was adopted in 1331 and thereafter against a larger Swiss lord, the Duke of Austria, who promptly dispatched a force of some 400,000 men, largely men-at-arms to crush them. At Morgarten, on 15 November 1331, some 2000 Swiss, mostly pikemen and halberdiers, ambushed them in a narrow defile. The Austrians were almost totally destroyed as the Swiss revived the ancient Macedonian phalanx, itself evolved in pen 10 counler to the cavalry tactics of the Persians. In the next century or so the Austrians tried several more times to subdue the Swiss, each time with similar results. The Swiss system was deadly and effective and it launched the Swiss on an outburst of mercenary ferocity seldom seen in history.

Meanwhile, across the Channel the English were perfecting their use of the bow and learning to fight defensive actions rather than ride off full tilt at the foe. A tempestuous claim to the throne of France led them into the Hundred Years War with that country. On 26 August 1346 a small English army of some 10,000 men, mostly longbowmen, was brought to battle at Crecy by a large French force of perhaps 30,000. Edward III had the sense to select an easily defended hill, with good flank protection. There he dismounted his men-at-arms and formed them into three bodies with the bowmen between. The French obliged by charging right in, trampling down their Genoese Bowmen in the process. Within a few hours 1,500 French knights had fallen to some 100 English dead. Of hand to hand fighting there had been little. Except for their crossbowmen, the French foot had not been engaged. Without knowing it Edward III was setting the pattern for the next century of fighting. Virtually every English victory was to result from following the same deployment, which was invariably successful provided the bowmen were around in quantity. The French walked into—to use it as Agincourt in 1415.

Thus throughout the Fourteenth Century and into the Fifteenth there existed two types of infantry able to soundly trounce the man-at-arms, the English longbowmen and the Swiss pikemen. Neither system was totally effective and the Swiss system probably had more flaws than the English, as the Battle of Arbedo, in 1422, clearly demonstrated.

In effect, the Milanese, under the noted CONDOTTIERE Carmagnola, did a Falkirk to the Swiss, handing them their first defeat. Carmagnola's initial cavalry charge resulted in over 400 picked horses so he pulled back his men-at-arms and ran his crossbowmen into action. Meanwhile he dismounted the men at arms and sent them in on foot. The Swiss soon found themselves so hard pressed that they offered to surrender—a unique occurrence. Carmagnola replied that men who gave no quarter should expect none, but eventually the remnants of the Swiss, perhaps only a quarter or fewer, managed to escape. It is unfortunate that Carmagnola remains one of the last true generals of the Italian CONDOTTIERI period. Within a few decades warfare in Italy had reverted to the High Middle Ages and became a thing of manoeuvre and stratagem rather than of battle and blood. This was essentially the result of the mercenary system linked with the prevalence of ransom.

Arbedo gave the Swiss some food for thought and they improved their forces by reducing the number of halberds in favor of more pikes, and increasing the small proportion of crossbowmen. During the Burgundian War, 1476, their system totally vindicated itself at Granson, Morat, and Nancy.

The mercenary business in Italy had far reaching effects; across the mountains and seas nations were being born in France and Spain and, glorying in their newfound status they were looking for new lands to conquer. For over sixty years Italy was to become the major theater of war in the great struggle between the House of Hapsburg and that of Valois, as the French obstinately and stupidly strove to establish their hegemony over Italy. Nearly a score of times the French would send armies into Italy, almost invariably to meet defeat. In the process they solidified Spanish control over Italy, helped end the Renaissance, and wrought great changes in the art of war.

The Fifteenth Century had seen artillery finally become a useful battlefield weapon, and at its end the small firearm known as the arquebus had also been introduced. These were changed quickly taken up by the French and Spanish, particularly the latter, while the Italians and Swiss fell further and further behind. Spain also introduced two new-old weapons systems: light cavalry copied from that of the Muslims and Venetians, and sword and shield men not unlike the old Roman legions. These proved highly effective against the Swiss pikemen but passed rapidly from the scene with the improvement of firearm technology to the point of obsolescence.

At the close of the Fifteenth Century the warring willies still lashed about from the north through to the south. The Swiss had revolted against their leige lord, the Duke of Savoy, in 1422, clearly demonstrated. It was perhaps the humanism of the Renaissance that so demanded the ultimate triumph of the downtown warfare over the old medieval.

In 1530, after the Battle of Pavia, the French general Sermont formed their army into a twelve column battle line and forced the Hapsburgs to retreat, but the Hapsburgs had elected to stay and fight. Sermont cleverly commanded the French to charge forward into the halberdiers and jewel,
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firearms, which were also highly effective against
the pikes, as proven on half a dozen fields.

Although firearms underwent a rapid
during this period no one was
willing to put his full trust in them. They were
still too slow firing to protect the arquebusiers
from the dreaded "push of pike" or the
thunderous impact of the lancers or even from
the Spanish sword and shield men. A properly
organized army needed proportions of all arms.
Thus the arquebusmen—or, in French armies,
the crossbowmen—belabored the enemy when
he was at a distance, while the pikes kept the
enemy's pikes off your arquebusmen; your
swordsmen would cut up the enemy pike
demons, but needed the arquebusmen and pikes if
the heavy horse showed up. A good general
knew when to quit trick out the right contingent.
Later, when the swordsmen were eliminated,
the matter became more simple. But running an
army in the Sixteenth Century was not as easy as
it had been for the previous thousand years.

It would be impossible to go deeply into the
many action of the Italian Wars, which lasted
from 1544 through to 1559, and ended with
France sunk in Civil War and Spain momentarily
triumphant throughout Europe, but a brief
outing of events may prove valuable.

