RULE BOOK

Blood & Roses

Battles in the Wars of the Roses
England, 1455-1487



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Men of Iron
Volume III

1.0 INTRODUCTION

Men of Iron is a play-oriented series of games covering the wide spectrum of land battles from, roughly, the era just prior to the first Crusades to the arrival of gunpowder. This is a historical simulation game, not so much intended to show What happened, but Why things occurred as they did.

The third volume in the series, *Blood & Roses*, focuses on the battles of the Wars of the Roses in England, between 1455 and 1487. This was warfare in which most men were truly "of iron", heavily and totally armored to such a point that their mobility was suspect. It was also the introduction of gunpowder—mostly field artillery—in noticeable numbers. And while many English men-at-arms were mounted, they did so almost entirely for transport. Most fighting was on foot… and it was quite vicious.

Historical Note: *The word Blood in the game's title refers to the heavy casualty rates and the names given to many of the fields after the battles: Bloody Meadow, Bloody Field, et al.*

Blood & Roses includes several changes to the *Men of Iron* system, most of which introduce small changes to the game system but all of which reflect the style of warfare of the era. Most of the differences introduced in this game are due to the scale and character of the battles, consequently not all of them could or should be used in *Men of Iron* or *Infidel*.

The purpose of the *Men of Iron* series is to provide gamers with accessible, fast-playing, fun games of low complexity. To that end, much detail has been either omitted or factored in to overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

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

Components: A complete game of *Blood & Roses* includes:

- Two 34" x 16" mapsheets with six different game maps
- 700 counters on two and one-half sheets
- Two identical 11" x 25.5" Player Aid Cards
- One 8.5" x 11" Player Aid Card
- One Rules Manual
- One Battle Book
- Two ten-sided dice

2.0 THE COMPONENTS

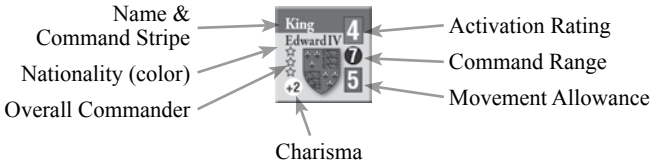
2.1 The Maps

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

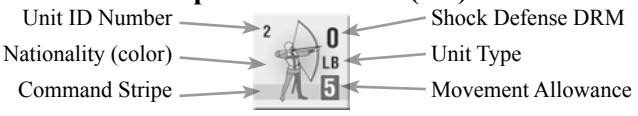
2.2 The Counters

The game has four types of counters: leaders, units, Standards, and markers (Retired, etc.).

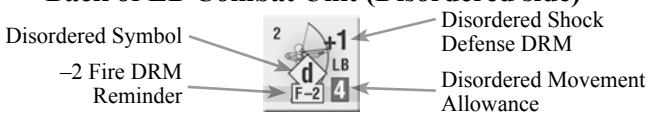
Sample Leader



Sample Combat Unit (LB)



Back of LB Combat Unit (Disordered side)



There are several different types of units, divided into two groups: *mounted* units and *foot* units. The reverse side of each unit is its "Disordered" side. ***Exception:*** *Artillery have their limbered side on the reverse.*

Mounted Units



Mounted Men-at-Arms (MM)

Cavalry (Cav)



Foot Units



Dismounted Men-at-Arms (DM)

Unhorsed Men-at-Arms (UH)





Infantry (Inf)

Levy Infantry (Lvy)





Longbow (LB)

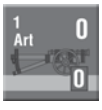
Archers (A)





Handgun (HG)

Artillery (Art)



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Icons of Lancastrian Factions


Breton


Norman


Welsh


French

Design Note: *Most units in* Blood & Roses *have the same Shock Defense DRM ratings. This is era/game specific, not something to apply to other games in the series. There was not much difference between the troops' training and morale on each side of the conflict in this war.*

Unit Types of *Blood & Roses*

A: Archers
ART: Artillery
CAV: Cavalry (Mounted Infantry)
DM: Dismounted Men-at-Arms
HG: Handgun
INF: Infantry
LB: Longbow
MM: Mounted Men-at-Arms
UH: Unhorsed Men-at-Arms

Markers



Charge



Counter-Charge Used



Retired



Continued Attack –1



Shock



Out of Command



Number of Successful Continuations



Flight Points (Lancaster)



Battle Flight



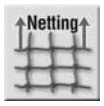
Standard



Charge No Move



Pavise



Netting



Caltrops



Stanleys

Play Note: *Use the* Charge No Move *markers as a mnemonic when a Men-at-Arms is Charging without moving during that Activation. Use the* No Move No Fire *markers to mark units that neither move nor fire, as a reminder that they can Rally. The* Battle Flight *markers can be used on the General Track to track units Eliminated and Retired for individual Battles to aid in determining when a Battle must roll for Battle Flight (14.8).*

2.3 The Die



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

2.4 Definitions & Abbreviations

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

Activation: All of the Moving, Firing, and Attacks of one Battle, during which some of the opponents units may react. This also includes Rallying with a Standard. N.B. (See definition of Battle below.)

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

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

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

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

Battle: The basic organizational unit of a medieval army. Each army usually consisted of three Battles which were often called the Vanguard, Center, and Rearguard referring to their order of march. Battles are central to the Activation mechanics of the game; each Battle (usually) has its own leader and is Activated, moves, and fights as a group in the game. Battles can be identified by the color stripe on the counters.

Developer Note: *In an attempt to avoid the confusion that will inevitably occur, the word "battle" beginning with a lower case "b" will be used exclusively to refer to a scenario (a historical battle). Any reference to "battle" that begins with an upper case "B" is covered by the definition of Battle above, except when referencing the Battle Book. In previous games these were referred to as Commands.*

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

Battle Flight: An optional rule that can cause one of a player's Battles to be removed from play. See section 14.8.

Battle Flight map edge: The map edge that a player's troops will exit the map from if a Battle fails a Battle Flight die roll.

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

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

Charisma: The ability of a leader to inspire troops in combat. See section 5.4.

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

Continuity/Continuation: The mechanic used to determine which player goes next.

Disordered: The state of a unit that has lost cohesion due to combat. See section 14.2.

