

DARK AGES

II EDITION

Rulebook

BRITANNIA
&
FRANCE



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Dark Ages

INTRODUCTION

Dark Ages is a new game system allowing players to simulate some of the major battles of the European Middle Ages. Each player uses a set of cards to issue orders directly to single units or to a Leader, who, in turn, can command several units. Each faction's army is made up of core units with common characteristics and elite units with specialized attributes.

CONTENTS

Game Map



The game map (to be referred to as "the battlefield" from here on) shows the area in which a battle takes place: you will find one for each battle included in the game. A hex grid is printed on the battlefield as a reference for movement and ranged combat. Some hexes show terrain features such as rivers, woods, marshes, hills, and slopes: further details about terrain features will be given later in the rules.

Cards

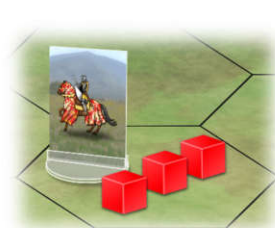
Cards are used in Dark Ages either to activate units for movement ("Activation") or to issue specified Orders. Each of the 49 cards shows the name of a specific Order with a brief description of its effects, as well as an Activation Value and a Fortune Stone. (If a card's Order



can only be applied to certain units, these may be indicated with additional icons.) Cards can be played as Orders OR as Activation. If played as Orders, the effects described on the card are applied immediately to a designated unit or group of units. If played as Activation, the player can move a number of units equal to or less than the Activation Value printed on the card. Players can play any combination of cards, but only one can be used as Activation per round. During the opponent's round, cards can be played as Orders but not as Activation.

Units and cubes

The formations that historically took part in the battles are represented by units. A unit is constituted by a counter, showing the features of the formation it represents, that is the movement, attack, defense and morale value, and by a varying number of small



colored cubes (active cubes). The color of the cubes determines which side the unit belongs to. During a game, due to combat or events of different kinds, a unit might get hits and substitute an active cube with a grey cube (disorganized cube). A counter and its cubes always move together. They are a single, whole entity. As a result, they always occupy the same hex. In order to deploy a unit, punch out its counter from the die-cut sheet, insert it into one of the plastic stands provided and put it in the same hex with the number of cubes indicated. Each scenario specifies the kind of units, the number of cubes and the placement needed.

NOTE: The number of plastic stands provided in the game is lower than the total number of counters. This is because, no matter which scenario you play, you will need only a few counters of the many provided in the game.

A counter must be placed on the map and moved so as to show the opponent always the soldier image only (except for combat, where the values of involved units must be shown by players). The other side of the counter, instead, that is the back showing the unit's values, must be facing the player owning it. The values shown on the back of a counter are the following:

Morale: This value ranges from 1 to 3.

Movement Allowance: This indicates the maximum number of hexes a unit can move during activation and is expressed in points.

Icon: This represents the type of unit.



Attack Value: When the unit is attacking, this indicates the minimum die roll required to score a hit against the Defender.

Defense Value: When the unit is defending, this indicates the minimum die roll required to score a hit against the Attacker.

Leaders

Leaders are special units representing a commander with his personal guard. Unlike regular units, Leader units don't have cubes (they have an implicit value of 1 cube). Instead, they are represented only by a counter. Usually, Leaders are attached to other units (attached Leaders). When a Leader is attached, he gives 1 extra die roll to any kind of combat he is involved in, both in defense and attack. Furthermore, attached Leaders are the last units to suffer hits during combat, and their morale value is always used for combat, even if lower than the one of the unit they are attached with.

When Leaders are alone, however, they behave like any other unit.

They can attack or defend rolling one die, and as soon as they take a hit, they rout. When he takes a hit, a Leader not attached with other units gets a grey cube and routs. If he rallies, thanks to another Leader with higher morale or thanks to a card, then the grey cube is removed.

GAME SETUP

Choose a battle from the Scenario section of this rule booklet.

Place the corresponding map of the battlefield at the center of the table, making sure the two halves with the same identification number match.

Place the appropriate units on the map as indicated by the scenario setup. The front side of the units must be facing the opponent.

Shuffle the deck of cards, including the number of Historical Event cards indicated in the scenario setup. Deal three cards to each player. (They are to be kept hidden from the opponent.) Put the remainder of the deck face down, alongside the battlefield, within easy reach of both players. Discards will form a new discard deck. We suggest players place the Historical Event cards that have been discarded in such a way that they are visible in the discard deck (e.g. by rotating them 90° with respect to the deck).

Read the special rules (if any) and the victory conditions applicable to each specific battle.

The side identified in the scenario setup as "Player A" moves first every turn.

The goal of each game is to fulfill the victory conditions laid out in the scenario setup (see pg.10).

RULE KEYWORDS

Player A: each scenario specifies who Player A is. Player A always plays his round first in a turn.

Player B: each scenario specifies who Player B is. Player B always plays his round after Player A in a turn.

Active Player: the player currently playing his round.

Non-Active Player: the player who's not currently playing his round.

Attacker: any player who declares combat (using his units' attack value).

Defender: any player who defends against an attacker (using his units' defense value).

URNS AND SEQUENCE OF PLAY

Each turn consists of a number of rounds. In each round, one player is the Active player, activating and moving units and declaring attacks, while the other is the Non-Active player. Player A always goes first. When neither player has any cards left, or when both have decided to pass, there is an End Turn Phase. If the victory conditions have not been fulfilled, another turn begins.

Each player's round consists of a Movement Phase and a Combat Phase.