In 1544 Charles VIII of France led his army over
the Alps for the first time. The next year, as he
retracted from Naples towards France an Italian
coalition army of some 12,000 laid a neat trap
for his 9,000 men on the Taro River. The
mercenary business had ruined the Italians
however, and, though outgeneraled, the French
managed to escape and claim a credible victory.

Subsequent invasions led to the Battle of
Barletta 1502, where the Spanish sword and
shield men cut up the Swiss badly; the
Garigliano, 1503, where the Spanish fire tactics
proved to be more than just luck; Novara, 1513,
where the Swiss proved they could still bring off
a victory; Marignano, 1515 where the Swiss were
cut to pieces by effective French coordination
of men-at-arms and artillery; Bicocca, 1522, where
a strong Spanish Imperial force entrenched
behind a wall and ditch shot a huge Swiss
phalanx to pieces; and Pavia, where the Spanish
finally demonstrated that their system was good in
the offense as well as the defense. To be sure, the
Spanish could lose a fight as well as Ravenna,
1512, and Ceresole, 1544, demonstrated. By and
large the Spanish found the formula for victory
and maintained their TERCIO'S supremacy for
over 150 years, until the Thirty Year's War.

This Century, the Sixteenth, saw the full
reflowering of infantry. True the mounted arm
remained important, in spite of predictions of
its total demise by such notable thinkers as
Machiavelli, but only as an important auxiliary
to the foot in an integrated order of battle.
No longer could infantry march on the field
unmolested, as the Swiss had been wont to do, or
the cavalry ride down their own foot in their
charge to have at the foe, as the French did at
Crecy. A proper battle necessitated an integrated
outlook. Not that battles were all that frequent
however. From the Battle of Pavia, in 1525 to the middle
of the Thirty Years War, about 1630, there
were not half a dozen full scale battles in all of
Western Europe, though of sieges there were a
good many. Warfare, from being well neigh
totally mobile had become almost fortress bound.
General Movement Rules:
A) Movement is not allowed through or onto enemy units.
B) Units may pass through friendly units subject to stacking limitations.
C) Each unit is moved separately, (exception: see Pikes-in-square) to the full extent desired, within the limits placed on it by the rules.
D) Cavalry units may never "charge" through enemy units (exception: see Feudal Rule).
E) Units are always "faced" in a definite direction with their facing-symbol conforming to the shape of the hexagonal grid.
F) Units may move only once each turn. There is NO "movement after combat".
G) The hex a unit is moving INTO is the hex it is considered to be moving ON. Therefore, a unit must have sufficient MFs to expend before it can enter a given hex. (Minor Exception: movement into Road Hexes from non-road hexes is at the rate dictated by the other terrain in the road hex.)
H) When moving from road hexes to non-road hexes any fractional MFs, resulting from uneven road movement are lost.
I) Movement Factors are NOT transferrable from one unit to another. Units forced off the board may never return.

Stacking:
A) No more than three combat units may be stacked together in one hex (exception: Pikes-in-square).
B) The Command Units are not subject to the three-per-hex rule and may be added to any stack, whatever the number of units already in it. In effect, Command Units do not "exist" so far as stacking rules are concerned.
C) Stacking Rules apply even during the movement phase of a turn (i.e., a unit could not move through or to a friendly stack of three units).
D) Units in a stack must be individually "faced", though not necessarily in the same direction or in different directions. All may have a common facing, all may not.
E) Different types of units may stack together.
F) The pieces used as informational symbols are not counted against stacking limits.

Facing: All combat units have a "face": that is, they have a particular side of the counter which is their "front", as indicated by the facing symbol on each counter. This reflects the battle formation orientation of the particular group of men each counter represents (see Facing Diagram). Each counter "faces front" through three sides of the hex. The other three sides represent its flanks and rear (hereafter referred to as "Flanks"). A unit may only attack enemy units in hexes which it fronts upon. Also, a unit may only use its full defensive capability when it receives an enemy attack on its front. Enemy flank attacks, or flank/ front attacks, effectively reduce the defensive capability of a unit. Obviously then, it is extremely important for players to pay close attention to the orientation of their units on the board.

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SCENARIO & ORDER OF BATTLE CHART

HOW TO USE CHART The numbers under the various unit types represent the number of units of that type in the given army. The letters after the unit titles refer to certain optional rules applied to those particular units of that particular scenario.

FP: FORWARD PRESS
RP: RALLYING PRESS
HP: HARDSHIPPING PRESS
UP: UPWARD PRESS
EP: ENCIRCLING PRESS
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FANTASY SCENARIES

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SCENARIO & ORDER OF BATTLE CHART

HOW TO USE CHART The numbers under the various unit types represent the number of units of that type in the given army. The letters after the unit titles refer to certain optional rules applied to those particular units of that particular scenario.

FP: FORWARD PRESS
RP: RALLYING PRESS
HP: HARDSHIPPING PRESS
UP: UPWARD PRESS
EP: ENCIRCLING PRESS
FP: FORWARD PRESS
RP: RALLYING PRESS
HP: HARDSHIPPING PRESS
UP: UPWARD PRESS
EP: ENCIRCLING PRESS

FANTASY SCENARIES

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HOW TO USE CHART The numbers given under the various unit types represent the number of units of that type in the OB of a given army. The letters after the unit quantities refer to certain optional rules applicable to those particular units of that particular side.

