

ADVANCED CRY HAVOC

SKIRMISH RULES



ALTERNATE RULES FOR ALL THE GAMES IN THE CRY HAVOC FAMILY

SEPTEMBER 2023

A Tactical Workshop Variant



TABLE OF CONTENTS

1. INTRODUCTION	3	10.4.Ammunition	21
2. PLAYING PIECES	4	10.5.Friendly fire.....	21
2.1.Foot units.....	4	11.CLOSE COMBAT	21
2.2.Mounted units	4	11.1.Resolving close combat	22
2.3.Animals & Objects	4	11.2.Retreats	22
2.4.Markers	4	11.3.Advance after combat.....	23
3. GAME CONCEPTS	5	11.4.Becoming Engaged	23
3.1.Die rolls	5	11.5.Fumbling	23
3.2.Facing & Zone of Influence.....	5	11.6.Targeting a mount	23
3.3.Courage	6	12.EFFECTS OF COMBAT	24
3.4.Stance	7	12.1.Physical conditions.....	24
4. MAPS	7	12.2.Mental conditions.....	24
4.1.Generalities	7	12.3.Impairment.....	26
4.2.Cover and impediment.....	7	12.4.Becoming Unhorsed	26
4.3.Elevation.....	8	13.ANIMALS.....	26
4.4.Line of Sight (LOS)	8	13.1.Riderless/Pack horses	26
5. SEQUENCE OF PLAY	12	13.2.Dangerous animals.....	27
6. ACTIVATION & INTERRUPTION.....	12	13.3.Draft animals & carts	27
6.1.Order of activation	12	13.4.Other animals.....	28
6.2.Interruption eligibility.....	12	13.5.Camels.....	28
7. CHARGE.....	13	13.6.Pushing animals	28
7.1.Charge phase.....	13	14.ARMY MORALE	28
7.2.Charge requirements.....	13	15.TERRAIN TYPES	29
7.3.Charge Action	13	15.1.Clear terrain / Stony ground.....	29
8. ACTIONS & REACTIONS	14	15.2.Scrub / Shrub	29
8.1.Actions.....	14	15.3.Tree / Palm trees	29
8.2.Reactions	15	15.4.Slope.....	29
9. MOVEMENT	17	15.5.Marsh.....	29
9.1.Changing facing.....	17	15.6.Rocks	29
9.2.Backing	18	15.7.Ditch	29
9.3.Climbing	18	15.8.Beach.....	29
9.4.Stacking.....	18	15.9.Garden.....	29
9.5.Carrying.....	18	15.10.Vineyard	29
9.6.Leading horses	19	15.11.Deep water / River	30
9.7.Going Prone & getting up.....	19	15.12.Shallow water / Ford.....	30
9.8.Mounting and dismounting.....	19	15.13.Houses, walls, doors & windows.....	30
9.9.Minimum move	20	15.14.Low walls / Fences	30
9.10.Leg-yield movement	20	15.15.Stairs/Rocky stairs	30
10.RANGED COMBAT.....	20	15.16.Walled trail.....	31
10.1.Ranged weapons	20	15.17.Tents and tent openings	31
10.2.Range & LOS	20	15.18.Chapel window.....	31
10.3.Resolving the attack	20		

1. INTRODUCTION

I was 14 when I discovered *Cry Havoc* from *Rexton Games*. It was my first foray into tactical wargaming and I was hooked. The beautiful illustrations by Gary Chalk (of *Lone Wolf* fame), the large-hexagons, vividly colored maps, the flavor of having named characters fighting each other in a picturesque medieval setting...: the game had perfect appeal to the rookie wargamer and role-player that I was. I bought *Siege*, then the French version of *Outremer* and enjoyed many games and campaigns using the simple yet detailed rule system. Twenty-five years later, I purchased *Guiscard* after the series was revived by Buxeria and *Historic'one*. The same graphical qualities and historical flavor were present in that box and I immediately sat down to play a solo game using the revised rules provided. It was then that I realized that I had outgrown the system itself. After so many years playing and designing a wide variety of wargames, I was not enjoying the 30 or so years old game system anymore, I thought it felt somewhat clunky compared to more recent games. The presentation, components, scenarios and settings were perfect but I found the rules themselves to be not detailed enough for my liking.

In order for me to still be able to play those wonderful games, I decided to completely refurbish the system with the aim of being able to still use all the game components as they were provided. Except for new combat charts and additional markers, the maps, counters and scenarios would be usable as is.

This booklet, the *Advanced Cry Havoc (ACH) Skirmish Rules* is what came of it. It is wholly different with new concepts and mechanics and is definitely more detailed and maybe more difficult than the old rules. However, I hope these new rules have clarity of purpose and design, keep the game playable and are hopefully without major loopholes or omissions. The rules for fortifications and siege can be found in the upcoming *Siege Operations* booklet.

Players that find these rules too complicated or too heavy for what the *Cry Havoc* series tried to achieve should stick to the original rule system. For the others, I hope they find enjoyment in this more challenging but, I feel, somewhat richer and more dynamic and interactive gaming experience.

F. Delstanches
Tokyo, 2021

Examples, Design & Play notes are found as smaller red font and are not rules by themselves but insights on design choices and helpful tips or reminder such as....

Play note: Unless otherwise stated in these rules, players should not use nor refer to any rulebooks, charts and tables issued with the original games. This is a stand alone ruleset that completely supersedes those.

NEW 2022 VERSION, design notes: For those familiar with the previous version of these rules the new or reworked mechanics are:

- Streamlined and easier to use activation/initiative system.
- Reworked LOS, slope & cover rules, no more blind hexes.
- Lowered the effectiveness of ranged combat to match the original rules effects, introduced ranged weapon power, new 'watch' mechanics.
- Greatly reduced the occurrences of impairment.
- Introduction of an Engagement mechanic and marker.
- Introduction of Army Morale.
- riderless horses can now run off the battlefield.

2023 VERSION: corrections & clarifications. ZOI are now only blocked by impassable hexsides but extend into impassable hexes.



Version 23.09



Booklets layout, markers design & rules: Frederic C. Delstanches

Cover: Some of the box covers from the *Cry Havoc* family of games.

COPYRIGHT DISCLAIMER: This product is free to download. All counters and maps pictures rights herein are the sole property of the copyright owners of the various games of the series and are only used here for instructional purposes, under fair use.

Ownership of at least one game in the series is necessary to make any use of this document.

Please buy the latest series of games here:

<https://historicone.com/en/collections/cry-havoc-fan>

2. PLAYING PIECES

The playing pieces comprise **counters** and **markers**. Both counters and markers are two sided, with a front and a back side.

Markers serve to indicate game effects, statuses, and environmental changes or are used as tracking tokens.

Counters represent soldiers, civilians, animals and objects. We use the pronoun 'he' and the term 'character' when speaking of male or female **humans** and **dangerous animals**. Counters representing humans are either mounted (large, rectangular counter) or on foot (square counter). Each mounted named character has four counters representing him in various states, each foot character has only two.

The data shown on all the counters is color coded:

- A **black number** representing the Offensive factor (**OFF**) of the character.
- A **red number** representing the Defensive factor (**DEF**) of the character. A **circled DEF** factor represents an **armored** character or horse.
- A **blue number** representing the Movement factors (**MF**) of the character.
- A **black word** spelling either the name of the character or his condition ("Stun" or "Dead").
- A **black abbreviation** (only in later games of the series) showing the first letters of the faction, unit type and unit subtype.