MOVEMENT PHASE

A single card is played as Activation (unless the player prefers to pass).

- Additional cards may be played as Orders.

- Units carrying out an Assault do so during the Movement Phase (see pg.5).

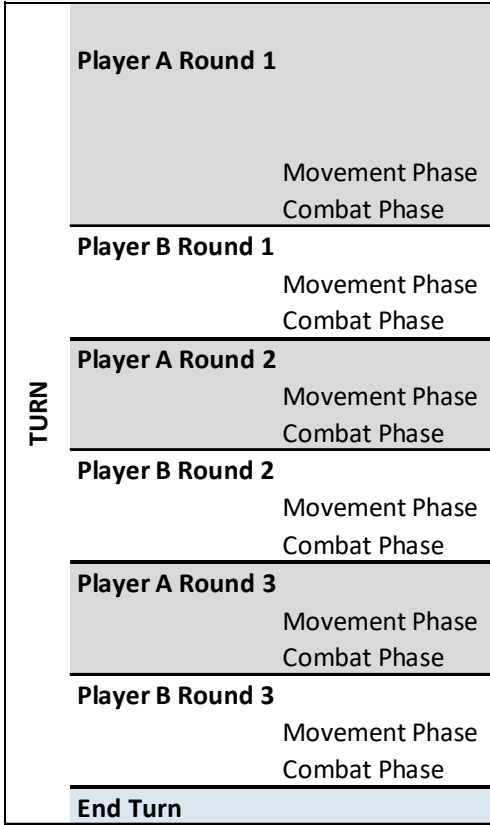
- All used cards are placed on the discard pile.

- If a player decides to pass, he can still use cards as Order cards in defense during his opponent's next round.

COMBAT PHASE

- Resolve all Melee and Ranged combat.

Instead of performing these actions, a player can *pass*, preserving his cards for future rounds. A player who passes cannot move any units in that round and cannot conduct any attacks (not even with units that did not move but happen to be adjacent to an enemy unit at the start of the Combat Phase). A player can pass as many times as he wants. **If both players pass, the turn ends, and the End Phase of the turn begins** (see pg.9). Note that **it is necessary to complete all movement before resolving any combat** and that every single combat must be resolved before any other combat begins. (Exception: Assaults, see pg.5). Detailed turn structure:



There may be any number of rounds in a turn. The number of rounds in the chart above is only an example.

During the Player A rounds, Player A is the Active player and Player B the Non-Active one. The roles are reversed in the Player B rounds.

PLAYING A CARD AS ACTIVATION

At the beginning of his round, a player can play a card from his current hand as Activation. To do so, he places the card face up on the table and declares his intention to use it as Activation. The red seal in the lower left corner of the card shows the Activation Value, which indicates the maximum number of units that can be moved during that Movement Phase. If a Leader unit is activated, a player can move the Leader *and* any unit in the same hex *and* any units in adjacent hexes. Alternatively, the Leader can be activated to rally disorganized units (see pg.8).



The card just played as Activation must be put face up on the discard pile.

MOVEMENT

Units are moved in the order chosen by the active player, but it is necessary to complete the movement of one unit before starting to move another.

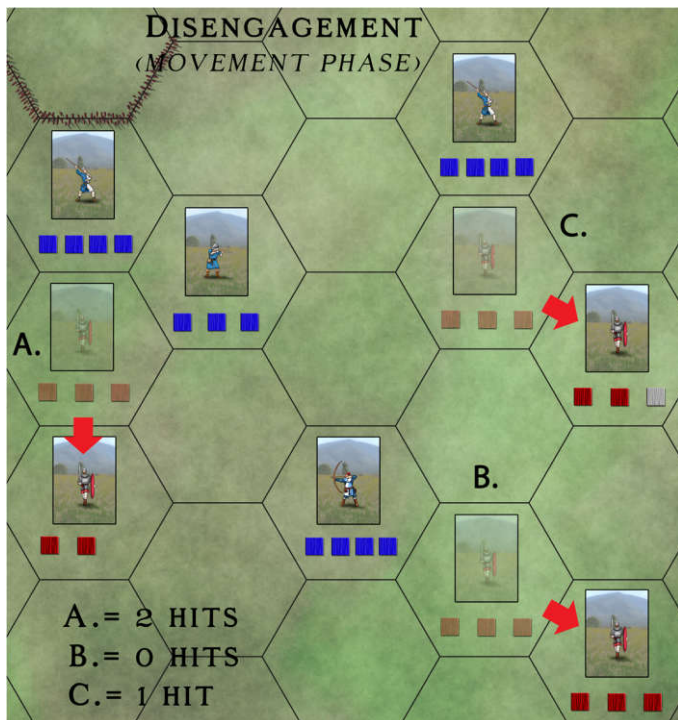
- A unit can never move more than once per Movement Phase but can be moved several times during a turn.
- A unit can only occupy or move through one hex at a time. The individual cubes and the counter forming a unit are inseparable: they must always stay together and move as a group.
- Two units cannot occupy the same hex, even if friendly (except attached Leaders: see below). A unit cannot move through or enter a hex occupied by a friendly or enemy unit or by an enemy Leader. (The only exception is when a unit moves through a friendly unit during an evasion movement: see pg.7).
- A single friendly Leader is the only unit that can share a hex with another unit, in which case it is considered *attached* to the unit.
- Terrain features may affect the movement allowance of a unit, or inhibit it completely (see pg.24).

The movement allowance of each type of unit is given below.