OPTIONAL RULE ABBREVIATIONS:

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### SCENARIO NOTES

**A**
- Romans deploy first. Goths may deploy anywhere.
- Italians enter from SW. Germans enter from East.
- Angevins enter from SW. Sicilians enter from NE, open to treachery. Death of commander an automatic victory. If both commanders die, Sicilians win.
- French MP breaks at roll of 1-4.
- French MP's enter turn 5 behind friendly lines.
- One crusader CM + 6 HC enter turn 1 by road, rest enter turn 3 on same road.
- "Honors of War Maneuver game, high die roll deploys first.
- Loss of French CM is Italian victory. French PK's are 'ferocious'.
- French deploys first and moves first.
- French must dislodge Spanish from trenches.
- Spanish MP arrives turn 3, behind Spanish lines. French must dislodge Spanish.
- French deploys trenches on one flank. Double Spanish movement factor on turn 1.
- "Fight to death.
- Hostigos deploy castle; 2 MP inside, then Nostor deploy 2/3 of army. remainder arrive turn 10 behind original lines. Nostor moves first, deploys second.
Fire Units at ground level, including LONGBOWMEN, may not fire over obstacles. Woods, villages, and hilltops are classed as obstacles. All Fire Units on slopes may fire over intervening units which are lower than they are; LONGBOWMEN may fire over lower intervening units which are higher than they are. All units on hilltops may fire over lower intervening units which are lower than they are.

(1) Defensive Fire may only be directed against enemy-controlled hexes which are actually being involved in the attack in defense. Defensive Fire may not be used against units taking a fire attack originating in hexes uninvolved in melee attack. Defensive Fire may not be used against units firing a roll of 1, 2, 3, or 4 when 1-0 or 2-0 facing, and against units firing a roll of 1, 2, 3, or 4 when 3-0 or 4-0 facing.

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In both types of combat, a unit may only attack to the degree that would mean the enemy unit must be in one of the three adjacent hexes upon which the attacker fronts. In a Fire-Fight the target hex would have to be included in the 120 degree field of fire indicated by a unit’s front and, of course, within range of the weapon(s) being fired. In all combat the odds are determined by comparing the attacker’s Fire Combat Factor (FCF) or melee Combat Factor (MCF) with the defender’s Fire Protection Factor (FFP) or Melee Defense Factor (MDF). Simplifying the odds to conform to the Combat Units Table (CRT) and then rolling the die to discover which of the six possible outcomes takes effect. (Before going on, read the CRT.)

PIKEMEN, SWORDSMEN, and HEAVY CAVALRY may only engage in ground combat and have no range weapons.

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VICTORY CONDITIONS

Basically the game is won on points. Each combat unit is worth a certain number of points equal to its Melee Combat Factor or Fire Combat Factor, whichever is greater. Command units are also worth points, regardless of Turn. For each unit lost, you lose that many points to your opponent. Each army is worth a certain total number of points—see the Scenario Chart.

There are three basic levels of victory attainable: Marginal, Tactical, and Strategic, as expressed by a ratio between the “Game Loser’s” losses and the “Game Winner’s” losses.

MARGINAL VICTORY. 1 to 1. Winner can only have a larger or equal score than the loser, otherwise the battle is a draw.

TACTICAL VICTORY. 2 to 1. If winner’s losses exceed 30% he only achieves Marginal Victory.

STRATEGIC VICTORY. 3 to 1. If winner’s losses exceed 25% he achieves a Tactical Victory.

In all victory levels a minimum of 20 points must be lost by the “Game Loser” before a victory may be claimed. After that point is reached, the player who is winning may end the game at any point in the contest, declaring a victory on the basis of the above ratio. The game continues until a battle is decided, the loser agrees to concede, or the remaining player decides to end the game.

Note that in some of the Historical Scenarios other conditions of victory are specified in addition to, or in place of, those described here.

TACTICAL CONCESSION. A player may deliberately withdraw from the field in order to prevent achieving a Strategic Victory once his losses show at least a 2 to 1 ratio with those of his opponent.

INITIAL DEPLOYMENT

The player indicated as deploying first by the Scenario or by mutual agreement designates one of his command units and deploys his troops within a five-hex radius of it. The other player then deploys his troops, a minimum of 6 hexes away, facing the front of the enemy. Normally the player who deploys first moves second, but in some scenarios this is not the case. In addition certain scenarios are specific as to outlining the deployment to be followed. Please consult the Scenarios Chart. All units, including artillery, may be deployed in a manner best suited to add an additional element of variety.

FIREFACTOR MULTIPICATION (FEM) An firing unit, including artillery, multiplies their effective factor, after accounting for Rap, when firing at enemy units which are stacked more than two hexes from them. If two or more units are firing at the same target hex, multiply by two; three, multiply by three. In other words the effective FCF is multiplied by the number of units in target hex. Command units are not counted in this procedure. The FEM factor may never be greater than the number of hexes involved. In the case of a LONGBOW unit firing at a stack of three in an adjacent hex with a FCF of 9.

OVERALLSEQUENCE OF PLAY

1. First Player moves units
2. First Player indicates which units are attacking which defending units
3. Second Player rolls for Militia Pikemen Demoralization
4. Second Player allocates and resolves defensive fire, extracting whatever losses caused by First Player’s attacking units
5. First Player resolves all viable ground attacks
6. Second Player proceeds with Steps 1 through 5
7. The Second Player having completed Step 5 and complete turn has taken place. Move turn indicator.

SETTING UP BATTLE

Players may utilize the game three basic ways:

1. Simply form armies made up from your own forces
2. Use the Historical Scenarios found on the Scenario Chart
3. Create your own Historical Scenario with a little research. Use the rule of thumbs of 500 men per counter, except that for ARTILLERY figure about 10 guns per battery. The essential element is to make sure your forces are balanced against your opponent’s. Each army has a size limitation that if exceeded means a reduction of the army to the size limit.