Play note: refer to the various game rules booklets for an explanation of those acronyms.

The actual picture of the soldier on a counter might also be important to determine if he carries any type of special weaponry and/or armor (lance, shields, banner, etc).

2.1. Foot units

Units on foot and dismounted characters, have two counters showing them in four different conditions:

- First counter, front side: **Healthy**.
- First counter, back side: **Stunned**.
- Second counter, front side: **Wounded**
- Second counter, back side: **Dead**.



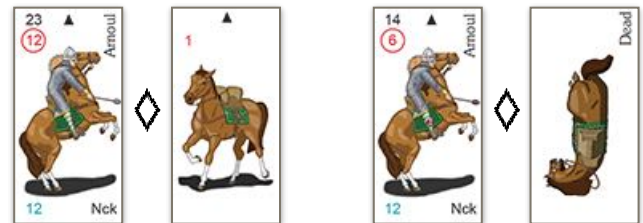
Example: Fulbert, the Norman archer, is represented by his first counter (left) as Healthy and Stunned and his second counter as Wounded and Dead.

2.2. Mounted units

Mounted characters, have two counters showing four different conditions (in addition to their two counters used when they are dismounted, see 2.1):

- First counter, front side: **Healthy & mounted**.
- First counter, back side: **Horse without rider**.
- Second counter, front side: **Wounded & mounted**.
- Second counter, back side: **Dead horse**.

A **black arrow** shows the front facing of the unit (see 3.2).



Example: Arnoul, the Norman knight, is represented, by his first counter (left) mounted and Healthy which flips to show his horse alone. His second counter (right) shows him mounted and Wounded which flips to his dead horse.

2.3. Animals & Objects

All animals and objects only have one counter showing them **Healthy/functional** on the front side and **Dead/destroyed** on the back side. Animals represented **with an OFF factor** are called **dangerous animals** (13.2).

2.4. Markers

ACH requires players to track various game effects and statuses with the markers provided as a separate printable PDF file (both in A4 and US Letter formats).

Play note: that file should be printed in color then mounted (glued) on heavy card stock making sure the front and back of the markers are properly aligned before cutting them. A set of professionally printed counters can be purchased with our Gamecrafter's print on demand version of these rules.

Place a marker on or near a character's counter when he is under that game effect.



Engaged: this round marker is placed straddling two enemy counters showing that they are engaged in close combat. Flip it to show both characters have activated.



Javelins/dagger: shows the ammunition level of a javelin or dagger equipped character.

Those markers have **four sides** and need their active side to face the same way as the **front of the character** affected. Rotate the marker to show the number of shots remaining. **Lance/axe:** shows that a lance or axe equipped character still possesses his weapon. Remove the marker when the weapon is thrown.



Activated: shows that a character has already activated this turn. **Charge:** placed on a character that succeeded in his

Task check to Charge this turn or on an eligible Enraged character.



Watch: placed on a character that placed himself on watch to improve the accuracy of his ranged attacks. **Prone:** placed

on a character that either voluntarily (through movement) or involuntarily (through tripping or combat effects) finds himself Prone but not Stunned.



Parry: shows a character that used his Action to prepare to defend against a close combat attack. **Cover:** shows a character

that used his Action to prepare to defend against a ranged attack.



Impaired: placed on a character that became impaired from a hit or an environmental effect. **Enraged:** shows a character that

became enraged through a Morale check.



Scared: placed on a character that failed a Morale check. **Panic!** replaces the Scared marker on a character that fails

another Morale check.



Unloaded: placed on a character that just fired a slow weapon. **Fumble:** shows a character that rolled a fumble

while attacking in close combat.

3. GAME CONCEPTS

This rulebook introduces concepts that were not present or not implemented in this fashion in the original rules. Those significantly alter game play compared to the official version.

3.1. Die rolls



The game uses a D10 to resolve checks, attacks and other effects. The result is a number from zero to nine: **read the 0 as zero not ten.** Rolling low is always better.

3.2. Facing & Zone of Influence

When placed on map, the side of a foot character's counter closest to his depicted head or the side of a mounted character's counter with the arrow should always be oriented facing a hexside.

3.2.1. Front, side & rear hexes

The 6 hexes around a foot character and the 8 hexes around a mounted character are each of a certain kind depending on the counter's orientation: **front** hexes, **side** hexes and **rear** hexes.



Example: the front, side and rear hexes around mounted and foot characters.

Note that **small-counter animals with no OFF** factor and **Stunned** characters have no orientation, they are surrounded by **all front** hexes.

Characters usually can only perform an Action towards or into one of their front hexes and suffer from penalties when attacked from their side or rear hexes. In order for foot characters to **change their orientation** within their hex they must perform any kind of Action involving movement or rotate in **Reaction** to an enemy Action (8.2.3).

3.2.2. Zone of Influence

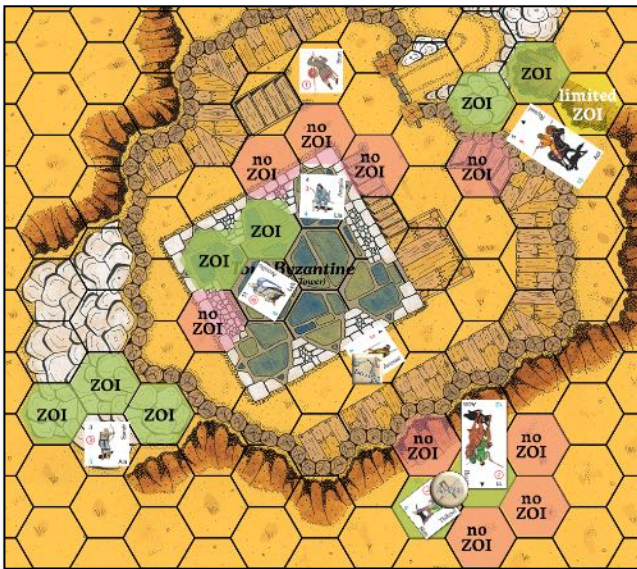
A character usually projects a **Zone of Influence (ZOI)** in his adjacent front hexes unless he is **Engaged**. In that case, the **only hex** where he projects a ZOI is the one towards/from which the Engaged marker is pointing. However, in order to project any ZOI, the following conditions must all be met:

- the (healthy) counter's picture of the character shows him holding any kind of **weapon**.
- the character is **not Stunned**.
- the character is **not** under a **Panicked, Impaired, Fumble, Cover, Parry** or **Prone** marker.
- the front **hexside** through which the ZOI would exist is **not impassable** to that character (9.).

If any of those requirement are not met, the ZOI does not exist in the affected front hexes and any game effect related to ZOI is ignored.

Additionally, if the above conditions are met, a character also exerts a ZOI in his **side hexes** but only:

- if it is a foot character and only for the purpose of Reaction facing change (8.2.3).