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DR, DRM: Abbreviations for "die roll" and "die roll modifier," the latter being a plus or minus number used to adjust the die roll.

Foot Unit: All Archer, Artillery, Dismounted Men-at-Arms, Handgun, Infantry, Levy Infantry, Longbow, and Unhorsed Men-at-Arms are foot units.

FP (Flight Points): See section 3.0.

Free Activation: A non-Continuity/non-Seized Activation. It is a Free Activation if your opponent Passes, your opponent fails a Continuity roll, fails a Seizure roll, or if it is the first Activation of the game.

Leader Casualty Check: The DR to determine if a leader dies in combat. See section 5.5.

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

Missile Unit: All Archer, Artillery, Handgun, and Longbow units are missile units.

Mounted Unit: Cavalry and Mounted Men-at-Arms are mounted units.

Non-Active: All units that do not belong to the Active Battle.

Pursuit: A possible response to an enemy's Battle Flight. Friendly units may follow the enemy off map and be removed from play for some time. See section 14.9.

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

Rally: The act of re-organizing a Disordered combat unit into its normal state. Also the term used for reviving the fighting spirit of a Retired unit to remove the RETIRED marker. See section 15.0.

Seizure: The game mechanic wherein one player tries to take away the other player's Activation.

Shock: A term for hand-to-hand combat.

Standard: The rallying point for units of a Battle or army. See section 15.2.

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

2.5 Unit Types & Military Terms



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



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



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

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



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



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



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



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







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

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2.6 The Scale

The map scale is about 50 yards per hex.

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

However, given that numbers for these battles are unknown, and sources vary, often widely, on just how many men were present, it is more "accurate" to consider the relative number of units as representative of the forces, not actual numbers.

There is no time scale, as there are no turns, in the usual historical game sense. Most of these battles were fought over a short period of time in one day, often in less than two hours, although Towton supposedly ran all day. In some cases, it will take longer to play one of the battles than the battle lasted.

3.0 VICTORY



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

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

Flight Points (FP):

5 FP for your Overall Commander being Eliminated (5.5) or fleeing. 10 FP if it is the King.

3 FP for each Eliminated Men-at-Arms whether mounted, dismounted, or unhorsed.

2 FP for each Eliminated Cavalry unit, Longbow unit, or named Battle leader.

1 FP for each Eliminated Archer, Handgun, Infantry, or Levy Infantry.

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

0 FP for each Eliminated Artillery unit.

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

EXAMPLE: *A Retired Cavalry unit is eliminated, 1 more FP is added to the track (2 – 1). A Retired Infantry unit is eliminated, 0 FP are added to the track (1 – 1).*

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

4.0 SEQUENCE OF PLAY

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

A. Activation Phase: Choose a Battle (6.1), Army Activation (6.1), Standard (15.2), or Pass (6.1). Place any replacement leaders (5.6) at the end of the Activation Phase. If a Standard was Activated go to Phase D.

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

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

D. Rally Phase: During a Battle Activation, Rally (15.0) Disordered units in that Battle that qualify. If a Standard was Activated, Rally (15.0) Retired units adjacent to the Standard that qualify.

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

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- Army Activation can only follow an Army Activation. A Battle Activation can follow Activation of a Battle, Army, or Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation counter causing both counters to be discarded and the Continuation attempt is then resolved, otherwise the Non-Active player rolls the die and compares it to the DR on the Seizure Opportunity counter. If successful, he Activates that Battle and proceeds from Phase B. If not, the Active

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player gets a Free Activation, proceed to Phase A; this Free Activation may even be used to Activate the Battle that just completed Activation.

- If no Seizure attempt occurs, roll the die adding any modifiers and compare it to the chosen leader's Activation Rating. If successful, Activate that Battle or Army and proceed from Phase B. If not, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.

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

Who Starts the Game

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

5.0 LEADERS & COMMAND

Historical Note: *Deployment of armies in these wars was remarkably formal and similar: each army divided into three Battles (divisions), each with its own commander. The Overall Commander—who often didn't have that much control over his purported subordinates—was usually one of the Battle commanders and thus, when melee combat actually started, his control over the other Battles was, at best, ephemeral. Virtually all commanders were (very) "up front" leaders, directly involved in combat, resulting in heavy losses to the nobility.*

Every unit in the game belongs to a Battle listed specifically in the Deployment instructions, and as identified by its color stripes, which correspond to that of the leader. When a Battle is Activated, all units and leaders in that Battle may move and fight. Leaders are not considered units and the rules for units do not apply to them (hence a lone leader does not cause enemy units that move adjacent to stop moving). A Battle leader that has had his entire Battle eliminated is removed from play without penalty, as long as he would not qualify for the capture rule (5.5) in his current hex. He rides off into the sunset to fight again another day.

5.1 Types of Leaders

There are two types of leaders; see 2.2 Sample Leader counter.



Overall Commander



Battle leader

Overall Commanders. These command the entire army. Most OC's are also Battle leaders (as evidenced by their Command Stripe and Activation Rating).

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

Play Note: *Some leaders have counters for both the Yorkists and Lancastrians, as they fought for both at some point during the Wars of the Roses; e.g., Richard Neville, the Earl of Warwick (the Kingmaker). The ratings are the same, though.*

5.2 Command Range

A leader's Command Range is traced in hexes, not Movement Points, from the leader to the combat unit; this does not need to be a straight line. Command status is determined at the start of Activation and stays with the unit throughout that Activation. You cannot trace Command range through an enemy unit or a hex(side) impassable to all unit types.

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

5.3 Out of Command Effects

A combat unit that is within its leader's Command Range may do anything and everything allowed by the rules.

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

- Move adjacent to or Charge an enemy unit.
- Move into a hex with an enemy Standard or enemy leader.
- Move, if they begin the Activation adjacent to an enemy unit.

Historical Note: *Given the close quarter, ferocious nature of fighting in this era, and the tendency of leaders to be up front, in the middle of combat, once combat started actual leadership was almost non-existent. The fighting sort of took its own course.*

5.4 Charisma

Leaders have a charisma rating. This is a DRM you use when any unit stacked with that leader is attacking in Shock or Charge combat. This applies even if the leader is not the leader of that unit's Battle.