Optional Rules

AND FURTHER COMPLICATIONS

The following rules may be employed at the player’s discretion, through prior agreement or as directed in the Scenario. In the latter case only such Optional Rules as are specified may be utilized and only in the way indicated.

FEUDAL RULE. This rule applies only to HEAVY CAVALRY units and reflects the feudal mentality. The knights almost always act in an individual and reckless manner. Therefore:

A) HEAVY CAVALRY must always move at full speed toward the enemy mass, with no subtlety or viciousness utilized.
B) HEAVY CAVALRY units that win the battle by being the first unit to sighted within seven hexes of a HEAVY CAVALRY unit with no intervening obstacles, that HEAVY CAVALRY unit must charge, or attempt to charge, any unit that the longbowmen, archers, and infantry of the other enemy army or units as the object of that charge.
C) Should friendly foot troops be in the way of the charge, roll the die. A roll of 5 or 6 means that the knights may charge through their own infantry. The foot soldiers are dispersed by their own horse. A roll of 1 through 4 means the HEAVY CAVALRY need not obey its instincts.

D) Using this rule the HEAVY CAVALRY is always in the vanguard of any column of march and is always moved before any other friendly unit.
E) HEAVY CAVALRY must attack every turn physically possible.
F) HEAVY CAVALRY never retreats, unless the Panic Rule is used, and always attacks the same unit, unless it is successfully broken or eliminated. HEAVY CAVALRY may, however, pull back to gain room for a proper charge.
G) When a change under this rule is impeded by terrain, it is ignored so far as possible within the movement rules.

COMMAND UNITS: Kings, Princes and Merchants—nor necessarily mutually exclusive titles—usually led their troops in person. Many times the Italian city-states took a King’s or Prince’s personality to the field as well. The command rules reflect the effect of the Commander’s presence upon the effectiveness and morale of the troops.

foot or commanded

A) COMMAND UNITS increase by one the die roll number of all enemy troops within a three-hex radius.
B) COMMAND UNITS decrease by one the die roll number of all friendly troops within a three-hex radius.
C) Groups of enemy units involved in one battle from different six hexes are affected by the COMMAND UNIT’s presence only if more than halfway from the COMMAND UNIT within a three-hex radius. Likewise for friendly troops.
D) In addition to modifying the die-roll, mounted COMMAND UNITS add one MCF to the charge or charge against other COMMAND UNITS. This is lessened to three-hex radius, should they be participating in such a charge themselves.
E) Defending MILITIA PIKEMEN within three hexes of a COMMAND UNIT may not be demoralized.
F) “Dispersal” of a COMMAND UNIT reduces its influence upon the battle.
G) Elimination of all friendly COMMAND UNITS caused the MILITIA PIKEMEN to suffer an automatic demoralization. Units suffering “disperse” before other COMMAND UNITS have been eliminated remain so for two turns.
H) If the enemy COMMAND UNIT is destroyed subsequent to the destruction of all friendly units, the enemy MILITIA PIKEMEN are automatically demoralized and previously demoralized friendly MILITIA PIKEMEN, return to normal. Both sides, however, suffer only one MCF from the prolonged dispersal period as per Rule G.
I) When a COMMAND UNIT represents the CARROCCIO it may be eliminated by capturing it. It is considered “captured” when the Combat Results indicate “elimination”. It may then be moved by the capturing player but does not affect his troops or die rolls. It may be “recaptured” by eliminating any enemy equipped unit, or moving over with friendly troops if unengaged. Recapture restores a normal unit and eliminates any demoralizations that MILITIA PIKEMEN and removes the prolonged dispersal provision. All units on the friendly side benefit from the combat bonus effects of the CARROCCIO for two turns, except those units that are on the board. Loss of the CARROCCIO is a 15 point loss, recapture a 20 point gain.
J) When the enemy’s “command” unit is used, only the troops directly under the command of a given COMMAND UNIT benefit from the presence of that unit. All units on a given side, however, benefit from that side’s ranking COMMAND UNIT.
K) MILITIA PIKEMEN stacked with a COMMAND UNIT may not suffer “disperse” effects.
L) Multiple Commanders: Feudal and Renaissance armies usually got bogged down in rank and command precedence. If multiple COMMAND UNITS are stacked or adjacent hexes to one another unites are necessary to understand the situation. Use the “highest” rating on the units that define a combat unit.

FERTICITY. Because of the actual battlefield people, at the start of the battle, Spanish troops were twice the number of the English. REGULAR PIKEMEN and MILITIA PIKEMEN, and both the English and the Spanish forces. There is an inherent mystery whether or not the enemy army is the same force or 2 or 3 demoralized for each enemy command unit.

A) Demoralization has been removed, except as panic, than might occur on the field.
B) Cavalry and Infantry are not affected by the “suffer from victory” effect.
C) Cavalry and Infantry are not affected by the “suffer from victory” effect.
D) Cavalry and Infantry are not affected by the “suffer from victory” effect.
E) Units demoralized in the same way that they are in the actual battle.

F) Units which have been demoralized, may be demoralized again.
Trenchery. The loyalties of any given unit in an army are measured by the Military Aggression and Renown of the commanders, and these were never always taken for granted. The officers or men could sometimes be 'bought-off' or would simply decide to change sides or leave the field. Therefore:

A) Each game, at any time after the first turn, either side—though an occasion only when the Scenarist may exercise the Trenchery Option, at the beginning of the opponent's turn—

B) The die is rolled once for each hex containing an enemy unit, except for the COMMAND UNIT.

C) A roll of 1, 2, or 3 means that the stack or an unit is loyal.

D) A roll of 4 or 5 means the units in question must leave the field by the next direct route. They may not attack their former side and are counted as points lost if they are destroyed before they get to their new unit. If they are not destroyed they still count as points lost by either side.