Example ZOI: Samir (bottom left) meets all the requirements to exert a ZOI in his three front hexes. Arnolfo (center left) exerts only two ZOI, the third one being blocked by the wall. Angelo (center) has no ZOI because of the wall and the arrow slits are impassable. Riyaad (mounted) does not project a ZOI through the palisade (impassable to him) but does into the rocks as only impassable hexside features block ZOI projection. However, he could perform a close combat attack or a reaction swing in his right side hex but not in his left one (being impassable to him). Thibaut and Bashir are Engaged and both thus only exert a ZOI in the hex where the marker points to/from. Finally, the Impaired Anouar (bottom center) and the Stunned character (top) do not exert any ZOI at all.

- if it is a mounted character and only for the purpose of a **Close combat attack** (8.1.3) or a **Reaction swing** (8.2.2) or **leading** a horse (9.6). A Charge or Move and attack Action do not allow for side hexes ZOI.

3.2.3. Arcs

Up to three types of arcs are defined around a character that possesses front, side and rear hexes:

- A **front arc** through which **foot** characters may **shoot** (perform a ranged attack) and all characters may select eligible targets for a **charge**
- Two **side arcs**, for **mounted** characters only, through which they can **shoot** (perform a ranged attack).
- A **rear arc** through which no character can trace a LOS (effectively, a **blind arc**).

Those arcs extend throughout the hexgrid.



Example: the front, side and rear arcs of a mounted character; the front and rear arcs of a foot character. Notice the differences between a foot and a mounted character's arcs, especially the truncated front arc and elongated side arcs of the latter. This is due to the facing change restrictions of a mounted character and the fact that only the head of the horse blocks the line of fire.

3.3. Courage

Courage is an abstract value representing a character's combat sense, awareness, willingness to fight and resistance to morale setbacks. The Courage of a character is directly related to his current printed **DEF factor**. Players can find each character's courage value by looking for his DEF factor and **whether or not he is mounted** on the Courage Table found on the *Game Charts*.

Design note: Outremer and Montgisard have similar morale rules and give a table of morale values for character types. We decided on simplifying this a little and use the existing DEF factor to derive

Courage as it reflects the experience, protection and skill of the individual.

When a player is required to take a Courage check for a character or an animal, he rolls a **D10** and compares the modified result to the unit's **Courage** value. Some die roll modifiers might apply depending on the type of check taken. If the modified roll is **inferior or equal** to the Courage, the check is a success, if it is higher, it is a failure.

There are three different types of Courage checks in *ACH*:

- **Morale check:** triggered by combat events affecting the character or friendly characters around him. It might result in changes in the Mental condition (12.2) of the character. Morale checks are taken in four separate circumstances: when a foot character is contacted by an enemy mounted charging character (7.3), when a character **suffers a wound** (except when it is caused by a *Waking up table* roll), when a friendly character in the character's LOS and within **3 hexes of him is killed** (except when it is caused by a *Waking up table* roll) and when a friendly character in the character's LOS and **adjacent** to him becomes Panicked or **passes through** his hex or **displaces** him while under a **Panic!** marker.
- **Task check:** a check taken when a character attempts a dangerous action or one that needs resolve or coordination. A Task check must be taken anytime a character wants to **interrupt** a character's activation in case of an initiative tie (6.2), **Charge** or **Reaction charge** (7.3 & 8.2.4), to see if a mounted character becomes **unhorsed** (12.4) or when attempting to quickly climb a tree or a ladder (9.3). Other Task checks can be found in the *Siege Operations* booklet.
- **Recovery check:** a mandatory check taken by characters or animals currently affected by a Mental condition that allows them, if successful, to get rid of that condition (12.2.5).

3.4. Stance

A foot character (not an animal) is always in one of two different stances either **standing** (default stance, no special effects) or **Prone** (indicated by placing a Prone marker on the counter.



Play note: Stunned characters although laying on the ground, are neither considered nor put under a Prone marker and are not subjected to any stance game effects.

A character may voluntarily go Prone as part of a **movement** Action (9.7) or involuntarily through an enemy attack, a bad Impairment check (12.3) or becoming unhorsed (12.4).

Prone characters must get up (9.7) before moving and cannot perform any type of attack but they enjoy an **increase by one level** of their **cover** level against a **non-adjacent ranged attack with no elevation advantage on them** (from no cover to light, light to medium, etc.). They have **no ZOI** and never affect any LOS.



4. MAPS

4.1. Generalities

The maps are overlaid with a hexagonal grid to help measuring movement and shooting distances. Each hexagon (**hex**) and each elevation change would, in real life, be about **2 meters** (6 feet) wide or tall. Each hex contains one type of terrain and some hexsides that may feature other terrain such as walls or crest lines. **Half- and quarter- hexes** are fully playable. A hex is considered **empty** if there are no markers or counters in it.

The different types of terrain depicted on the maps can affect game play in various way: the cost of movement (see 9.), cover or impediment to close combat (4.2) and elevation (4.3). The effects of common terrain types are detailed in the last section (15.) of these rules. A summary of all basic terrain features is located on the back page of this booklet, and called the *Terrain Effects Table*.

4.2. Cover and impediment

Some terrain types provide protection from ranged and close combat attacks in the form of **cover**. **Elevation changes** might also provide characters with some cover depending on their distance to a crest line.

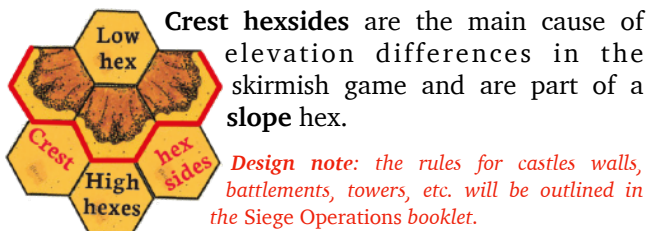
Cover can be **Light**, **Medium**, **Heavy** or **Full**, depending on the level of protection it provides. A character benefiting from **Full cover** cannot be hit by ranged or close combat attacks and the line of sight (LOS, see 4.4) to him is blocked. Additionally, the level of cover a character receives when attacked by **ranged combat** might be altered by using the **taking cover** Action (8.1.7) or by **stance** (3.4).

Terrain may also cause difficulties for characters to efficiently wield their weapons in close combat, this game effect is called **impediment**. Impediment only affects the die roll of a **close combat attacker**. Impediment can be **Light**, **Medium** or **Full**. A character suffering from **Full impediment** cannot perform any close combat attack from that hex.

4.3.Elevation

It is sometimes difficult to judge the elevation of different parts of some maps in the series as there is no real indication of the absolute elevation of a hex. Therefore, players should only compare the elevation of an observer to that of a target as seen via elevation changes throughout the LOS. As such, when tracing a LOS between an observer and his target we only care about the **relative elevation difference** between them by determining if any terrain feature increases or decreases that difference.

4.3.1.Crest hexes



A **crest hexside** is one closer to the darker shade of the slope hex (red hexsides in the picture). Non-slope hexes adjacent to a crest hexside (high hexes) are considered at **1 elevation higher** than those adjacent to the slope hex non-crest hexsides (low hexes).

When tracing a LOS to a target, each time that LOS from the observer crosses a crest hex **from a high to a low** hex, the relative elevation of the observer is increased by 1 compared to that of the target. Vice versa, when that LOS crosses from a low crest hex to a high one, the observer is at a relative elevation 1 lower than the target. Relative elevation changes are cumulative.

Additionally, a foot character standing on a **cart** (13.3) is similarly considered **1 level of elevation higher** than another character at otherwise the same elevation.