Type of Unit	Movement Allowance
All infantry units (including light infantry, heavy infantry and any infantry unit capable of ranged fire)	1
Light Cavalry	3
Heavy Cavalry	2
Leader on foot	2
Mounted leader	3

DISENGAGEMENT

In general, when two enemy units are adjacent, they are considered to be engaged and cannot move. However, during the Movement Phase, if an engaged unit wants to disengage and move, it can do so suffering a number of hits equal to the number of enemy units adjacent at the beginning of its disengagement move. A unit that moves keeping adjacent to the same enemy unit doesn't suffer any hits though. A unit doesn't need to disengage if adjacent to ranged combat units (archers and longbows) unless it is a crossbow unit, and it doesn't need to disengage if adjacent to any kind of enemy routed units either.



COMBAT

Combat may take place during the Movement Phase (Assault Mode), but most combat occurs during the Combat Phase (Melee Mode). The general principles of combat apply to both Assault Mode and Melee Mode.

- Battles are declared and resolved one unit at a time, in any sequence chosen by the Active player. It is necessary to declare and resolve the combat of one unit completely before conducting subsequent combat.
- A unit can only attack once per round but can defend itself every time it is attacked.
- A unit cannot be split to attack several different enemy units or defend from them.
- A unit rolls one die for each active cube it contains, both when attacking and defending. Grey cubes are not active; they represent one hit and a player never rolls for them (exception: "Last stand" card). For each die roll equal to or higher than its attack value or defense value (as the case may be), a unit scores a hit on the opponent. A player always rolls at least 1 die in combat, no matter how many negative modifiers he has. Sometimes a unit doesn't get to roll at all (see "defending from multiple units").
- For each hit suffered, a unit must either eliminate a grey cube or, if there is no grey cube, substitute one of the active cubes with a grey one. If a player scores 2 hits (or multiples of 2), eliminate an active cube (or a multiple). It might help thinking of an active cube as equivalent to two grey ones. The first hit in any combat is always applied to the grey cube (if any).

- Attached Leaders suffer hits only after all cubes of the unit they are attached with have been eliminated.
- Although grey cubes do not roll any die in combat, they still suffer the consequences of battle.

Combat: Assault mode

When a unit that was not adjacent to an enemy unit at the start of its Movement Phase ends its movement adjacent to an enemy unit, it may declare an **Assault** and engage it in combat immediately. In an assault, the unit declaring the Assault *always* rolls first, regardless of Morale (see pg.6), immediately applying any hits to the opponent. In an assault, the attacking unit rolls **one bonus die** in addition to its standard allocation. The defending unit will respond with the remaining active cube/cubes. In fact, in Assault combat is never simultaneous. A unit making an Assault cannot attack in Melee mode in the same round.

Detailed procedure to carry out an Assault:

1. The active player moves a unit adjacent to an enemy unit and declares an Assault.
2. If applicable, the defending unit may evade (see pg.9).
3. Both players have the opportunity to play one or more cards as Orders to support their combat. Cards can be played as Orders in response to those played by an opponent. It is not necessary to play them simultaneously with those played by your opponent. Some cards can be played before or after the roll of dice, some only before. The section of this booklet dedicated to each specific card will tell you when a card can be played.

(The playing of cards as Orders is always optional).

4. The Active player rolls a number of dice equal to the number of active (i.e., not disorganized) cubes currently forming the unit **plus one additional die**.

Referring to his unit's Attack Value, he determines the number of hits and applies them to the defending unit.

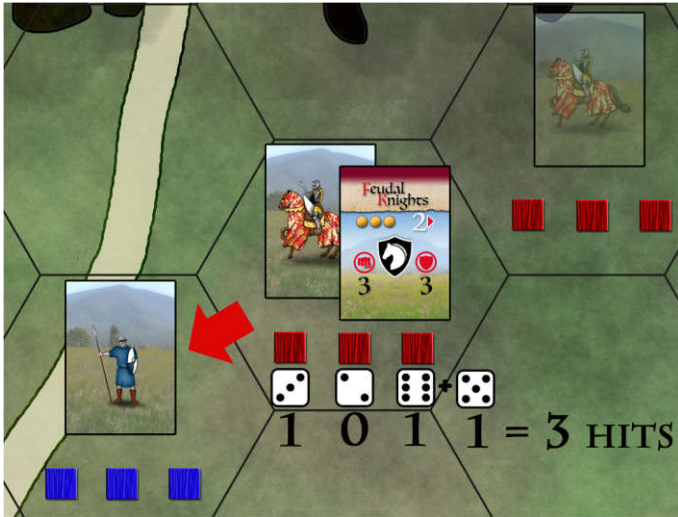
5. The NON-Active player rolls a number of dice equal to the number of cubes currently active in his unit (i.e., once any hits just suffered have been taken into account). Referring to his Defense Value, he determines the number of hits and applies them to the attacking unit.