E) A roll of 6 means that the troops in question defect to the enemy and may be used by him in the next turn, as if they were part of his regular forces. Replace these units with one of the appropriate color or use a "convoi" movement order. Each stack of units must leave the point equal to the total value of the army.

F) In multi-command games the die is rolled for each subordinate COMMAND UNIT, including the COMMAND UNIT itself. Replace all units on a hex in this situation. The ranks of the opposing COMMAND UNIT are rolled separately in the next turn.

G) Trenchout units may not be rallied.

H) Players may not rally to the enemy from the trench, so previously trench units may attempt to rally to other units.

I) Troops in a dispersed condition when panic occurs, and can and must move. This is the only time that STOUT HEARTED troops may move, and when they do move, they remain at normal value. After the unit has been placed in ahex of their own accord, the following may happen:

J) Command units, Swiss REGULAR and MILITIA PIKEMEN, and Spanish PIKEMEN and SWORDSMEN are never panicked, and are always "Stout-hearted".

K) A loss of 20 or more points in one turn means the entire army is lost.

L) Use demoralization indicators on panicked units to indicate their condition.

M) The Scenarist Chart gives the Panic Threshold for each army. Place a 10 UNITS Index Counter on the Panic Scale to mark the threshold of each army.

**TREACHERY.** Because of their reputation and actual battlefield performance, Swiss and Spanish soldiers were particularly dreaded by their opponents. These two armies never surrendered. The Swiss REGULAR, Spanish PIKEMEN and SWORDSMEN, and Swiss MILITIA and MILITIA PIKEMEN have come together in hexes of an enemy unit or the player's own army.

A) Demoralization has the same general effects as panic, except that the units in question do not flee the field.

B) Units attacked by a command unit do not suffer from demoralization.

C) Fertility is rolled after the "fertile" units have moved and before combat.

D) Trenches do not influence each other when in open terrain.

E) Units demoralized by fertility may be rallied in the same way that panicked units are rallied.

F) Units that are killed and rallied, may be demoralized again.

**PANIC.** Occasionally an otherwise brave army would break under the pressure of a hard fought battle with nearly equal forces, or if the enemy's troops had been dispersed for miles. This is caused by the loss of a point which is 40% of its total value, a "panic" result. Panic takes effect at the beginning of a turn.

A) All units within this hex of the enemy turn tail and run: directly away, by the straightest route, towards the nearest edge of the board, and out of enemy troops. Units leaving theedge of the board may never return and are counted as points lost.

B) In units in panic, they will not attack, have their defense value reduced 50%--both MDF and FCF--and may not move through hexes adjacent to enemy units if all available.

C) Panics can only be triggered once per game per side.

D) Units stacked with the COMMAND UNIT, in the Castle, or more than 10 hexes from the enemy when the "panic threshold" is reached are considered "unpanicked" or "unaffected". They remain at normal value.

E) Stout-hearted troops and COMMAND UNITS may attempt to "run", or return to the point of the hex where the panic occurred. They do not interrupt the panicked units by placing themselves in the same hex or adjacent to its front. Each stout-hearted unit or COMMAND UNIT may attempt to rally one stack out of panicked units per turn. Stout-hearted units may return with an order of 5 or 6; COMMAND UNITS, with a 3, 4, 5, or 6. Once rallied, the previously panicked units may attempt to rally to other units.

F) Troops in a dispersed condition when panic occurs, and can move. This is the only time that STOUT HEARTED troops may move, and when they do move, they remain at normal value. In this situation, the following may happen:

G) Command units, Swiss REGULAR and MILITIA PIKEMEN, and Spanish PIKEMEN and SWORDSMEN are never panicked, and are always "Stout-hearted".

H) A loss of 20 or more points in one turn means the entire army is lost.

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D) Trenches do not influence each other when in open terrain.

E) Units demoralized by fertility may be rallied in the same way that panicked units are rallied.

F) Units that are killed and rallied, may be demoralized again.

THE CASTLE. The only Scenario calling for the castle. You may, however, adapt it for the Castle Requirements, or the die roll of 5 or 6 may be placed on any given hex that does not include a swamp or woods.

A) The castle is worth 15 points. Voluntary loss of a division is a 8 points. Capture regains 15 points, plus 5 point enemy loss.

B) Each outer hex in the castle has an inherent defense factor of 4, which represents the walls and the troops assigned to them in the outer hex.

C) In addition, one unmounted combat unit per hex may "man" the walls, facing themselves to the outer hex only.

D) No more than one unit may occupy a castle hex.

E) Castle units firing into a given wall hex must do so from one of the hexes included in that wall's field of fire. Fire may not travel between castle wall hexes. The entire castle is classified as an obstacle. Only fire units outside the castle may attack units defending the walls.

F) When a defending unit is eliminated, the inherent Wall Defense Factor is increased by the number of enemy hexes that castle-hex would be surrounded by any enemy still in the castle.

G) Units defending a wall hex may also double their defensive factor and add in the inherent 4 factors of the wall sector.

H) Before attacking units may enter, breach the wall of the castle, they must eliminate the unit manning a given wall hex. Once the attacker has done this, they may move within any enemy still in the castle.

I) A unit in the center hex, or "keep", of the castle is subject to any type of fire from outside the wall. Artillery is not treated as artillery, but as infantry. The keep has an inherent defense factor of 4 on any facing. It also has an inherent FCF of 6 in point 190. Therefore, no more than four heavy artillery pieces may be used from this hex. In effect, head on. The walls have an inherent FCF of 3.

J) Once the gates have been smashed through the defense of a castle by enemy troops. The attack may split the gate in two or fire into a castle hex.