4.3.2.Half-elevation

A character can be 1/2 an elevation level higher or lower than another one in the three following cases:

- A character in a **slope hex** is **1/2 an elevation higher** than one on a **low hex** and **1/2 lower** than one on a **high hex** of the associated crest hexside.
- A character in a **swamp hex** or a **deep water hex** is **1/2 an elevation lower** than one in a non-swamp/deep water hex at otherwise the same elevation.

Half-elevation within a hex is cumulative with any other relative elevation differences.

4.3.3.Elevation advantage

Elevation advantage allows a character to get a beneficial ranged combat modifier and affects the level of certain cover. A character that has a relative elevation **at least 1 full level higher** than another has an **elevation advantage** over that character. Half an elevation difference doesn't afford any elevation advantage.

4.4.Line of Sight (LOS)

In order for a character (the **observer**) to be able to see another character, animal or object (the **target**) so that he can interact with it through ranged combat or other game effects, he must be able to trace a **clear LOS** from the center of his hex to the center of the target's hex.

Mounted characters always trace their LOS from the hex occupied by the part of their counter with the **black arrow** but a **LOS to them** can be traced into **either hex** they occupy. In the case of a Morale Check caused by a killed friendly mounted character (3.3), the LOS is clear if it can be traced to **either hex** of that mounted character before he was killed.

LOS is always **reciprocal** both when considering whether it is clear and when assessing an elevation advantage (4.3.3).

Three different types of game artifacts affect the LOS:

- **Obstacles** created by terrain depicted in a hex or along a hexside or by objects such as carts, siege engines,...

- **Characters**, both foot and mounted and animals (including dead large-counter ones). **Dead, prone or stunned** characters (including single-hex dead animals) **do not affect LOS in any way**. A mounted character's **own counter** never affects his own LOS.
- **Slope hexes** and their associated **crest hexside** may create cover depending on their distance between target and observer (4.4.3)

A LOS is affected if it crosses **any part** of a hex containing an obstacle (including characters) but a LOS that is traced exactly **along a hexside** is only affected if that hexside itself contains an obstacle (wall,...) or if **both the hexes** across the hexside each contain an obstacle. A LOS **has to cross a crest hexside** to be affected by it in any way.

A LOS that is not clear is **blocked**. When assessed for any purpose and regardless of any other considerations, a **LOS** to a target is always **blocked**:

- if the LOS is traced into any hex that is part of the observer's **rear blind arc** (3.2.3)
- if the target receives **Full cover** from intervening obstacles, posture, elevation relative to the observer or other game effects.

4.4.1.Obstacles & LOS

Objects, dead large-counter animals or terrain features create **obstacles** that might block the LOS or might provide cover to a target when traced through the hex occupied by the obstacle. The **obstacle height** determines whether or not the LOS or the level of cover are affected. Player should compare the obstacle height of each obstacle along a line of sight **relative to the elevation of an observer and the target** in order to determine if each has any effect blocking it or increasing the level of cover.

Play note: a character with an elevation advantage of 1 over a hex containing a height 1 obstacle hex sees that obstacle as height 0 (i.e. no obstacle at all).

Terrain type obstacles have a height indicated on the *Terrain Effects Table* in the "Obstacle Height" column.

Non-terrain type obstacles in the skirmish game can be **carts** with a **height of 1** or **dead large-counter animals** with a **height of 1/2**.

The most important rules for **any such obstacles** are:

- If an obstacle **relative height is 1 or more** with respect to the elevation of **either the observer or the target** and lays in any hex along the LOS, the obstacle is treated as if it was a slope hex (4.4.3)

and LOS and cover are determined in the same manner as if the LOS crossed that slope hex.

Example: character A is at the same level as a cart sees it as a height 1 obstacle. Character B is at the same level and would have no LOS to A. If B was 1 level higher than A and the cart, he would have to treat the cart hex as if it was a slope hex with its crest at elevation 1 and follow the "LOS crossing a crest hexside" rules to determine cover and LOS.

- If the LOS crosses an **obstacle** with a relative **obstacle height of 1/2** relative to the elevation of either the observer or the target, that hex provides **cover** to the target as if the target was occupying it (see *Terrain Effects Chart* for the level of cover) but only if **neither the observer nor the target have an elevation advantage on the hex** containing the 1/2 level obstacle. **Non-terrain 1/2 level obstacles (dead horses, characters,...)** provide **light cover** but only for a LOS going through their hex. Having a LOS crossing any number of such hexes/hexsides does not increase cover nor does it add to any in-terrain cover the target might have. **Use the highest cover** provided by any of the crossed hexes or any in-terrain hexes/hexsides.

Example: if the LOS between two foot characters goes through one or more scrub hexes or hexes occupied by dead horse counters (height 1/2) at the same level as them, the LOS is clear but each character would benefit from light cover on each other (regardless of the number of hexes crossed). If both characters were at least 1 level higher than all such hexes, no cover would exist because they would appear to them as level 0 obstacles. If either character was 1 level higher than those hexes, no cover would exist because of that character's elevation advantage. If the target occupied a medium cover hex, the light cover provided by those pass-through hexes would not add to that cover.

4.4.2.Characters & LOS

Characters (and animals) affect LOS as follows:

- for any character wanting to perform a **ranged attack at short range** or one with a **flat trajectory** weapon (10.1) at **any range**: they block the LOS or provide cover for a through LOS as if they were an obstacle of **height 1** (as per 4.4.1).
- for any other reason (including other types of ranged attacks): they never block the LOS but provide cover for a through LOS as if they were an obstacle of **height 1/2** (as per 4.4.1).
- if **stunned, prone or dead**, they do not affect LOS in any way (see 4.4.1 for dead large animals).

However, in case of **friendly fire** occurrence, any character through which an otherwise valid LOS was traced can be selected as the new target of the attack (see 10.5).

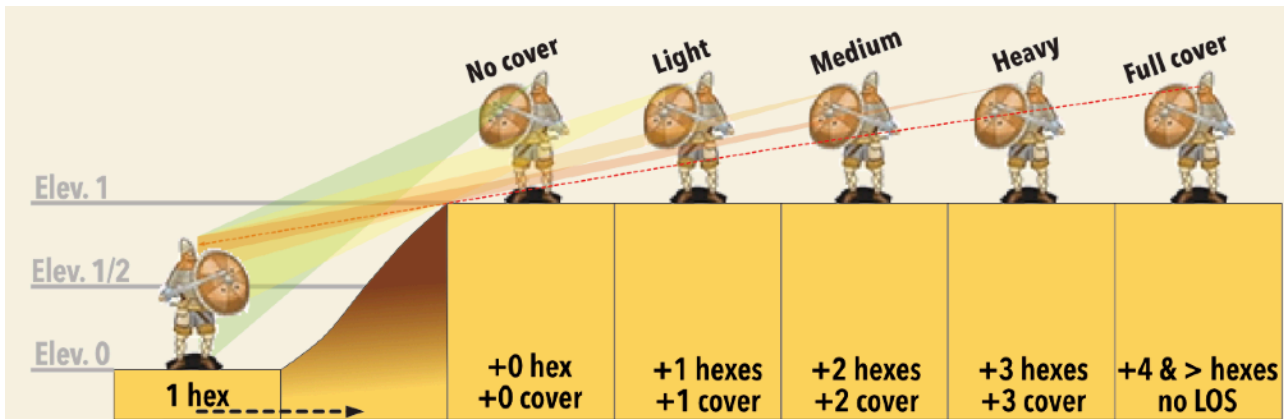
Example: a short bow equipped shooter may fire at a target over other characters with a light cover modifier as long as he is not firing at short range. All those characters would be valid targets for a friendly fire event. At short range or if he was using a flat trajectory weapon, each such character would have to be treated as a height 1 obstacle and might block/hinder the LOS depending on the relative elevations of both the shooter and target.