6. Perform any retreat (see Melee pg. 7).

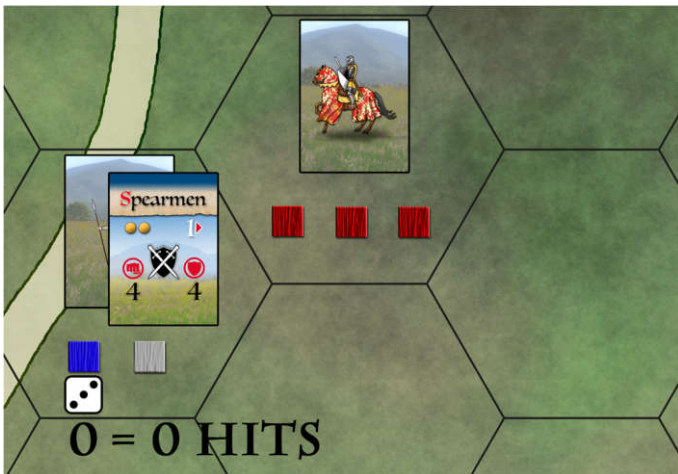
7. If the hex previously occupied by the defending unit is empty (due to evasion, rout or because the defending unit has been eliminated), the unit that carried out the Assault can perform another Assault on any other enemy unit as long as:

- It still has movement points to move to a further hex
- The first hex the unit enters is the hex left empty by the defender after the previous Assault.

Example 1. A 3-cube unit of Feudal Knights moves adjacent to a 3-cube Spearmen unit and declares an Assault. The Feudal Knights roll 3 dice (one for each active cube) plus 1 additional die (Assault bonus) for a total of 4 dice. Their attack value is 3. They roll 3-2-6-5, for a total of 3 hits.



The unit of Spearmen gets disorganized, so an active cube is eliminated (2 hits) and a second active cube gets substituted with a grey one (1 hit). There is no retreat because the unit still has active cubes (1). Now the Spearmen unit will be able to fight back rolling 1 die (the grey cube cannot roll any die).



Combat: Melee mode

Any unit that did not make an Assault in the preceding Movement Phase must engage in Melee combat if it is adjacent to an enemy unit at the start of the Combat Phase, even if not activated playing a card as activation. The active player declares and resolves attacks one at a time: he does not have to declare all attacks before resolving them. The player declaring Melee combat is the Attacker while his opponent is the Defender. The Attacker will refer to the Attack Value of his unit, while the Defender will refer to the Defense Value of his unit.

The unit with higher Morale value will roll first and will score hits (if any) before the opponent has his opportunity to roll. If both the attacking and the defending unit have the same Morale value, they roll and apply any hit simultaneously. In Melee, units capable of ranged fire (archers, longbows and crossbows) can only defend; in an Assault, they can either

defend or evade. Units capable of ranged fire don't have any attack value. They can only fire on their target.

Detailed procedure to engage in a Melee:

1. The Attacker declares a Melee indicating the attacking unit and its target.
- Both players have the opportunity to play one or more cards as Orders to support their combat. Cards can be played as Orders in response to those played by an opponent. It is not necessary to play them simultaneously with those played by your opponent. Some cards can be played before or after the roll of dice, some only before. The section of this booklet dedicated to each specific card will tell you when a card can be played.
- (The playing of cards as Orders is always optional).
- The unit with the higher Morale value will roll first, no matter whether it is defending or attacking. If both units have the same Morale value, they will roll the dice and apply any hits at the same time. The unit that rolled first will apply any hits to the opponent before the opponent rolls.
- The unit with lower Morale value can now roll a number of dice equal to its current number of active cubes and apply any hits to the opponent.
- Apply retreats, if any (see pg.8).

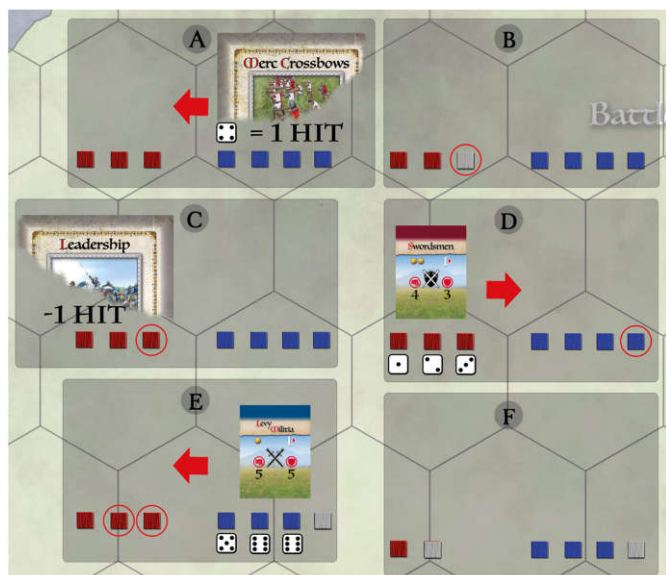
EXAMPLE 2. *The Scottish player declares a Melee attack on a three-cube unit of English Swordsmen. He has a four-cube unit Levy Militia. As this is a Melee, the Levy Militia unit does not need to have been activated during the current round. The Scottish player's choice is a risky one since the enemy Swordsmen have a higher Morale value (2 vs 1,) so they roll their defense dice first (3), inflicting any damage before the Scots can roll. To try and balance the combat, the Scottish player plays a card as Order.*

(A) *The Scottish player plays the Merc Crossbows card, which enables him to roll a die immediately with an Attack Value of 3 before the actual combat, that is before the opponent rolls any dice (even if the opponent had Morale superiority or were attacking in Assault mode). The Scottish player rolls a 4, which is enough to score one hit on the English infantry, which should substitute one of its active cubes with a grey one.*

(B) *The English player, though, decides to play the card "Leadership", enabling him to rally the unit immediately. He will not have to substitute one of his active cubes with a grey one. (D) Having a higher Morale value, the English rolls now first (Defense Value 3). He rolls 1-2-3 and scores one hit on the Scottish player, who must disorganize (eliminate) one of his active cubes, substituting it for a grey cube.*

The Scots fight back with three die rolls only (the fourth cube, being a grey one, does not roll any die): 5-6-6. (F) The English Swordsmen must suffer three hits, that is they must eliminate one active cube (2 hits), and substitute another active cube with a grey one (1 hit).