Example: *Richard, Earl of Warwick, will give any unit he is stacked with a +1 DRM.*

5.5 Leader Casualties

Historical Note: *The casualty rate for the nobility, especially the battlefield commanders, was exceptionally high… especially if they got captured, as after-battle executions were normal and numerous.*

Leaders can get killed. (In game terms, that encompasses being captured and other not-so-hot events). Leaders do not make casualty checks for movement related Disorder effects, including Ambush (16.1).

By Fire: Anytime an adjusted Fire DR of 9 *or more* occurs, and there is a leader in the target hex, roll the die. If the DR is an 8 or 9 the leader is killed. Otherwise, there is no effect on the leader. If the combat unit the leader is stacked with is Retired or Eliminated by missile fire the owning player places the leader with the nearest unit from his Battle, unless he is surrounded, in which case he is killed.

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By Shock or Charge: Any time a leader is stacked with a unit that receives a Disordered, Retired or Eliminated result, roll the die for the leader, with no adjustments. If the *DR is 7 or more* that leader has been "killed". If he survives, but the combat unit is Retired or Eliminated, there is no effect on the leader; the owning player places him with the nearest unit from his Battle, unless he is surrounded, in which case he is killed.

By Capture: If an enemy unit enters a hex with only a leader(s), place that leader with the nearest unit from his Battle (see 5.0 if there are no more units in his Battle). If he is surrounded—by enemy units—he is instead captured, probably to be executed later… no DR necessary.

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

5.6 Replacement Leaders



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

Replacements for Overall Commanders never count as Overall Commanders, only Battle leaders.

6.0 ACTIVATION & CONTINUITY

6.1 Activation

Battle: When a Battle is Activated, all units and leaders in the Activated Battle may move and/or fire (7.0, 11.0). If the OC is not a Battle leader, the OC may move as well. After all movement/fire has been completed, units eligible to do so may Shock attack or Charge (12.0, 13.0).

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

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

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

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

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



Pass: Instead of Activating a Battle, Army, or Standard a player may always Pass. If he does, he may move the TIME marker, if this battle is a Timed Engagement (16.2) and his opponent is the timed player. If the Passed Activation was a Free Activation, it counts as an Activation for some battle specific rules (reinforcement arrival, etc.) and both players make Loss Checks (3.0). The player's opponent then receives a Free Activation.

6.2 Continuity

After the Active player has completed his Activation, he may attempt to continue his "turn" by Army Activation or selecting one of his Battles to Activate. If he just completed Activation with a Battle, the player must select another Battle for the Continuation attempt. The selected Battle may not be the Battle that just completed Activation, unless the player has only one Battle. If he just completed a Free Activation with a Standard, the player may select any Battle, even the Battle whose Standard was just Activated, for the Continuation attempt. If the completed Activation was an Army Activation, the player may either select Army Activation or a Battle for the Continuation attempt, any Battle (including the Overall Commander's Battle) may be selected. A player may instead Pass; this is treated as a failed Continuation DR.

After the Active player has made his selection, his opponent has the opportunity to Seize Continuity (6.3). If his opponent declines, the Active player notes the Activation Rating of the Battle's leader, or Overall Commander for Army Activation, and makes a Continuation DR:

- If the (adjusted) DR is the *same as or less* than the selected leaders Activation Rating, the Army or Battle is Activated.
- If the (adjusted) DR is *higher* than that rating, his opponent now gets a Free Activation (2.4).

Army Activation Continuity incurs an additional plus one (+1) DRM (cumulative with the successive Continuation penalty below, if applicable).



After his first successful Continuation DR, a player adds a plus one (+1) cumulative DRM to his Continuation DR for each new such attempt. If a player has only one Battle, he adds an additional one (+1) cumulative DRM to his Continuation DR for each new such attempt, in addition to the penalty for successful Continuations above. Any DRM for Continuing with one Battle incurred applies until reset (see below), even if the player enters another Battle before the reset occurs. These penalties reset when he fails a Continuation DR, his opponent attempts to Seize Continuity (successfully or not), or he passes.

EXAMPLE: *At Tewkesbury Juan used his Free Activation for Army Activation. He then successfully rolled for Army Activation Continuation using Edward's Activation rating, even though he*

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had to add one (+1) to the DR for Army Activation Continuity. He now seeks to roll for Continuation with Edward's Battle; he must add one (+1) to that DR due to successive Continuations. If Juan wanted to roll for Army Activation Continuity instead, he would add two (+2) to the DR, one for Army Activation Continuity and one for successive Continuation. If he also succeeds with this Continuation roll, he will add two to his next Continuation DR for successive Continuation.

Design Note: *Given the politics of the day, Overall Commanders had little effect on individual Battle leaders, so they do not get to augment the latter's ratings, as in* Infidel. ***Exception:*** *Buckingham at 1st St Albans.*

6.3 Seizing Continuity



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

There are three types of Seizure Counters:

- **Seizure Opportunity:** each of which can be used to try to Seize Continuity from the opposing Player.
- **Seizure Negation:** a counter played to negate the use of an opponent's Seizure Opportunity counter.
- **Other Effect:** a counter played for another effect in the game, think of them as a consolation prize for not getting an opportunity to Seize Continuity. When played they are discarded and may not be used again this battle.
  - ◊ **Battle Cry:** Rally one friendly Retired unit. Played at the start of any Activation (yours or your opponents).
  - ◊ **Treachery!:** Disorder one enemy unit. Played at the start of any Activation (yours or your opponents).
  - ◊ **Near Miss:** Negate one friendly leader death. Played when one of your leaders dies. They escape death and are placed with any unit of their Battle (or any friendly unit if they do not command units).
  - ◊ **Into the Breach:** +1 DRM for one Shock/Charge attack against one defending unit. Play when determining DRMs for an attack, before the DR is made.

Seizure Opportunity



A player may play one, and only one, of his Seizure Opportunity counters before his opponent attempts Continuity, before the Continuity DR is made. After playing the Seizure Opportunity counter, he announces which Battle of his will attempt the Seizure, rolls the die, and consults the DR range on the counter played,

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

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

Seizure Negation



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

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

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

7.0 MOVEMENT

7.1 Movement Procedures

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

Each unit and leader has a Movement Allowance, representing the number of Movement Points (MP) it may expend in one Activation. The costs to enter the various types of hexes and cross certain types of hexsides are listed on the Terrain Effects Chart for the individual battle.