4.4.3.LOS through slopes

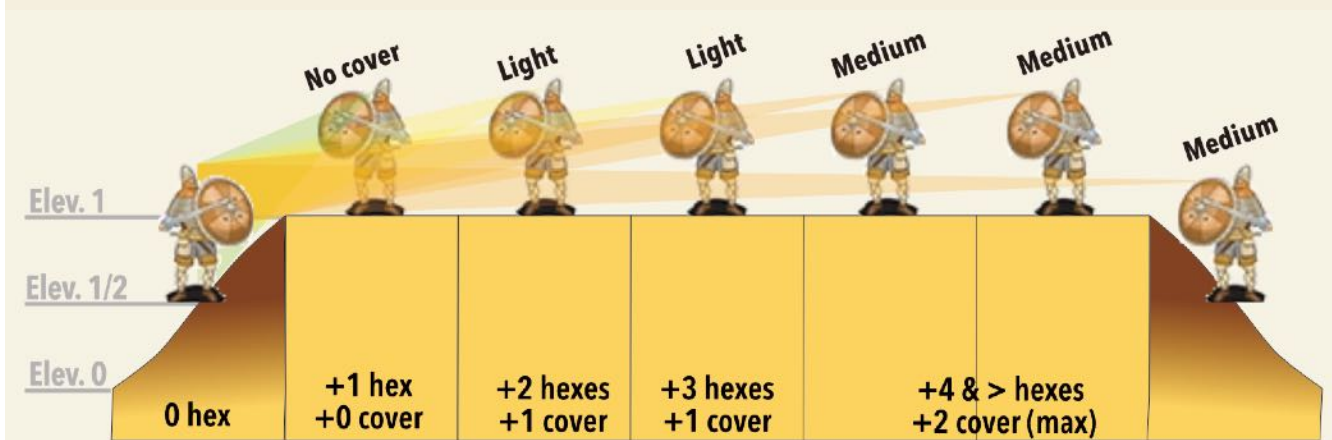
If LOS is traced through one or more slope hexes, the players must determine the level of cover each of those hexes afford a target. If the both characters are at the **same distance** to the same slope hex and one is at least **one level higher**, the **LOS is clear** and neither character has cover on the other. The cover level provided by the slope for either character is **increased by 1 level for each hex** the lower character is closer to the slope hex than the higher one. If cover is increased to full in this way, the LOS is not clear and the characters cannot see each other (as per 4.4.1). Slope cover is **reciprocal but is not**

cumulative with in-terrain cover, use the most advantageous cover for the target from either slope effects or terrain occupied/passed through by the LOS. If a character is only 1/2 a level lower than a crest high hex, the cover only **increases by one level for every 2 full hexes** the slope hex is closer to the lower character and that cover **cannot be increased past medium** cover (a LOS always exists). If it is 1/2 a level lower, then cover **increases by 2 levels for every hex** the lower character is closer to the slope hex. In all cases, cover is **reduced by one level for each level of elevation advantage** a higher character has on any crest high hex that would be providing cover. If **both characters are lower** than the crest high hex **and one is at least 1 level lower**, then the LOS is always blocked.

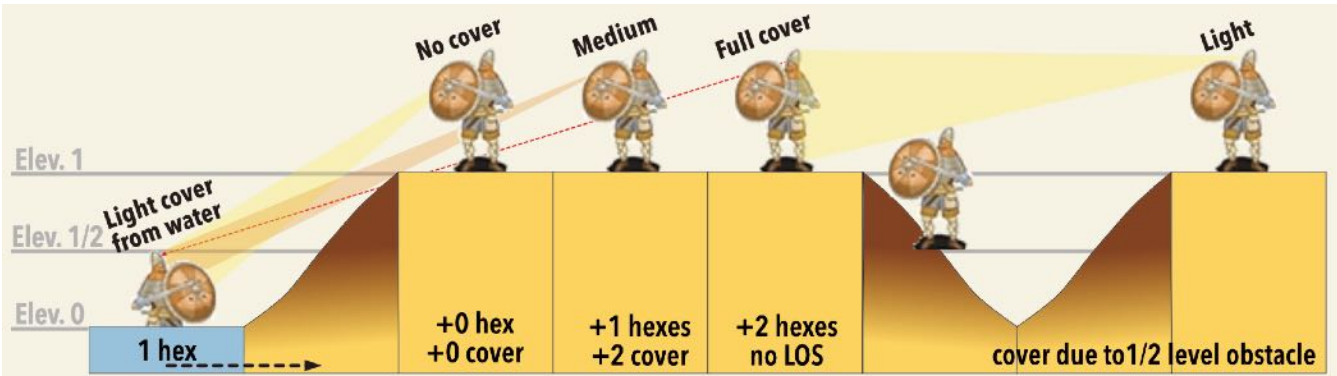
Example: if a target is seen through a crest hexside and gets medium cover from it, that cover would be reduced to light if the observer had 1 elevation advantage over the level of the high crest hex or to none if he had 2.



Case 1: the foot character on the left is 1 hex from the slope hex. For each hex farther from that slope a higher character is than the lower one, the cover for both observer and target is increased. by one level. When it reaches full cover, there is no LOS. The higher characters (with a LOS) all have elevation advantage on the lower one.



Case 2: the foot character on the left is in the slope hex, increasing his elevation by 1/2. No elevation advantage is gained by any higher character and the cover provided by the slope hex to the lower one cannot be increased past medium and a LOS to him always exists. If either character on the slope was at level 0 instead, no LOS would exist to the other character still on the slope.



Case 3: the character in the deep water stands 1/2 an elevation lower than normal and thus the slope cover increases by 2 levels per hex farther from the slope the higher character is. The cover provided by the water is not cumulative with the slope, use the cover most beneficial to the target. On the right, the character on the slope presents a 1/2 level obstacle to the observer providing light cover to the target.



- A has a LOS to B, C, D and E. B does not block the LOS as he is 1/2 a level lower in the swamp and thus presents only a 1/2 level obstacle. A has a LOS to G and is 2 hexes closer to the closest slope hex than G is. G is 2 levels higher than A so they have light cover on each other (+2 cover for A being 2 hexes closer, -1 for G's elevation advantage on the intervening slope high hex). A's LOS to F would only be blocked by D for flat trajectory or short range fire. H cannot be seen as both characters are lower than the hill's crest hexsides and A is at least one level lower.
- B has no LOS to E, G or H due to being so close to and 1/2 level lower than the slope in C's hex. B has no LOS to A, D or F because they are in his bling rear arc.
- D can see everyone but H that is blocked by the tree and slope hexes.
- E can see A, D and F. he also can see C but with medium cover (see case 2, being stunned doesn't change your cover level).
- F can see everyone but H and B because he is 3 hexes from the slope hex while B is one hex away and in the swamp, 1/2 level lower.
- G sees everyone but H. He sees C with light cover (medium, reduced by 1 level for C's elevation advantage on the crest high hex).
- H cannot see or be seen by anyone.