The English unit suffered heavy losses, but it's still standing.



Attached Leaders involved in combat

Whenever a Leader is attached to a unit, he contributes one additional die to any combat, both in attack and in defense, regardless of his own combat stats; moreover, the entire unit assumes the Leader's morale value. Whenever a 6 is rolled in combat against a unit with an attached Leader (regardless of whether the 6 scores a hit), the die must be re-rolled to determine whether the Leader himself becomes a casualty: if this re-roll is also a 6, the Leader is killed in combat, and the unit representing him is immediately removed from the game. In addition, each unit attached or adjacent to a Leader who gets killed or routed immediately suffers a number of hits equal to that Leader's Morale value.

In general, when a Leader is routed, he cannot rally any units, including himself. Only a Leader whose Morale value is higher than the Morale value of a routed Leader can make an attempt at rallying the latter.

Evasion

Some units may choose to evade automatically if engaged in **Assault** combat and if not already adjacent to other enemy units (see "Disengagement"). In this base game, archers (Archers and Longbows), Crossbows, Light and Heavy Cavalry and unattached Leaders may choose to evade **if engaged in Assault** by enemy

infantry units. When these kinds of unit are attacked by adjacent enemy infantry units, they can move up to their max movement allowance so as to run away from the attackers. A unit always takes 1 hit after evading (except Leaders that don't take any hit in such case). Evading units are subject to all the restrictions of terrain on movement. If the only possible movement is blocked by a friendly unit, evasion is still possible: The evading unit will have to move to the first free hex available behind that friendly unit, even if the evading unit would exceed its movement allowance in doing so. Both the friendly unit hindering evasion and the evading one must take one hit each. Note that no evasion is possible if two or more friendly units in a row inhibit movement (see example below). If a unit evades, the assaulting unit may continue its movement if:

- it still has enough movement points left to carry out the intended movement
- the first hex it enters is the one left vacant by the evading unit

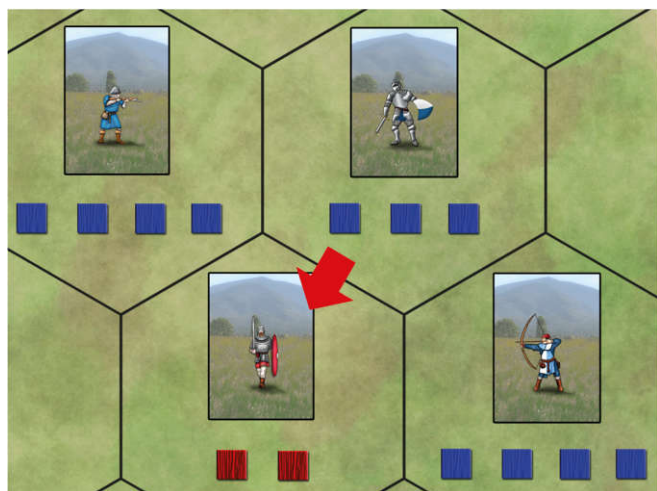
A unit cannot evade more than once per round, nor can it evade through enemy units. If it does, it must be eliminated.

EXAMPLE 4. A 4-cube unit of Norman Archers is attacked in Assault mode by a 3-cube unit of Anglo-Saxon Axemen. The Norman unit decides to evade thus receiving automatically 1 hit. As you can see in the example below, the only evasion path is the one going through a unit of Norman Spearmen. As a result, both the Norman Spearmen and the evading Norman archers suffer 1 hit. Therefore, In total, the archers take 2 hits: 1 for the evasion itself and 1 for evading through a friendly unit. If the Axemen had enough movement points left, they could continue moving and assault any nearby enemy unit, including the one that just evaded (it could not evade twice in the same round). Had the nearby Anglo-Saxon Swordsmen been adjacent to the Norman archers, the latter could not have performed evasion.

Defending from multiple units

When defending, a unit subtracts as many die rolls as the number of adjacent enemy units (not including the attacking enemy unit). Adjacent enemy units with ranged weapons (archers and longbows) do not count. Crossbows are an exception to this rule. Even though they use ranged weapons, they still affect the defending unit die rolls. A defending unit can always roll at least one die anyway, even though the total of negative modifiers (including those due to terrain or cards played) is equal to or lower than zero. If a defending unit has only one active cube left, but it is under successive attacks by multiple units, the player owning it will have to decide which attacking unit to defend from. To do so, he must put his active cube facing the hex side in common with that attacking unit. This is an exception to the standard rules.

EXAMPLE 3. A 2-cube unit of Flemish Swordsmen defends from the attack of a 3-cube unit of French Men-at-arms. It could use all of its active cubes and roll 2 dice if it was not for the enemy units adjacent. One of them, being a ranged unit (Archer), does not affect combat, but the other does (Crossbows, in this case, are an exception among ranged units). So the defending Swordsmen unit loses 1 die roll due to the presence of the adjacent Crossbows.





Retreat or Rout

Whenever in a unit only the grey cube remains (that is all the active cubes of that unit have been eliminated), that unit routes and must retreat immediately. When a unit routes, it moves its full movement allowance satisfying, in order of priority, the following conditions:

1. By the end of its retreat, the unit must be further away from the assaulting unit than it was at its beginning
2. The retreat path must be the shortest possible toward the retreating unit's side of the map (see specific scenario info)

With routing units, disengagement rules don't apply. When engaged in **Melee**, the **opponent** who caused a unit to rout **may choose to pursue** it, moving one free hex.