Units and leaders move from one hex to another contiguous hex. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly (10.0) and they have to stop when they move adjacent to an enemy unit. An Activated, in Command, unit which begins in a hex adjacent to an enemy unit may not move directly into another hex adjacent to that unit (note that Advance After Combat is not movement). If the hex it enters is adjacent to an enemy unit, it must stop.

A leader stacked with a unit at the start of the unit's Activation may move with that unit, even if the leader belongs to a different Battle than the unit. If a leader begins to move with a unit, it must continue to do so throughout the unit's movement and stop moving when the unit stops. If the leader is not stacked with a unit or chooses to move on his own, his Movement Allowance is 5. A leader moving on his own uses the most

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advantageous column of the Terrain Effects Chart for each hex entered or hexside crossed. A leader moving alone cannot enter a hex occupied by an enemy leader, unit, or Standard; in addition he may not enter a hex adjacent to an enemy unit (unless that hex contains a friendly unit). A leader stacked with a unit must Charge, Counter-Charge, Advance, or Retreat with that unit. A leader may never Flee or Pursue with units that do not belong to his Battle.

Terrain

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

7.2 Movement Restrictions

Units and leaders may not move off the map. If forced to retreat off the map, they are Eliminated. However, see the Optional Pursuit rule (14.9).

A unit may not move into a hex where enemy reinforcements enter the map or into a hex where a friendly Standard has been placed to mark Battle Flight.

7.3 What is Movement, What is Not

Movement is any action that requires the expenditure of Movement Points. Actions that move a unit (e.g., retreat, changing facing, etc.)—but do not require an expenditure of Movement Points—are not considered Movement for other game effects, such as Reaction Fire, with some exceptions.

7.4 Dismounting

Virtually all Men-at-Arms rode to battle. However, they usually fought dismounted as their horses proved too vulnerable to the longbow, among other reasons. Dismounting is a voluntary action and as such differs from the Unhorsed result which occurs due to missile fire. Dismounting Men-at-Arms do not lose some of their accoutrements, unlike Unhorsed Men-at-Arms, and are therefore more effective than Unhorsed Men-at-Arms.

The scenario instructions state in what status these men start the battle (or sometimes allow you to choose) but they may always dismount when Activated, under the following conditions:

- They must be within Command Range of their leader.
- They may not be adjacent to an enemy unit.

An individual Mounted Men-at-Arms unit may dismount at the beginning of its move at the cost of 2 MP (subtracted from its dismounted Movement Allowance). Once dismounted, they may not remount during the battle.

7.5 Reinforcements

All reinforcing units and leaders are considered to begin in an off-map area adjacent to every reinforcement entry hex for their Battle (as defined for the battle in the Battle Book). Their first MP spent moves them into any reinforcement entry hex for their Battle; there are no additional costs for other units that may have entered into the same hex from off map. Every reinforcing unit and leader can spend its full MA the turn it enters the map. A reinforcing unit is considered to be in Command and can Fire Missiles, Shock attack, or Charge the Activation it enters the map. If all of a reinforcing Battle's units cannot enter the map on their initial Activation, then the rest must continue to enter on that Battle's subsequent Activations until all have entered. A reinforcing leader must enter the map with his initial units.

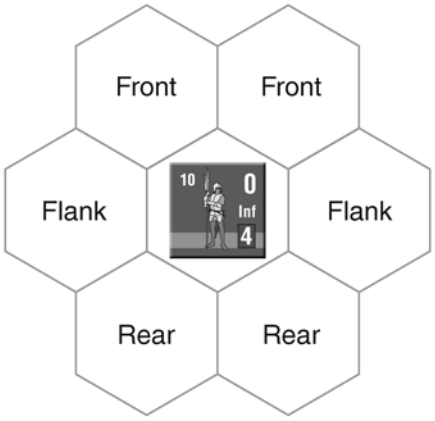
7.6 Artillery Movement

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

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

8.0 FACING

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



Facing determines at whom missile units may fire and in what direction Mounted Men-at-Arms may Charge. In general, this applies to only their (two) frontal hex/hexsides.

Facing does not matter when determining movement direction (except for Charging Mounted Men-at-Arms), and units are free to change facing as much as they want during movement, at no cost, unless they are adjacent to an enemy unit. A unit, regard-

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less of Command status, that begins its Activation adjacent to an enemy unit may change facing one vertex if it does not move out of its starting hex.

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

9.0 ZONES OF CONTROL (ZOC)

DESIGN NOTE: *Zones of Control have been removed, because the more I think about it the more I feel ZOCs apply to more modern warfare… while the actual ZOC rule is gone, there are some adjacency limitations.*

There are no Zones of Control in this version of the game.

10.0 STACKING

One combat unit, one Standard, and any number of leaders and markers may exist in one hex at the same time. Units may not stack at any time, even during movement, with the following exceptions:

- Archer, Handgun, and Longbow units may move *through* friendly units (not Artillery and Handguns, see below) at a cost of 1 MP for each such hex entered, this cost is in addition to any movement points spent due to terrain.
- Artillery and Handguns – Other units may move *through* friendly Artillery and Handgun units at no extra cost. However, Artillery units may not move through other units.
- Retreats (which have a separate rule; 14.4).

Combat units may never end movement or Retreat stacked; a player may not move or Retreat combat units to cause this condition.

11.0 MISSILE FIRE

11.1 Missile Units

Design Note: *The capability of these units mostly reflects their rate of fire, which was exceptional for longbows and minimal for handguns.*

Missile units—Archer, Artillery, Handgun, and Longbow—are capable of firing at enemy units (not lone leaders). The Maximum Range—the maximum number of hexes over which a unit may fire—is given on the Range Effect Chart for that type (e.g., Artillery may fire at units up to ten (10) hexes away). You count the target hex, but not the firing hex.