K) The attacking artillery must be no more than four heavy artillery pieces, from the same side of the hex. In effect, head on. The gates have an inherent FCF of 3.

L) If once the gates have been smashed through the defense of a castle by enemy troops. The attack may split the gate in two or fire into a castle hex. The attacking artillery must be no more than four heavy artillery pieces, from the same side of the hex. In effect, head on. The gates have an inherent FCF of 3.
for the rest of the game.

**DISMOUNT/MOUNT AND HORSES.** The 15th and 16th Centuries saw a great deal of experimentation with horses, especially in warfare. Even before this it has become common practice to dismount the cavalry on occasion. Therefore, in games from 1500 on:

A) **HEAVY CAVALRY** dismounts as PIKEMEN, with a MF of 3.

B) **LIGHT CAVALRY** dismounts as CROSSBOWMEN (same MF and CF as CROSSBOWMEN).

C) **CROSSBOWMEN** mount as **LIGHT CAVALRY** (same MF and CF as LIGHT CAVALRY).

D) **ARQUEBUSIERS** and **LONGBOWMEN** mount as **LIGHT CAVALRY** (same MF and CF as LIGHT CAVALRY, but may not fire).

E) No foot unit may mount **Heavy Mounts**.

F) Riderless mounts have no facing or CF. They may be destroyed by any adjacent enemy unit or captured and used by an adjacent enemy unit, if available. When firing at riderless mounts odds are always 5:1. A dispersed mount may not be mounted.

G) Riderless mounts count as one-half a unit for stacking and FEM purposes.

H) When Cavalry dismounts place a "dismounted" counter of the appropriate type directly on the unit and a riderless mount counter directly behind the dismounted unit. I) Destroyed or captured mounts are a point loss, but do not figure the value of mounts into the total value of an army.

J) Riderless mounts are subject to all terrain restrictions. They may be deliberately slaughtered to prevent capture.

Each Light Mount horse unit represents enough horses for one foot unit. Each army normally has enough of these extra horses to carry a maximum of one horse for every ten horses. Mounting foot soldiers or cavalry does not reduce the number of horses available. Mounted or dismounted costs three MF. Heavy cavalry subject to the Feudal Rule are still subject when dismounted. The number of horses must move in a straight line towards the enemy and attack every possible turn.

**HONORS OF WAR.** Mercenary Captains—CONDOTTIERE—and Feudal Lords usually preferred ransom to killing so using this option the players pretend that they are "gentlemen" and, should one fall into an untenable position, the Honors of War should be offered. If refused the refuser's losses are doubled in points for the rest of the game. 

Honors of War may not be offered the castle unless 50% of the defenders are eliminated or dispersed or unless one of the gates is smashed. It may not be offered at all unless the losses are over 2 to 1 and the attacking force is in a 5 to 2 ratio. Honors of War means the soldier surrenders with honor and will be freed upon payment of a ransom.

**MANEUVER GAME.** To avoid killing valuable troops, mercenaries often allow "playing at war". Under this option which presumes the use of the Honors of War option—merchants usually play the other player into an untenable position and then offer the Honors of War. To motivate this, a defender's point loss is halved (though still loses the actual number of units), and losses taken by the attacker as a result of defensive fire are doubled in point value.

**ARTILLERY.** This unit represents the gunners manning the artillery. These people were often not soldiers at all, but civilian contractors. ARTILLERYISTS count as one unit for stacking purposes.

A) When "panicked" ARTILLERYISTS abandon their guns-use an appearance demoralization indicator to show an abandoned battery—and run heaven and earth from the enemy. Place an ARTILLERYIST counter four hexes away from its original battery in such a situation.

B) When under the Treachery provision, the results call for the unit to leave the field, the ARTILLERYISTS also abandon their guns. When defecting the whole unit defect, guns and all.

C) When "destroyed" in melee action or fire other than artillery fire only the ARTILLERYISTS are considered destroyed. The guns are considered as unmanaged. Abandoned guns do not count against stacking.

D) The Royal Artillery may be captured by moving into the hex containing the guns. They may then be manned by enemy ARTILLERYISTS. ARTILLERYISTS are worth one point of artillery's total value.

E) Guns may be voluntarily abandoned to prevent total destruction or to free ARTILLERYISTS to man other guns.

F) ARTILLERYISTS may man either LIGHT or HEAVY ARTILLERY, but are not needed for the castle's artillery.

G) Guns may be voluntarily abandoned in swamps or rivers and are then considered destroyed.

H) Abandoned artillery may not fire or until re-mounted.

**ARTILLERY SPEED.** In games taking place before 1400 reduce artillery MFs by 50%. In post-1500 games double artillery MFs.

**IMPROVED ARQUEBUS.** In post-1500 games, increase arquebus range to 3 hexes. Also double the number of units using fire over the same hex at the same target.

**WEATHER.** Usually, during this period, the war would be called off for the day in the event of bad weather, but occasionally the killing proceeded without sunny skies. Roll a die at the start of the game:

1 or 2 = Picnic weather for a prince. No effect on combat.

3 = Fog: Fire units, excluding LIGHT CAVALRY, reduce range by 1. Artillery reduces range by 2.

4 = Light Rain: Artillery range cut in half, no other fire allowed. Oil your armor.

5 = Heavy Rain: No fire; cavalry charges at half; pikas halted; all units lose 2 MF.

6 = Mud: Same a "5", except fire is allowed at normal rates.

**EMPLOYING THE OPTIONS.** Do not feel compelled to employ any or all of the options. They are given purely to provide variation and to increase the complexity of the simulation. The Feudal Rule, for example, is designed primarily to exaggerate the player whose side suffers under it and also as an illustration of what a bunch of egotistical psychotics must feel like when it is used to its full extent. Use these options only to inject a distinct personality and temperament into your army, since psychological and emotional factors were highly significant in the outcome of many of the battles of this period. Remember, you control the game and the rules are NOT Holy Writ.