5. SEQUENCE OF PLAY

The game is played in a succession of game turns. During each game turn, players alternate activating their characters until all of them have been placed under an **Activated marker**. Each game turn is divided into phases that must be followed in the order given below. Some phases are themselves subdivided into segments.

(I) Charge phase.

- (i) Charge declarations.
- (ii) Charge & Reaction Charge resolutions.

(II) Activation phase.

- (i) Activation & interruption.
- (ii) Character Action & Reactions.

(III) Cleanup phase.

- (i) Remove Activated/Watch markers.
- (ii) Recovery checks.
- (iii) Waking up checks.
- (iv) Victory check.

When the turn is over, advance the turn marker to the next box on the *Siege record sheet* or any other suitably numbered track.

Design note: getting rid of the split 'player turns' does not increase the tempo of the simulation if one considers that one game turn (two player turns) in the original rule set corresponds to two game turns here. Some scenario victory conditions might need doubling the number indicated to match the ACH turn method. Getting rid of OFF/DEF fire and of adverse attacker close combat results in ACH aligns combat results with the new game turn breakdown.



6. ACTIVATION & INTERRUPTION

These sequencing rules apply both during the *Charge phase* and the *Activation phase*. The order of activations and is determined by having one player selecting one of his characters for activation and having the other decide whether or not he wants to interrupt.

6.1. Order of activation

Both players first each roll a die to determine who is making the **initial character selection** of the phase.

- (A) The player with the **lowest roll chooses** which player will select one of his (non-stunned) characters for the first activation.
- (B) The opposing player may, if desired, **declare an interruption** with one of his characters. If that character is eligible, he is activated instead.
- (C) After the activation of that character is complete, the player that **did not last activate** a character is now allowed to select one of his characters and players go to step (B) again.

Note that only **one interruption is allowed per character selection**: if the interrupting character is found to be ineligible or any reason, then the character initially selected activates with no further interruption allowed until the next character selection by the opposing player.

Example: Player 1 selects a character for activation and Player 2 declines to interrupt, the character is activated. Player 2 then gets to select one of his characters. Player 1 decides to interrupt and does so successfully: his character activates. Player 2 then yet again selects a character, Player 1 decides to interrupt but fails a required Task check. Player 2 gets to finally activate his selected character.

6.2. Interruption eligibility

In order to be eligible for interruption, a character:

- is **not already Activated**.
- Is **not Stunned**.
- is **not** under a **Scared, Panic!, Impaired, Fumble, Cover, Parry, Engaged** or **Prone** marker.
- has a higher **initiative bracket** than the character selected for activation.

Design note: characters afflicted by a condition or engaged in combat lose some situational awareness making them unable to interrupt and vulnerable to enemy interruption.

The **initiative brackets** are as follows:

- (1) If the interrupted character is under a **Scared, Panic!, Impaired, Fumble, Cover, Parry, Engaged** or **Prone** marker, the interruption automatically succeeds.
- (2) **Mounted** characters (with a weapon).
- (3) **Unarmored foot** characters (with a weapon).
- (4) **Armored foot** characters (with a weapon).
- (5) **Mounted Civilians** (no weapon).
- (6) **Foot Civilians** (no weapon).
- (7) **Dangerous animals**.

If the selected and interrupting characters are in the same bracket determine if the interruption succeeds by going down the tie breaker list (whenever a tie still exists, go down to the next line until the tie is broken):

- (1) A **Healthy** character goes before a wounded one.
- (2) The character with the highest **OFF factor** goes first.
- (3) If the characters are still tied, the interrupting character must pass a **Task check** to go first. If he fails, he cannot interrupt but does not suffer any other consequences (he can still be selected for another interruption later if otherwise eligible).

Play note: the OFF factor sometimes eventually breaks a tie. This gives more importance to small differences in OFF factors between similar characters.



7. CHARGE

7.1. Charge phase

Players may attempt to pre-empt the *Activation Phase* for their characters by having them charge during the *Charge phase*. First, both players declare and check each character attempting to charge. If they both want to do so, each player rolls a D10 and the **high-rolling** player declares **all his charges first**.

After both players have rolled for all their charges, all the characters under a **Charge marker** (and only those) must perform a **Charge Action**. Determine

their order of activation by following the rules given in (6.). Characters not under a **Charge marker** may only react (8.2), never interrupt. If the **requirements** for a **Charge** are **not met** anymore when a character is selected for activation, remove the marker (he now must wait to activate during the *Activation phase*). After each **Charge Action** is completed, flip the **Charge marker** to its **Activated** side. The **Charge phase** ends when all the **Charge markers** have been flipped.

7.2. Charge requirements

Characters (never any animal) can declare a **Charge** but only under all the following conditions:

- the character is equipped with a **weapon** (as shown on his counter's **Healthy** picture).
- the character must be in a **Healthy** condition.
- the character may **not** be under a **Scared, Panic!, Engaged, Fumble, Impaired, Cover, Parry** or **Prone** marker.
- the character may **not** be **in the ZOI** of an enemy character.
- the character must have at least one **enemy character** in **LOS**, in his **front arc** or in any of his **front hexes** and not in an impassable or unreachable (due to blocking terrain, not MF cost to reach) hex to him. A character that is supposed to **enter the map** on this game turn may still attempt a **Charge declaration**. In this case, the **LOS** has to be traced from his selected **hex of entry**. Multiple characters are prohibited from charging in this fashion through the same entry hex: each one must select a different entry hex at the map edge prior to all **Charge declaration** attempts (characters that are not charging may enter the map through the same hex without restrictions).

If all those conditions are met, the character must then pass a **Task check**. A failure of which means that the character cannot declare a **Charge** this turn (he will still be able to activate during the *Activation phase*). If the check is passed, place the character under a **Charge marker**.

Design note: a character under a Charge marker doesn't always mean a full blown charge but represents him rushing, taking the initiative or otherwise taking an opportunity to attack an enemy target.

7.3. Charge Action

Only characters under a **Charge marker** at the start of their activation may perform a **Charge Action** and those under such a marker **must** do so.

Before moving, the charging character must select any one **enemy character** in LOS and front arc and not in a hex impassable or unreachable (due to blocking terrain, not MF cost to reach) for the charging character. This enemy character is the **target of the Charge**. At this point, the target of a Charge (and only him) may attempt to Reaction charge, if eligible (other characters may perform other eligible reactions). The active character must then move to **reduce his distance** to the target and is **not allowed any facing change** during his movement. A mounted character may perform a **single leg-yield** (9.10) maneuver at the start of his charge as his initial MF spent.

There are no other restrictions to Charge movement (terrain type, passing through friendly occupied hexes,...) but entering Difficult Terrain still causes an Impairment check (with a detrimental modifier for charging).

The charging character must attempt to spend **all his MF** during his activation and stops only when:

- he becomes **adjacent to his target** and puts it in his **ZOI** or
- he runs **out of MF** or is **unable**, for any reason, to reduce his distance to the target, without any facing change, or put it in his ZOI before he runs out of MF. In this case, the owning player rolls a die on the *Impairment table* and applies the result to the character before flipping the Charge marker.