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

11.2 When Units May Fire

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

Archers & Longbows May Fire:

Active Fire: when Activated. A unit may fire once when its Battle is Activated at any time during Movement. Once a unit fires, its movement for that Activation is finished. Thus, if it fires before moving it cannot then move.

Return Fire (Non-Active Only): When fired at by an enemy missile unit within the Non-Active unit's range. The Return Fire and the Active Fire are resolved simultaneously, before any results are applied. Archers and Longbows may not use Return Fire if fired at through a rear hex.

Reaction Fire (Non-Active Only): When any enemy unit moves or Charges into an adjacent frontal hex. This applies to each enemy unit that does so and it is resolved the instant such movement takes place. Only one missile unit (owner's choice) can Reaction fire at an enemy unit when it enters a hex, no matter how many units are adjacent to the hex. There is no Reaction Fire to Retreats or Advances of all kinds (including Continued Attack).

Play Note: *Archer and Longbow units using Reaction or Return Fire may fire at each enemy unit that becomes "eligible", as per the above, any number of times per Activation.*

Artillery & Handgun Units may fire:

Active Fire: when Activated. A unit may fire once when its Battle is Activated at any time during Movement. Once a unit fires, its movement for that Activation is finished. Thus, if it fires before moving it cannot then move.

Reaction Fire (Non-Active Only): When any enemy unit moves or Charges into an adjacent frontal hex. This applies to only the first enemy unit that does so in a given Activation and it is resolved the instant such movement takes place. They may use Reaction Fire only once during a given enemy Activation. Only one missile unit (owner's choice) can Reaction fire at an enemy unit when it enters a hex, no matter how many units are adjacent to the hex. There is no Reaction Fire to Retreats or Advances of all kinds (including Continued Attack).

Artillery and Handgun units may not use Return Fire.

Play Note: *The differences between Archers, Artillery, Handguns, and Longbows, noted above, are factored into their Missile DRM, range, and the above mechanic.*

11.3 Resolving Fire

To Fire, check the range and consult the Fire/Range DRM Chart. The chart gives any DRM for the firing unit at that Range. The Fire Results Table lists all of the circumstances (as DRM) that provide modifiers to the DR. Now roll one die, adding all appropriate DRMs. Compare the adjusted DR to the Fire Results Table column appropriate to the defending unit's status (Normal or Disordered) to get the result, as defined in 14.0.

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EXAMPLE: *A Longbow firing at a range of 1 hex gets a DRM of +1. But if they are firing at Dismounted Men-at-Arms, that incurs an additional DRM of –1, for an accumulated DRM of 0.*

Historical Note: *The piercing capability of longbows was exceptional, even against armored men. However, plate armor was designed to deflect and diminish the effect of such fire to some extent.*

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

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

11.4 Line Of Sight (LOS)

A unit must be able to see an enemy unit to fire at it or for some other game effects. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked:

- by Woods, Town, Houses, Church, Abbey, Mill, and Orchard hexes, which are blocking terrain. Units may fire into and out of these hexes, but not through one.
- for Handguns by Hedgerow/Brush hexes and Hedgerow hexsides which are not part of the firing or target unit's hex.
- if the LOS passes through any intervening slope which is higher—of greater elevation—than both the firing and target hex. It may be necessary to use a string to measure between hexes to determine this LOS case.
- by other units for Artillery, Handguns, and other purposes (such as Charge). Units do not block LOS for Archers and Longbows (they're actually firing over them), unless it is a friendly unit which is adjacent to the target. Fire from an Archer or Longbow through one or more hexes occupied by units receives a -1 DRM, because visibility is hindered.

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

Play Note: *Remember this does not apply to any Hedgerow hexside of the firing or target unit's hex.*

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

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

12.0 SHOCK

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

12.1 The Shock Phase



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

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

Play Note: *Missile units may not Shock Attack.*

Play Note: *Place an appropriate SHOCK/CHARGE marker on any unit that declares an attack with the arrow facing the unit attacked as a reminder. If a single unit is attacking two enemies, point the arrow at the hexside between them as a reminder.*

Historical Note: *It was not unusual in this era for both sides to take short "rest" breaks in the middle of shock combat. Such were often pre-arranged by signal and they enabled the soldiers to keep fighting rather than dropping from exhaustion. We have not included these "coffee breaks" in the mechanics.*

12.2 Retreat Before Combat

A *Mounted* unit that is not Disordered, if attacked by solely by foot units, may Retreat Before Combat, by moving one hex away from all units attacking it. The Retreating unit must be able to end its Retreat one hex away from all attacking units or it may not Retreat. They may not enter the path of a Charge, or an occupied hex, but they may change facing at will. *Mounted* units that Retreat Before Combat become Disordered at the completion of the retreat. One attacker may advance into the vacated hex, if the player so wishes, but may not then Shock. If one attacker is attacking two defenders and both defenders Retreat Before Combat, the attacker may pick which hex to advance into as above. If only one defender retreats, resolve the attack on the other.

Retreat Before Combat applies to any attack, including a Continued Attack.

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12.3 Shock Resolution

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

Order of Shock Resolution

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

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. One at a time, the Active player moves each Charging unit adjacent to its target. Any Reaction Fire caused by this move is resolved. Any Retreat Before Combat (12.2) by the defender is resolved. The defender attempts any Counter-Charges (13.6) of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge Table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction Fire or Counter-Charged); otherwise the Shock Table is used. Continued Attack markers (14.7) are placed and Advances (12.4) are taken.

   Exception: *Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative for the attacker) applied after both attacks are resolved.*
4. All Continued Attacks are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must Shock; Charging and Counter-Charging are not allowed.

All of the below are cumulative; "+" DRMs favor the Attacker; "–" DRMs favor the Defender.

Die Roll Modifiers for Resolving Shock

To resolve the Shock, roll the die for each defending unit, then apply any DRM(s) that apply from the following situations and consult the appropriate Combat Results Table. If at least half of the attacking units succeeded in Charging, use the Charge Table, otherwise use the Shock Table. Look under the column appropriate to the defending unit's status (Normal or Disordered) to find the result. Artillery units which suffer a Disorder, Retreat, or Retire result are instead Eliminated.