Routed units can never be activated, move (they can retreat), or attack. They can only defend themselves

with their remaining active cubes. The retreat movement of a routed unit may be totally or partially inhibited by terrain or by other units. In both cases, all movement rules and possible costs or hits due to terrain apply. A routing unit, having no other option than retreating through impassable terrain or enemy units, is eliminated. If rout movement is hindered by a friendly unit, the latter will suffer one hit as well; if several such units inhibit retreat movement, the owning player chooses which one to retreat through, assigning it a hit. A Leader attached to a unit that must retreat due to a rout must be automatically attached, without paying any cost in terms of movement points, to any adjacent friendly unit that is not retreating. If no such unit is available, the Leader will stay in the hex alone. Due to combat, a unit could be forced to retreat several times during the same turn until it exits off the battlefield: in this case, it is eliminated. Routed units must also retreat 1 hex each End Phase of a turn (see pg.9). If two opposing units engaged in combat are both forced to retreat because routed, only the one with lower morale will actually retreat. In case of parity, only the defending unit retreats. Note that they must both perform the rout movement during the End of Turn phase.

Rally


A player can spend one activation point EITHER to activate a Leader unit to move that and all units adjacent or attached to it OR to try to rally disorganized units (containing active cubes and a grey one) or routed ones (containing only a grey cube).

Each Leader can only be activated once per round for rallying purposes, spending one activation point of the card played as Activation.

After activating the Leader, the owning player draws one card from the draw deck and shows it immediately to the opponent. For each green check mark on the Fortune Stone, the player can rally a disorganized unit of his choice, as long as the unit is adjacent to that Leader or attached to it. He simply substitutes the grey cube with a cube of the color of his side, taking it from his eliminated cubes.

If the unit is routed, substitute the grey cube with 2 active ones, taken from his eliminated cubes. If the check mark is red, the Leader fails one attempt to rally. A player can make a number of rally attempts per activation (i.e. draw a number of cards from the deck) equal to or lower than the Morale value of the Leader trying to rally. Always declare which unit you are trying to rally, before drawing any card. The cards used for a rally attempt are discarded and put face up in the discard deck. Historical Event cards drawn in rally attempts do trigger their event AND, at the same time, are used to rally units.

Ranged combat

Only units armed with ranged combat weapons (archers, longbows and crossbows) can engage an enemy unit (called "target") that is not adjacent. In ranged combat, the "target" must be within range of the firing unit (e.g.  Archers). The fire range is indicated on the back of a firing unit's counter. Other units (both friendly and enemy) are no obstacle to a firing unit. Crossbows are an exception; they cannot fire if a unit of any kind is between them and their target. If there is a woods hex between the firing unit and its target, draw an imaginary line from the center of the hex the firing unit is occupying to the center of the target hex. If the line goes through even a small portion of the woods hex or runs along one of its sides, the firing line is blocked, and the ranged unit cannot fire. Ranged units can fire once during the Combat Phase (they don't need any activation) if they didn't move in the preceding Movement Phase. Ranged units (except Crossbows) cannot fire if adjacent to enemy non-ranged units. In the case of Crossbows, they fire during the combat phase of their round and recharge during their next one, that is they fire every two rounds of theirs (if they didn't move).

For the rest, ranged combat follows the normal rules of combat; the only difference is that the target cannot defend itself, so he does not roll any die. Ranged units, except Crossbows, do not affect in combat enemy units that are defending in an adjacent hex (see pg. 7 "Defending from multiple units").

PLAYING A CARD AS ORDERS

Cards can be played as Orders (to support movement and combat) by a player who has played a card as Activation and has not passed. Cards can be played as Orders to defend in combat as well, even if the player playing them has passed in the previous round. In general, a player can play a card as Orders any time he wants to, simply declaring it and showing the card to his opponent. Some cards, though, can only be played before resolving combat, or both before and right after it (player's choice). See page 11 for a detailed description of each individual card's effects. Note that Historical Event cards can only be played as Orders and for rallying.

END PHASE OF A TURN

When both players pass or have no cards left to play, the turn is over, and the End Phase of the turn begins.

Follow the steps below:

- each routed unit must retreat of 1 hex, even if it already retreated when getting routed.
- replenish both players' hands. A player's hand can never exceed three cards. If there are no more cards in the draw hand, some victory conditions may be triggered, depending on each scenario (see below).

VICTORY CONDITIONS

In each scenario, the two sides are designated as Player A and Player B. As soon as one of the following conditions apply, the game ends:

- All Leaders of a faction are dead (the opponent wins);
- Player A manages to eliminate a number of enemy units equal to or bigger than the limit indicated in the scenario (Player A wins). In case of a draw, sum the total of moral values of the enemy units eliminated. The player who lost the highest
- The draw deck is empty or gets reshuffled (Player B wins).

Historical Event cards, played by either faction, can shorten or lengthen the time at a player's disposal to fulfill victory conditions (see pg.9)

ORDER CARDS

1-3 Double Time

When to play it/who plays it: Movement Phase/Active player. Order a unit to run and double its movement allowance. For example, infantry can move up to two hexes and light cavalry up to 6 hexes this way.

4-6 Last Stand

When to play it/who plays it: Defending form Assault or Melee/NON-Active player. The chosen unit will defend to the very last man, giving no quarter. When playing this card as order, roll one additional die. If in the unit there is a grey cube, it rolls a die as well. When the combat is over, the grey cube must be eliminated.