If the character fulfills the requirements of the first bullet point above, he **must then perform a close combat attack** on the Charge target. If he manages to **kill** or make the target **retreat**, he **must advance** in the target's hex (11.3). After all Reactions and Advance are completed, **flip the Charge marker** to its Activated side.

A **foot target** attacked by a **mounted charging character** must take a **Morale check** and apply its result **before** the attack is resolved.

A charging **mounted** character that moved **at least 6 hexes** this activation or a **foot** character that moved **at least 3 hexes** will benefit from a **2 columns right shift** for his attack unless the target Reaction charged (in which case the bonus is canceled). The Charge bonus applies if the character, during his Charge movement, only crossed **empty** (4.1) hexes with a terrain type **which name is followed by a "Charge bonus" green label** on the *Terrain Effects table*.

8. ACTIONS & REACTIONS

The main phase of the game is the *Activation phase*, during which each character (or animal) gets to activate and perform **one Action or one Reaction**. During a character's activation, he is called the **active** character while all other characters are considered **passive**. When a character activates, **passive enemy** characters may **react** to that activation in various ways interrupting the character currently activated. Performing a Reaction **counts as a character's activation** for the turn (exception, see 8.2.3). **Except for Reaction charging** characters, that can themselves trigger an enemy Reaction, only the active character is allowed to be the target of a Reaction.

Design note: this prevents chains of Reactions when the active character is reacted on by a passive character, himself reacted on by another one, etc. The exception for a Reaction charging character exists because that character actually moves to different hexes.

After a character activates or reacts, place him under an **Activated** marker. A character selected for activation can pass and will be placed under an Activated marker whether or not he performs any Action. When all characters have been put under an Activated marker, the *Activation phase* is over. Remove all the Activated markers at the beginning of the *Cleanup phase*.

8.1.Actions

When a character is activated he can perform **one Action** selected from the list of Actions available to him.

8.1.1.Run

The character may spend up to **his MF** but **may not attack** at any time during his activation. An exception is made for **rapid ranged weapons** (with an 'R' after their name on the *Ranged Weapons Data* table) that can still be shot after spending more than half (and up to full) MF.

8.1.2.Move & attack

The character may spend up to **half his MF** (rounded down) but may perform either a ranged or a close combat attack **after** the move (possibly suffering from a detrimental modifier). The attack at the end is never mandatory but it **cannot be a ranged attack** if the character **is or was at any time** during his activation **in the ZOI** of an enemy character. **Rapid ranged weapons** (with an 'R' after their name on the *Ranged Weapons Data* table) allow a character to make a

ranged attack after a **Run Action** (8.1.1). Some weapons with an **'N' after their name** on the *Ranged Weapons Data* table cannot be shot at all using a Move & attack Action.

8.1.3. Close combat attack

The character performs one close combat attack on an enemy target **in his ZOI** (this implies that an **Engaged** character deciding to perform a close combat attack Action **must** perform it on the target he is engaged with). However, a character cannot attack an enemy character that **doesn't exert a ZOI** back on him if he can attack **any other** enemy character that **does exert a ZOI** on him.

Design note: in close combat, one would focus on the most threatening adversaries first.

8.1.4. Ranged attack

The character performs a ranged combat attack on an enemy target. A character **cannot choose** this action if he is **in the ZOI** of an enemy character. Some ranged weapons **with an 'N' after their name** on the *Ranged Weapons Data* table can only be shot using a Ranged attack Action or a Reaction fire.

8.1.5. Watch

The character sets up and prepares for more accurate ranged attacks. If the character is **not in any enemy ZOI**, place him under a Watch and an activated marker. The Watch marker stays on the character until he performs any Action or Reaction **other than a Ranged Attack, Reaction fire or Reload**. It is also removed if he becomes **Impaired, Stunned or Panicked** or is placed in the **ZOI of an enemy character**. A character under a Watch marker benefits from a **-1 die roll modifier** when he performs a ranged attack (8.1.4 or 8.2.1) (**not if he moves and attacks** (8.1.2)). Placing or removing a Watch marker does not trigger any Reaction.

Play note: in this fashion, a well positioned shooter put under Watch may continue to line up more effective shots until he is startled by enemy action or he himself changes position.

8.1.6. Parry

The character prepares to defend **from a close combat attack**. Only a character starting in the ZOI of an enemy character and having that character in **his own ZOI** may choose to parry. A character only gains the Parry modifier when attacked in close combat if he has the attacker **in one of his front hexes** at the moment of the attack. As soon as they are put under a Parry marker, characters stop exerting a ZOI (3.2.2).

When placed under a Parry marker, a character can **do nothing else** this activation. Parry markers can be removed **for free** at the beginning of a character's activation, if so desired. Placing or removing a Parry marker does not trigger any Reaction. A character that becomes **Impaired loses** his Parry marker (11.3).

Play note: Parry can be useful if a lightly armed character is engaged by a more powerful one. It allows him to better defend and disengage (by losing his ZOI).

8.1.7. Take cover

The character prepares to defend from a ranged combat attack. Only characters starting adjacent to one or more **hexside features** (wall, slope,...) providing light cover or more may choose to take cover. Those hexsides now receive an **increase in two levels** of their cover level but only against a **ranged attack** (light cover becomes heavy, medium or heavy becomes full cover) passing through any of them.

When placed under a Cover marker a character can **do nothing else** this activation. Characters under a Cover marker have **no ZOI** (3.2.2). Cover markers can be removed for free at the beginning of a character's activation. Placing or removing a Cover marker does not trigger any Reaction. A character that becomes **Impaired does not lose** his Cover marker (12.3).

8.1.8. Regain senses

The character uses his whole activation to recover from **Impairment** (12.3). This does not trigger any Reaction. Remove the Impaired marker.

8.1.9. Reload

The character uses his whole activation to reload an unloaded **slow** weapon (10.1), remove the unloaded marker (10.4). Reloading can **never** be performed in an enemy character's **ZOI** but does not trigger any Reaction, nor does it make a character lose his Watch marker.

8.2. Reactions

Passive characters may interrupt an enemy Action and react to it both during the Charge and the Activation phases. Only characters that are not under an **Activated, Impaired, Panic!, Cover, Parry, Prone or Fumble** marker are eligible to perform a Reaction. A passive character does not have to react if an opportunity arises, except for an attack triggered Reaction swing (8.2.2). The owning player may always decide to wait for a subsequent opportunity or for the passive character's own turn to activate instead of having him perform an eligible Reaction. **Retreats**

(11.2) **displacements** (9.4) and **Advances** after combat (11.3) **never** trigger any reaction.

If **multiple characters** decide to use a Reaction on the **same trigger**, all such Reactions must be declared at **the same time** before any of them is resolved. All the effects from multiple simultaneous Reactions effects are applied only after they are all resolved.

Example: a character spends 1MF while in the ZOI of an enemy. The enemy decides to perform a Reaction swing on him while at the same time, another enemy shoots at him. The swing results in a Retreat while the missile fire produces a Prone result. After both rolls, retreat the character then place him under a Prone marker.