1. Strength Advantage
2. Position Advantage
3. The Defender's Shock Defense DRM
4. Leader Presence
5. Unit type (Weapons System Matrix)
6. Attacker Status (Disorder or moved)
7. Defender's Status (Retired)
8. Continued Attack

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

EXAMPLE: *One Cavalry attacks two Infantry. There is a –1 Strength (Dis-)Advantage DRM to the Shock resolution against each Infantry.*

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

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

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

2. Position Advantage: There are 3 types of position advantage:

A. Angle of Attack: This reflects the advantage of attacking from an angle other than (only) frontally (only one applies):

If any attacking units are attacking through a defender's Flank, there is a +2 DRM

If any attacking units are attacking through a defender's Rear, there is a +3 DRM

If the attackers are attacking through two or more sides (Front, Rear, Left Flank, or Right Flank) of a unit there is a +4 DRM

B. Terrain: See the Terrain Charts for the individual battles for the effects of terrain on combat. All terrain modifiers are cumulative; use all that apply. The row for the defender's terrain is used with the column for the attacker's unit type (i.e., Mounted or Foot) to find the modifier for each attack. If more than one unit is being attacked, the terrain of each individual defending unit is used in the combat against that defender. If there is more than one attacker with different hexside terrain considerations (e.g., one is attacking across a river, the other isn't) then the terrain DRM most favorable to the defender is used.

C. Height Advantage: The attacker suffers a –1 DRM if all attacking units are on a lower level than the defending unit.

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

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

5. Weapons/Armor Comparison: The attacker uses the Weapons System Matrix to compare his attacking unit Type to that of the defender. The matrix provides the appropriate DRM. If an attacker is doing so with units of different types, he may use the DRM with the best benefit for the Attacker.

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EXAMPLE: *A Lancastrian Infantry (0) and Dismounted Men-at-Arms (+1) are attacking a Yorkist Infantry. The +1 DRM would be used.*

6. Attacker Status: 2 attacker statuses can affect an attack:

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

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

7. Defender Retired. If the defender is Retired (14.5) add two (+2) to the attacker's DR, and use the Disordered portion of the Combat Resolution Table.

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

12.4 Advance After Combat



Advance is part of combat resolution and is undertaken after a unit has finished all of its attacks. If a defender vacates a hex as a result of a Shock or Charge attack, the attacker must (if possible) advance one of his attacking units into that hex. The advancing unit may change its facing as it wishes after such advance (unless a Continued Attack resulted, in which case no facing change is allowed). A unit is ineligible to Advance if:

- It is Disordered and did not receive a Continued Attack combat result (14.7).
- It would have to cross or enter terrain that it is prohibited from moving across or into.
- It is Levy Infantry (16.3).

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

1. A Charging unit
2. A Mounted unit
3. A non-Disordered unit

If a single unit attacked two defenders and both hexes are vacated, the attacker chooses which hex to advance into.

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

Play Note: *A Continued Attack result always forces the unit obtaining it to advance (if one of the hexes it attacked was vacated during Step 3 of Shock Resolution) and attack, regardless of any other combat results that unit incurs, including retreat.*

13.0 CHARGING & COUNTER-CHARGING

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

It helps to remember that Charge is just another form of Shock that uses a different Combat Results Table.

13.1 Which Units May Charge or Counter-Charge

Both Charge and Counter-Charge are usable only by Mounted Men-at-Arms.

13.2 Charge Procedure



All Charges are designated and CHARGE markers placed in Step 1 of the Shock Phase prior to resolving any Charge or Shock attacks. To Charge, a Mounted Men-at-Arms must not meet any of the restrictions in 13.3 below. Place a CHARGE marker on the Charging unit with the arrow pointed at the target of the Charge. The Charging unit can change facing by one vertex prior to placing the CHARGE marker provided the Charging unit then has a Charge Path (13.3) to its target.

If a Charging unit is Disordered during its Charge, it must still Shock attack the original target of the Charge, see 12.3 to determine the final Combat table. Charges are resolved by moving the Charging unit adjacent to the target, in Step 2 of the Shock Phase. A unit may not change facing during a Charge.

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

13.3 Charge/Counter-Charge Restrictions

A Mounted Men-at-Arms may not Charge, or Counter-Charge, if it meets any of these restrictions:

1. It is Disordered.
2. It began the Activation or the Shock Phase adjacent to an enemy unit (for Charges).
3. It began the Activation adjacent to an enemy unit and is still adjacent to that enemy unit (for Counter-Charges). If an Active unit leaves the hex in which it started the Activation, voluntarily or involuntarily, then it no longer prevents Mounted Men-at-Arms from Counter-Charging that Activation.
4. It does not have a LOS (11.4) to the target unit.
5. It does not have a clear Charge Path to the target. A Charge Path:
   a. Must be through the Charging/Counter-Charging unit's frontal hexes.

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b. Must end with the target(s) in the Charging/Counter-Charging unit's frontal hexes.

c. Must include the hex, adjacent to the target, in which the Charging/Counter-Charging unit will end its Charge.

d. May not cross a hex adjacent to an enemy unit, but may end in such a hex.

e. Must be of the appropriate length for the type of Charge.

i. Charges: one or two hexes between the Charging unit and the target unit.

ii. Counter-Charges against Charge or Shock: the target is adjacent.

iii. Counter-Charges against Missile Fire: the target can be adjacent or *any* number of hexes may separate the Charging unit and the target unit.

f. Must be free of friendly or enemy units.

g. May not cross rivers (or any water hexside that costs more than +1 MP to cross or incurs a possible Disorder), steep slope hexsides, or Hedgerow hexsides (nor may the target be on the other side of such a hexside).

h. May not cross a Woods, Marsh, Bog, Town, or Hedgerow/Brush hex (nor may the target be in such a hex).

i. May not cross terrain which the unit is prohibited from moving into (nor may the target be in such a hex).

j. Cannot be shared with other Charging/Counter-Charging units.

Play Note: *If a Mounted Men-at-Arms begins an enemy Activation adjacent to an enemy unit(s), place a* Counter-Charge Used *marker on it for reference. If that enemy unit(s) moves away remove the marker.*

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

13.4 Benefits and Results of a Charge



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

Subtract one (–1 DRM) from the Charge Table DR if a Charging unit has moved in that Activation. As noted in rule 7.3, changing facing is not considered moving.