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-Albert Nofi

with R.A. Simonsen

**BIBLIOGRAPHY**

The unquestioned must book is Charles Oman's THE ART OF WAR IN THE MIDDLE AGES and its companion volume THE ART OF WAR IN THE SIXTEENTH CENTURY. Montross's WAR THROUGH THE AGES is essentially a reprint of Oman but is, at that, superior to the abridgement of Oman currently available in paperback. Places like university libraries and New York Public Library have the full three volumes of Oman, go there for information. An unusual source is THE CONAN SWORDBOOK, edited by L. S. de Camp, which is a collection of articles and such from AMRA, the fanzine of the HYBORIAN LEGION. It is full of useful items on Medieval and Renaissance warfare, much of it contributed by noted scholars. An interesting fictional account of Sixteenth Century warfare is H. Beam Piper's novel LORD KALVAN OF OTHERWEN, Piper was an amateur military historian and a weapons buff who let it sneak into his books.

Of original materials little is available to the general public. Machiavelli's DELL'ARTE DELLA GUERRA is interesting but often in error, indeed every one of his predictions failed to come off, but some of his insights are noteworthy. Guicciardini's STORIA D'ITALIA is currently available in translation but the Italian version is a must, they didn't translate the important battles.
**PROCEDURE**

Hex with a combat unit(s) in it, an 1, no matter how the basic by flank attacks, attacking gain. Example: a stack of two ex would theoretically defend back with an MDF of ½; instead stack is brought up to 1. An however, does not enjoy this its MAF falls below the for a 1 to 2 attack due to in the attack may not be made, stuck frontally and on看电视, defend at their t to terrain modification.

TERRAIN EFFECTS CHART

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**ROADS**

Movement along roads is at the rate of ½ MF per road hex (in other words double movement capability). All units may travel along all roads anywhere on the map. Unless otherwise noted, units traveling on roads through swamps or woods which are not allowed off-road travel on such terrain, are halved when attacking or defending on such road hexes. In all other instances, roads do not alter the effects of surrounding terrain upon combat. Entry into road hexes from non-road hexes is at the MF cost of the terrain in the road hex.

**COMBAT RESULTS**

*E=All defending units eliminated

D=All defending units (turn stack over) dispersed units may not move in their next movement turn. May not attack while dispersed. Units become “undispersed” at the end of movement turn. Each dispersed unit defends with a CF of 1. Units dispersed by defensive fire may not proceed with their combat. Fire units in hexes under attack at greater than 10 costs greater than 10 may not fire defensively.

You may not attack at less than 1-2

11-1=The unit is destroyed without having to roll the die.

Militia pikes are destroyed if dispersed greater than 6-1.

**NOTE** A GIVEN BATTLE the MAF and the MDF as if on clear terrain (taking into account unit capability relationships) and apply those values according to Chart. Finally, if necessary, end stack to the MDF the odds as per the CRT little.

D = 1 PK in a river hex are by 1PK + 2 HC (charging 4 g up in a different hex than PK). The “raw” factoring 12; however the MDF of the hex to the charging HC would be h to the attacking PK it b) so the higher value of the used. The MDF of the 2 SD is K attack out halved to the HC basic total MDF is used (B). If terrain therefore, the odds the defender’s total MDF is to the river so the odds are 1 to 1.

EXAMPLE: 3 SD units are in a woods hex and are being LB’s on an adjacent slope hex. It uphill the effective range of each LB with an BAR, not. Then the total is 11 because of the woods cover. Then the final fire odds are 12 to 12 or exactly 1 to 1.

**ODDS DETERMINATION**

Total up attacking factors; compare with total defending factors; simplify odds in defender’s favor to conform with odds on CRT. Example: 14 to 5 becomes 2 to 1. Odds greater than 10 to 1 automatically eliminate defending unit. Fire units in hexes under attack at greater than 10 may not fire defensively. No combat unit are eliminated instead. Remember: as a result of being dispersed you miss one opportunity to attack and one opportunity to move, in whatever sequence those opportunities next present themselves. Dispersed fire units may not fire defensively.

**NOTE** Leaving a river from a “ford” is done at the normal MF cost of the hex being entered.
The MDF of the 2 SD is 6. The MDF of the 2 SD is attack, cut to the HC basic total MDF is used (8), attack, but halved to the HC terrain so the odds are 1 to 1.

**Odds Determination**

Total up attacking factors; compare with total defending factors; simplify odds in defender's favor to conform with odds on CRT. Example: 14 to 5 becomes 2 to 1. Odds greater than 10 to 1 automatically eliminate defending unit. Fire units in hexes under attack at greater than 10 to 1 may not fire defensively. No combat unit or stack of combat units may defend at less than 1, regardless of modifications to defensive values. No unit may attack at less than 1 to 2.

**Combat Results**

E—All defending units eliminated

D—All defending units dispersed (turn stack over) dispersed units may not move in their next movement turn. May not attack while dispersed. Units become "undispersed" at the end of movement turn. Each dispersed unit defends with a CF of 1. Units dispersed by defensive fire may not proceed with their planned attack, but may attack at the end of their next movement turn. When D result is rolled against stack already dispersed, unit(s) are eliminated instead. Remember: as a result of being dispersed you miss one opportunity to attack and one opportunity to move, in whatever sequence those opportunities next present themselves. Dispersed fire units may not fire defensively.