7-9 Shield Wall

When to play it/who plays it: Defending form Assault or Melee/NON-Active player. Order an infantry unit to form a shield wall. All men in that unit will stand shoulder to shoulder, overlapping their shields in such a way that they provide protection for each other. This card negates one hit rolled by the opponent if the wall is facing the attacker. It is recommended that the cubes be placed as indicated on the upper right of the card to remind players of the Shield Wall formation. Unless otherwise specified in a scenario, the effects of a Shield Wall card are valid only for the single combat it is used for. Any terrain modifiers are added to a Shield Wall card's effects.

10-12 Schiltron

When to play it/who plays it: Defending form Assault or Melee/NON-Active player.

Order a heavy infantry unit to form a Schiltron, sort of a medieval version of the Macedonian phalanx. Unlike the shield wall, the Schiltron is a circular formation in which spears and

shields are combined with other bladed weapons, increasing its defensive ability against dangers coming from any direction. For this reason, 1 hit is always absorbed by a Schiltron regardless of the presence of adjacent enemy units (see pg 7: "Defending from multiple units"). The Schiltron has no effect on ranged Combat. Unless otherwise specified in a scenario, the effects of the Schiltron card are valid only for the combat it is played for and can

only be applied when defending. Any terrain modifiers are added to a Schiltron card's effects.

13-14 Mercenary Crossbows

When to play it/who plays it: Defending or attacking/both Active and NON-Active player. Occasionally, bands of mercenary crossbowmen would join infantry units. This card enables these crossbowmen to attack with one single die roll with an Attack value of 3, before any combat involving the selected unit begins. This card has effect only on the combat it is used for. The Mercenary die roll has priority over any other die roll, regardless of Morale values or combat mode.

15-16 Vanguard

When to play it/who plays it: Movement Phase/Active player. A vanguard sent to explore the battlefield comes back with precious information. Move one unit without applying any modifiers or limits imposed by terrain features; however impassable terrain remains impassable. For example, cavalry units won't lose 1 movement point if moving through a stream and will be able to launch an Assault from this kind of hex.

17-19 Combined Forces

When to play it/who plays it: Melee/Active player. With this order, several adjacent units of the same faction combine in one single attack force. Such units put together all of their die rolls. The defending unit can only defend against one of the attacking units. For example, two friendly units, a 3-cube unit of Feudal Knights and a 4-cube Levy Militia that are adjacent to the same enemy unit, will roll 7 dice in a single attack (3 with an attack value of 3 and 4 with an attack value of 5). Combined forces always roll first, regardless of Morale and combat mode.

20-23 Leadership

When to play it/who plays it: Any moment/both Active and NON-Active player.

The example of one of the leaders galvanizes his men. Select a unit of your choice that is routed or has a disorganized cube (grey cube). In the first case, substitute the grey cube automatically with 2 active cubes taken from the eliminated ones, the chosen unit is no more routed. In the second case, substitute the grey cube automatically with 1 active cube taken from the eliminated ones.

24-27 Knights, attack!

When to play it/who plays it: In Assault or Melee/Active player. Order a light or heavy cavalry unit to perform an all-out attack. Its momentum gives all types of cavalry units 2 additional die rolls in combat and enables them to ignore the first hit scored by the opponent when he rolls to defend.

28-29 Infantry, attack!

When to play it/who plays it: In Assault or Melee/Active player. Similar to the card above, but used by infantry units only, giving them 1 extra die roll in attack.

30-32 Darken sky

When to play it/who plays it: Melee/Active player.

Order all of your archers to coordinate their shots to provide their full offensive power. They will get 1 additional die roll in ranged combat.

33-35 Ignite arrows

When to play it/who plays it: Melee/Active player.

Order all of your archers to ignite their arrows. Archers will get 2 additional dice in a ranged attack.

36-37 Pillage

When to play it/who plays it: Combat Phase/both Active and NON-Active player. Anybody could be tempted to pillage on the battlefield. An adjacent enemy unit, chosen by the player using this card, suffers one hit.

38-40 No retreat:

When to play it/who plays it: Defending form Assault or Melee/NON-Active player OR End Phase/ both players. Brave hearts are hard as stone, and no one will fall back if their leader gives this order.

Choose a unit that must retreat. Ignore the retreat and substitute a grey cube, if any, with an active cube among the eliminated ones). If the chosen unit is routed, and it is the End Phase of a turn, it doesn't need to retreat one hex anymore, as per rules, it rallies instead.

41-43 Fake retreat

When to play it/who plays it: Defending form Assault or Melee/NON-Active player.

Fake a retreat, making the enemy pursue one of your units and fall into a well-devised trap, where he will be ambushed. Play the card and move back one hex with a unit of your choice that is adjacent to an enemy unit.

The enemy unit **must** pursue: it moves into the hex left by your unit, and It is attacked by all of your adjacent units as in the "Combined forces" card. The only difference is that the ambushed unit will not be able to roll dice in order to defend itself.

44-46 Wedge formation

When to play it/who plays it: In Assault or Melee/Active player.

Called and performed in various ways, the wedge is an attack formation conceived to punch holes in a tough defensive one, as a Schiltron or a shield wall. It negates Shield Wall and Schiltron effects.

47-49 Historical Event

When to play it/who plays it: Any moment/Active player.