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

13.5 Charge Reluctance

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

13.6 Counter-Charge

Counter-Charges can only be performed by the non-Active player's Mounted Men-at-Arms as a response to certain enemy actions. Mounted Men-at-Arms may attempt to Counter-Charge when attacked through their front or flank hexsides by Shock, Charge, or missile fire. A Counter-Charge must end with all attacking units in the Counter-Charging unit's frontal hexes or it may not be performed. A unit may change facing by one vertex if it succeeds in Counter-Charging. All Counter-Charges must adhere to the restrictions on Charge (13.3).



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

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

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

13.7 Counter-Charge Against Charge

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

To Counter-Charge, the defender rolls the die before the enemy Charge against the mounted unit is resolved. If the Counter-Charging unit must change facing to end with the attacking unit(s) in its frontal hexes add one (+1) to the DR.



If the *adjusted DR is 4 or less*, the unit has successfully Counter-Charged. Change the unit's facing by one vertex if required to place the attacking unit(s) in its frontal hexes. The Charges of the Attacker(s) have been negated and the Charge markers are replaced with Shock markers.

If the adjusted Counter-Charge Attempt DR is 5 *or more* the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

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13.8 Counter-Charge Against Shock

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

To Counter-Charge, the defender rolls the die before the attack is resolved. If the Counter-Charging unit must change facing to end with the attacking unit(s) in its frontal hexes add one (+1) to the DR.

If the *adjusted DR is 5 or less*, the unit has successfully Counter-Charged. Change the unit's facing by one vertex if required to place the attacking unit(s) in its frontal hexes. The Attackers must now subtract two (–2) from the DR when resolving the attack.

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

If the adjusted Counter-Charge Attempt DR is 6 *or more* the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

13.9 Counter-Charge Against Fire

Mounted Men-at-Arms may choose to Charge missile units in response to being targeted by missile fire. A unit may not change facing during a Counter-Charge against Fire, only to begin one. No Reaction Fire is allowed against a unit Counter-Charging against Fire.

To Counter-Charge, the defender rolls the die before the Fire is resolved. If the Counter-Charging unit must change facing to begin the Counter-Charge add one (+1) to the DR.

If the *adjusted DR is 5 or less*, the unit has successfully Counter-Charged. Resolve the missile fire, if the Counter-Charging unit is not Unhorsed by the fire, change the unit's facing by one vertex if required to begin the Counter-Charge, move the Counter-Charging unit adjacent to the firing/missile unit, and then perform an immediate Charge attack (treat this as a mini-Shock Phase for just this unit). If the Counter-Charging unit is Unhorsed by the fire, the Counter-Charge ends immediately and the unit is left in its starting hex in its original facing.

If the adjusted Counter-Charge Attempt DR is 6 *or more* the Counter-Charge fails and the unit does not change facing if it was attempting to do so as part of the Counter-Charge.

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

14.0 COMBAT RESULTS

SUGGESTION: Please refer to the Fire, Shock, and Charge Combat Results Tables located on the *Blood & Roses* Player Aid Card while reading this section.

Historical Note: *The weapons used in melee combat – mostly large, heavy swords wielded with two hands, maces and halberds, produced horrible injuries and extensive casualties … even against armored men, as has been shown by recent battlefield digs, such as at Towton.*

14.1 The Combat Results Tables

Missile Weapons use the Fire/Range DRM Chart, DRM for Missile Fire chart, and the Fire Results Table. Charging Mounted Men-at-Arms use the Charge Table. All other Shock attacks use the Shock Table.

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

If a result applies to the attacker, it applies to all attacking units. If the attacker has a choice of Disorder or Retreat, he may choose different effects for each attacking unit. There is nothing prohibiting a player from applying a Disorder result to an already Disordered unit when given the choice. If a single unit attacks two units the attacks are considered simultaneous and the player makes any choices from combat results after both attack rolls.

Play Note: *Shock/Charge is resolved separately for each individual defending unit.*

14.2 Disorder

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

- –1 to its Movement Allowance (as noted on the counter); this penalty does not apply until the unit's next Activation if the Disorder result occurred during movement.
- –2 if firing missiles while Disordered (as noted on the counter).
- Shock attacks made by Disordered units incur a –2 DRM.
- A Disordered unit may not Charge or Counter-Charge.
- A Disordered unit may not Retreat Before Combat.

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

Artillery units are never Disordered, instead:

- Artillery units which suffer a Disorder result from Shock or Charge combat are instead Eliminated.
- When an Artillery unit suffers a Disorder result from missile fire, roll one die:
- if the DR is *4 or less* the Artillery unit is Eliminated.
- if the DR is *5 or more*, there is no effect.

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14.3 Unhorsed



Replace the Mounted Men-at-Arms with an Unhorsed Men-at-Arms unit in Disordered status. Choose the identically numbered counter of the same Army and command stripe. Once a unit is Unhorsed it stays Unhorsed for the rest of the battle; it can never re-mount. You can rally the Unhorsed unit from its Disordered status (15.1). Unhorsed Charging units or units with a Continued Attack marker must still carry out their attacks under their new status. This does not apply to Counter-Charge against Fire.

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

14.4 Retreat

A unit that must *Retreat* must be moved exactly one hex away from the unit(s) inflicting the result by the unit's player. It must end its retreat one hex farther away from every unit which participated in the attack that caused the retreat. It may not stack and it may not move into a hex occupied by an enemy unit, but may move into a hex occupied solely by an enemy leader (5.5) or Standard. It may move adjacent to an enemy that did not cause the retreat and it may change facing. If its retreat is blocked by a friendly missile unit, it *may* retreat *through* that unit an extra hex. If it does so, the missile unit is Disordered; if already Disordered, it is Retired. If the unit was an Artillery unit it is Eliminated. Any leader stacked with the Retired missile unit must make a Leader Casualty Check (5.5) as if the unit suffered the Retire result from Shock combat.

Artillery units which suffer a Retreat result are instead Eliminated.