You may not attack at less than 1-2
11-1 = The unit is destroyed without having to roll the die.
Militia pikes are destroyed if dispersed at greater than 6-1.
# Combat Unit Capability

<table>
<thead>
<tr>
<th>Unit Type and Point Value</th>
<th>Basic</th>
<th>Basic</th>
<th>MDF When</th>
<th>MDF When</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Melee</td>
<td>Defense</td>
<td>Frontally</td>
<td>Flank is</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Attack Factor (MAF)</td>
<td>MDF Attacked by</td>
<td>Attack</td>
<td>Attacked by</td>
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</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>PK MP SD HC LC CM MQ AQ CB LB</td>
<td>PK MP SD HC LC CM MQ AQ CB LB</td>
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<tr>
<td><strong>Militia Pikemen (MP)</strong></td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>2 1 4 P P</td>
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<td>(2 pts)</td>
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<tr>
<td><strong>Pikemen (PK)</strong></td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>4 2 8 P P</td>
<td>2 1 2 2 2</td>
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<td>(4 pts)</td>
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<tr>
<td><strong>Swordsmen (SD)</strong></td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>8 4 2 4 4</td>
<td>6 3 2 3 3</td>
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<tr>
<td>(4 pts)</td>
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<tr>
<td><strong>Heavy Cavalry (HC)</strong></td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>2 2 * * P</td>
<td>2 2 2 2 2</td>
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<tr>
<td>(4 pts)</td>
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<tr>
<td><strong>Lt. Cavalry (LC)</strong></td>
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<td>1</td>
<td>2 2 2 2 2 P</td>
<td>1 1 1 1 1</td>
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<td>(2 pts)</td>
<td></td>
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<tr>
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<td>1</td>
<td>1</td>
<td>1/2</td>
<td>1 1 1 1 1</td>
<td>1/2 1/2 1/2 1/2</td>
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<tr>
<td><strong>Arquebusiers (AO)</strong></td>
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<td>1/2</td>
<td>1 1 1 1 1</td>
<td>1/2 1/2 1/2 1/2</td>
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<tr>
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<tr>
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<td>1</td>
<td>1 1 1 1 1</td>
<td>1/2 1/2 1/2 1/2</td>
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<td>(3 pts)</td>
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<tr>
<td><strong>Light Artillery (LA)</strong></td>
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<td>1/2</td>
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<td>1/2 1/2 1/2 1/2</td>
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<tr>
<td>(2 pts)</td>
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<tr>
<td><strong>Heavy Artillery (HA)</strong></td>
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<td>1</td>
<td>1/2</td>
<td>1 1 1 1 1</td>
<td>1/2 1/2 1/2 1/2</td>
</tr>
<tr>
<td>(3 pts)</td>
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<tr>
<td><strong>Commander (CM)</strong></td>
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<td>1</td>
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<tr>
<td>(15 pts)</td>
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</tbody>
</table>

**NOTE:** Abbreviation "F" means units may not participate in that type of attack.

- **Pikes defend at their basic MDF against SD's if defending stack has SD unit in it.**
- **SD's defend at basic MDF, if attacking MP/PK have other foot units attacking simultaneously from other hexes. Subtract one CF from flank of SD unit if attacked from more than one hex.**
- **Frontal MDF of HC against charging HC/LC is proportional to length of the enemy charge: if four hexes, defend at 4; if three defend at 3; if two or less defend at 2. HC must charge to affect LB's MOF. Non-charging HC has an MAF of 2; LC an MAF of 1.**
- **HA may not move and fire in the same turn.**

**COMBAT PROCEDURE**

**ALL UNITS:** No hex with a combattorless than 1, no matter how many unit-types or terrain. Example: CB's on a river hex would therefore be deflected against a flank attack with an MD of more than the MDF of the stack is brought against the attacking stack, however, does not privilege and if its MAF fails to minimum necessary for a 1 to 2 modification, then the attack may be made. UNITS which are attacked from their flanks simultaneously, do not follow MDF subject to terrain modification.

If units are attacked by mixed type, units of more than one hex attacking types reduce the defenders' MOF while the others increase it, using basic MDF (flank or front) subject to minimum necessary for a 1 to 2 modification. How to "factor" a given battle:

1. First determine the MAF and terrain effects facing (and account facing and unit capabilities). Next modify those values to Terrain Effects Chart. Finally, upgrade the defending stack to minimum. Simplify the odds as much as possible and resolve the battle.

**EXAMPLE:** 2 SD + 1 PK in a hex attacked frontally by 1 PK + 2 hexes and ending up in a different hex (supporting PK). The "4" would be 12 to 12; however the PK with respect to the charging PK would be 4 (basic) so the high attackers PK is used. The MDF doubled to the PK attack, but halved to PK, so its basic total MDF of 4.

**FIRE FIGHT EXAMPLE:** 3 CM stacked in a hilltop/woods hex fired upon by 2 LB's on an adjacent hill. The target's on a hill hex but with respect to the CM's it's treated as 2 hexes, and each CM would be charged for 6. The CM's MF's may not fire in the same turn.
CB, AQ and LB are treated as identical units for melee attack purposes, and may attack together from the same hex.

HA may not move and fire in the same turn.

Commander (CM) 15 pts

Crossbowmen (CB) 2 pts
Arquebusiers (AQ) 2 pts
Longbowmen (LB) 3 pts
Light Artillery (LA) 2 pts
Heavy Artillery (HA) 3 pts

Turn Record

Fire Fight Example:
3: 3 stacked CM may melee offensively with all units.

Fire Fight Example: 2 FCF of 4 (see RAP rule). The effective FCF of 4 is multiplied by the total number of target units (3) per the FEM rule. The target FPF is 6 for all columns.

Components by Simonsen