Each scenario has a historical event that is activated **playing** one or more such cards (simply drawing or having in one's hand a Historical event card doesn't trigger its effects unless it is actually played). The information on each individual scenario will tell you what kind of event it is and whether the event repeats itself or not. Historical Event cards drawn to try and make a rally attempt trigger their event AND, at the same time, are used to rally units. Playing a Historical Event card, in fact, equals to passing.

SCENARIOS

In each scenario, you will find a brief historical description, its specific victory conditions, and the setup of units on the map. Unless one of the victory conditions is satisfied earlier, a game lasts until the last card is drawn from the draw deck. When this happens, reshuffle all remaining cards with the discards (except Historical Event cards) and deal cards one last time to both players. If by the end of the new turn nobody has achieved one of the victory conditions, the game ends, and Player B wins automatically.

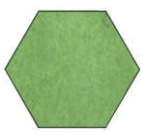
In some scenarios, the last Historical Event card played triggers the following, depending on who played it:

- **Player B** if the card is played by Player B, reshuffle the draw deck immediately: play one last turn as if the draw deck were empty. The game will be shorter this way, giving an edge to Player B.
- **Player A** if the card is played by Player A, you must replenish the draw deck. To do this, put back into the draw deck all the discards starting from the top one, down to the last Historical Event Card played and then shuffle. Discard all Historical Event Cards, if any. The game will last longer this way, giving an edge to Player A. It is paramount for players to understand these mechanics, as the timing with which they will decide to play their Historical Event card could determine the winner.

TERRAIN

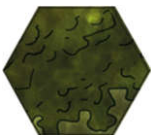
Different kinds of terrain features are shown on the maps. Their contours follow the hex grid as much as possible, but sometimes several different terrain features are shown in the same hex. In this case, the effects of streams and rivers are always applied, having priority over any other terrain feature. If there are no rivers or streams, then priority goes to the terrain feature occupying most of the hex. Woods have priority over other terrain features, except rivers and streams. Roads, villages and monasteries (Courtrai scenario) are merely decorative and have no effect on the game: refer instead to other terrain features in the hex. Terrain influences combat and movement as follows:

Clear



This is the basic terrain of the game and does not have any effects on movement or combat.

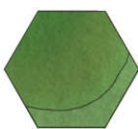
Woods



Movement: Whenever a unit, except for Leaders, enters a woods hex, it suffers a disorganization hit if coming from other kinds of terrain. In addition to that, cavalry units must stop as soon as they enter in such a hex. Units moving from a woods hex to another don't take any hit.

Combat: the first hit suffered by a unit in a woods hex is always ignored. Any further hits are regularly assigned. A unit attacking from a woods hex has -1 die roll, if defending, instead, it has +1 die roll. Cavalry units cannot assault woods hexes. Ranged Combat cannot be used if a woods hex is between the firing unit and its target. Normally a unit is not a valid target for ranged units. However, Ranged Combat can be carried out from a woods hex to adjacent woods hexes or to hexes containing other terrain features.

Hills

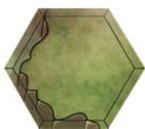


Hills are outlined by a solid line marking the edge of a hill. Hills are of a dark green color.

Movement: Cavalry units pay one extra movement point in total for moving through hill hexes, regardless of the number of hexes as long as they belong to the same hill. Therefore, on a hill, light cavalry moves two hexes and heavy cavalry only one.

Combat: Units in a hill hex add one extra die roll if defending against or attacking an enemy unit not occupying a hill hex. However, if both units are in a hill hex, no extra die rolls are applied. Ranged units are not affected by hills when firing; they get the extra die roll only if they are defending.

Escarments

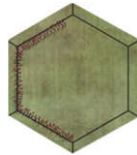


Escarments divide hexes; they always mark the edge of a hex.

Movement: A unit can never move through a hex side containing an escarpment.

Combat: Only units with ranged combat capability can fire through an escarpment.

Stakes

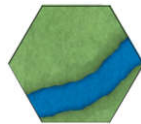


Stakes divide hexes; they always mark the edge of a hex.

Movement: Cavalry units of any kind cannot go through hex sides marked by stakes.

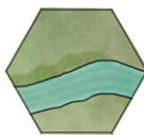
Combat: Cavalry units of any kind cannot attack in Assault or Melee mode through stake hex sides, but can be attacked in either mode by units that are not cavalry. In that case, the cavalry unit will not be able to defend itself.

River



Rivers are always dark blue to distinguish them from Streams and are in all respects impassable terrain.

Stream



Movement: Moving through or into a stream hex causes one hit for all units except for Leaders. In addition to that, cavalry units spend one additional movement point.

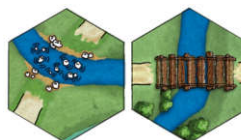
Combat: units in a stream hex roll one die less both when defending and attacking. The stream in the Fullford scenario is an exception (see pg 11). No Assaults can be performed from through a stream hex.

Marsh



Movement: Moving through or into a marsh hex causes all units (except for Leaders) one hit. In addition to that, cavalry units must always stop as soon as they enter a marsh hex.

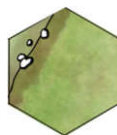
Combat: Units in a marsh hex roll one die less in combat, both when attacking and defending.



Ford/Bridge

Ford and bridge hexes are treated like clear hexes in the game.

Slope



Slopes divide hexes; they always mark the edge of a hex.

Movement: Moving through a slope hex side doesn't cost any additional movement points, but costs one hit.

Combat: Assault is prohibited through a slope hex side.

Village



Like roads, villages are merely decorative and have no effect on the game: refer instead to other terrain features in the hex.