If any unit cannot retreat, satisfying the above conditions, it is Eliminated. Any leader stacked with the unit must make a Leader Casualty Check (5.5) as if the unit suffered the Eliminated result from Shock combat.

Note: If the unit and leader are totally surrounded, the leader will be eliminated also, per 5.5.

14.5 Retire



Pick up the unit and place it in a hex in or adjacent to its Standard —place a **Retired** marker on top of it— unless the unit is unable to trace a route to the hex not blocked by enemy units and impassable terrain, in which case it is Eliminated. The hex chosen must not be adjacent to the enemy units that caused the Retire result, if this is not possible, it is Eliminated. If all hexes in or adjacent to its Standard are occupied by units or impassable terrain, it is Eliminated. Retired units are counted towards that army's Flight Level (3.0).

Design Note: *This is a slight change from previous* MoI *rules, to reflect the heavy casualty rates incurred in these battles.*

Developer Note: *Picking up the unit—rather than moving it physically on the map (possibly over several Activations)—abstracts the near disintegration of the unit and the demoralized troops flowing away from the fighting.*

Retired units have a Movement Allowance of 1 hex per Activation, and may (if they need to) move only towards their Standard. They may not fire, initiate attacks, Charges, or Counter-Charges. If a Retired unit is attacked or fired upon, treat it as Disordered (including using its Disordered Shock Defense DRM), but add two (+2) to the Combat Resolution DR. Any Retreat, Disorder, or Retire result results in that unit being Eliminated.

If a Battle's Standard has been captured, a Retired result becomes an Eliminated result.

Artillery units which suffer a Retire result are instead Eliminated.

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

14.6 Eliminated

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

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

14.7 Continued Attack



A Continued Attack result always results in one unit being marked with a Continued Attack marker. Place the marker even if no enemy units currently occupy the attacking unit's frontal hexes. Mark one of the attacking units chosen using the priorities below. In the event that two or more units are in the same category the attacker chooses which to mark:

1. A Charging unit
2. A Mounted unit
3. A non-Disordered unit
4. A Disordered unit

After all combats are resolved, another Shock Phase is conducted for all units marked with a Continued Attack marker. During this Shock Phase only those units marked with a Continued Attack marker may Shock and these units must Shock attack, no Charges or Counter-Charges are allowed, otherwise it is resolved identically to 12.0. If a unit marked with a Continued Attack marker has no enemy units in its two frontal hexes, remove the marker during Step 1 of the Shock Phase when attacks are declared. After all Continued Attacks that resulted from the initial Shock Phase are resolved, remove the Continued Attack markers from any units that did not earn another Continued Attack result. If any unit that has a Continued Attack marker on it obtains another Continued Attack result, increment the Continued Attack marker (i.e., flip a Continued Attack –1 to Continued Attack –2 or add another Continued Attack –1 marker to the unit) and conduct another Shock Phase for all of those units still marked with Continued Attack markers. Continue this procedure until no unit is marked with a Continued Attack marker.

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

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

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

14.8 Battle Flight (Optional)

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

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

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

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

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

If a Battle flees complete the following steps in order:

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

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

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

14.9 Pursuit (Optional)

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

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

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

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

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

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

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

- If the Battle leader did not join the Pursuit, the Activation to bring them back on must be a Free Activation. The Battle leader and any on-map units are also activated during the Free Activation; the Pursuing units are considered Out of Command during this Activation. The Battle leader and any units still

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on the map may be Activated by Continuity or Seizure. If the Battle leader is activated by Continuity or Seizure, the Pursuing units are ignored during the Activation (they are still Pursuing).

- If the Battle leader did join the Pursuit, the Activation may be a Free Activation, Continuity, or Seizure. Any units still on the map are Out of Command during this Activation.

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

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

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

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

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

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15.0 RALLYING UNITS

15.1 Rally

Disordered units may cure their Disorder status by spending their entire Activation doing nothing. Flip the Disordered unit to its normal side, if they are not adjacent to an enemy unit after all combat has concluded and they have neither moved, changed facing, fired missiles, attacked, or been attacked that Activation.

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

Retired units that are in or within one hex of their Standard may be Rallied if that Standard is Activated (6.0). When Activated, remove the RETIRED marker from every eligible unit and make sure the units are in Disordered status.

Units may not Rally if adjacent to an enemy unit. Units may Rally if within range of an enemy missile unit or Out of Command.

15.2 Standards



The Standards of the Battles or armies were the rallying point for units. Any unit that is Retired and is within one hex of its Standard when the Standard is Activated has its status changed from Retired to Disordered.

An Activated Standard of a battle that has not suffered Battle Flight may be moved to any hex on the game-map instead of Rallying retired units. When doing so, any Retired units that are within 1 hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die. If the DR is a 5 *or more*, that Retired unit is now Eliminated.

Standards may be captured by the enemy, if an enemy combat unit enters a hex occupied solely by the Standard. When a Battle (or Army if there is only one Standard) loses its Standard, Eliminate all currently Retired units; thereafter all Retired results become Eliminated for that Battle (or Army). Standards may not Retreat Before Combat.

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16.0 SPECIAL RULES

16.1 Ambush

When a player is noted as having an Ambush in a battle, that player may choose to use any Free Activation to activate an ambushing Cavalry unit. This Cavalry unit is taken from the counters for that Command Stripe, but not any initially deployed. The unit enters through hexes designated in the rules for the individual battle. For this one Activation it is considered "In Command" (but cannot enter the hex of an enemy Standard), can double its Movement Allowance, and may Shock attack normally. The unit's sudden appearance causes additional confusion and consternation among its enemies. Follow these steps to resolve the Ambush:

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

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

16.2 Timed Engagement

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



The Time marker starts at a space on the General Track as defined in the battle. The timed player loses the battle if the Time marker reaches the zero (0) space on the General Track. The non-timed player may Pass when he has a Free Activation and move the Time marker one (1) space towards zero (0). This is the only way the Time marker is moved.

16.3 Levy Infantry

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

- May only Shock attack in conjunction with another unit that is not also a Levy Infantry unit.
- They have a plus one (+1) Shock Defense DRM, per the counter.
- They may never Advance After Combat and may never be the unit chosen to receive a Continued Attack marker (12.4 and 14.7).

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

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