8.2.1.Reaction fire

Anytime an enemy character spends **1MF or more** in the LOS, shooting arc (3.2.3) and range of a passive character equipped with a ranged weapon (the shooter) that is eligible for Reaction, that shooter may perform one ranged fire attack on the activated character. Reaction fire cannot be used if the shooter is in the **ZOI of an enemy character** unless the only such ZOI is that of the target that **spent the trigger MF to place the shooter in his ZOI**. Resolve the attack **after the MF are spent** (including any Impairment check). The shooter is put under an Activated marker and the active character may finish his activation, if able.

8.2.2.Reaction swing

Anytime an active character performs a **close combat attack** (on any target) while in the ZOI of an enemy passive character eligible for Reaction, that passive character may react by performing a close combat attack on the active character if otherwise eligible. If the passive character was the **actual target** of the close combat attack, he **must perform** a Reaction swing on the attacker, if eligible, and after the placement of an Engaged marker, if required.

Design note: this simulates the sparring taking place between two individuals engaged in close combat. The swifter character strikes first and his opponent becomes forced to respond in kind. A game tactic would be to use weaker but faster characters to attack a threatening target and take the return blow to help protect more important characters from later retaliation.

The eligibility of a Reaction swing should always be assessed **after** the original attack is fully resolved, including advance after combat, Morale check, etc.

Anytime a character performs any Action that has him **spend one or more MF in the ZOI** of a passive character eligible for Reaction, the latter may perform a Reaction swing. The Reaction is resolved **after the MF is/are spent**. In the specific case of movement

from hex to hex, a Reaction swing may only occur if an active character spends MF to **leave the ZOI** of the reacting character. The attack occurs (and its effects are resolved) **before** the MF are spent to move out of the hex.

After the effects are resolved, including Retreat (11.2) and Advance after combat (11.3), put the reacting character under an Activated marker and let the active character finish his activation if able.

A Reaction swing usually causes the attacker a detrimental attack modifier unless he started the turn already **Engaged** with the target (11.4).

8.2.3.Reaction facing change

Whenever an active enemy character **enters or spends any MF in the ZOI** of a **passive foot character** eligible for Reaction, that foot character may **rotate one hexside** in any direction. For Reaction facing changes only, the **side hexes** around a character are **considered to be ZOI hexes** if all other ZOI requirements are met (3.2.2). This is a **free Reaction** (the only such Reaction) and the character **is not placed** under an Activated marker after performing it. However, the reacting character may not, at the same time, perform any other Reaction on the active character and must wait for any more MF to be spent (or another trigger) to be eligible for any further Reaction, free or otherwise.

Reaction facing changes can **never** be used by mounted characters or when reacting to a **charging (or Reaction charging)** character.

8.2.4.Reaction charge

When an enemy character starting a Charge declares his target, that **target character** may attempt to Reaction charge. He may only do so if he:

- is **eligible** for Reaction,
- meets the **Charge requirements** (7.2) with respect to the character charging him,
- passes a **Task check** unless already under a **Charge** marker. If the check is failed he cannot Reaction charge this activation.
- a **foot character** facing a **mounted charge** may never declare a Reaction charge on it (even if already under Charge marker) and is subjected to a Morale check if attacked by that mounted charging character (see 7.3).

If those requirements are met, the movement of both the charging and Reaction charging characters are now alternating. Move the **charging character one hex**, then move the **Reaction charging character one hex** and so forth, until either both run out of MF or they end up adjacent to each other. If the Reaction charge is performed by a **mounted** character facing a charging **foot** character, the mounted one **may move 2 hexes** for each one hex moved by the charging character.

A Reaction charging character is treated the same way as a charging character **for all purposes** (he has the same facing and movement restrictions as a charging character, see 7.3) and he will keep moving towards the character that declared him a target even if the latter had to interrupt his Charge move for any reason (combat effects, Impairment, ...). Reaction charging characters are the only reacting characters that **may be the target of a Reaction** themselves from an enemy passive character (resolve the Reactions after each MF is spent).

If the characters end up adjacent, each one that has the other in his ZOI may perform a **close combat attack**. Characters that end up adjacent but not with the other in their ZOI may not attack but do not need to check for Impairment (as in 7.3). The attacks are **simultaneous** and their effects are applied after both attacks are resolved (resolve the charging unit effects first if needed). Reaction charging allows a character to **cancel** the charging character's attack bonus of **2 columns right shift**, but only if he manages to keep him in his ZOI by the time of the attack. The Reaction charging characters is placed under an **Activated marker** after the combat is resolved.



9. MOVEMENT

Characters move around the map when executing Move & Attack, Run, Charge Actions or Reaction charges. A character spends his movement factors (MF) by entering new hexes or performing certain tasks. He can never spend more in one game turn than his allocated total: either his printed (blue) value or half of it, rounded down, if he Moves & Attacks (8.1.2). MF cannot be transferred from character to character nor can they be saved from turn to turn. The **cost in MF** to enter a new hex is given by the *Terrain*

Effects table. Some **hexside** features cost an additional amount to cross. Some terrain is **impassable** to certain types of characters or in certain circumstances (i.e. closed gate,...) and are indicated as such on the table by a red **X**. **Entering** a hex labeled as **Difficult terrain** requires a character to perform an Impairment check after the MF is spent but **before any Reaction**. Mounted characters always pay the cost (and suffer the effect) of terrain of any new hex they enter only (plus possibly 1MF if changing facing, see 9.1).

9.1.Changing facing

Characters may only move in **one of their three front hexes** (except for Backing, see 9.2) and may do so without change in facing. For each **new hex** entered, a character is allowed a **single hexside** facing change for free. MF triggered Reactions happen after that free rotation, if any but the free rotation by itself is never a trigger.

In addition, **foot characters** may change their facing within a hex when using a **Move & Attack** or **Run** action (in addition to Reaction facing changes, see 8.2.3). Rotating without entering a new hex (or more than one hexside when entering a new one) costs **1MF per hexside**. Rotating by a foot character **does not cause** a Difficult Terrain Impairment check (12.3) but may trigger an enemy Reaction **if any MF was spent**.



Example: movement and facing changes in clear terrain. The foot character on the left takes advantage of the free facing change per hex entered. The mounted character on the left enters his right then left front hexes and has the back of his counter follow. The foot character on the right rotates in place, 1MF per hexside. The two mounted characters on the right each rotate in place spending 1MF+1MF for entering the clear hex.

Mounted characters change facing either through movement or within their hex. When the new hex entered by a mounted character is not the one directly in front of his black arrow, rotate the character so that the back of his counter occupies the hex he started from. This has no additional cost. However, when a mounted character Charges (or Reaction charges), he can **only move straight**, into the hex directly in front of his **black arrow** (but see 9.10 for diagonal leg-

yield movement). Rotating part of his counter while having the other stationary costs **1MF plus the cost** of entering the new hex with the part that moved. Rotating within a hex by a mounted character does cause an Impairment check but only if the hex entered by the rotating half of the counter is Difficult Terrain.

9.2.Backing

Foot characters may back directly into their rear hex **without any facing change** and **mounted** characters may back their horse into the rear hex directly behind the length of the counter, also without any facing change. In order to be able to back, the character may **not** be **charging**, **Enraged** or **Panicked**.

This movement costs **double the cost** of terrain in MF for foot characters and **quadruple the cost** of terrain for mounted characters. This move may trigger a **Difficult Terrain** Impairment check for any terrain types labeled as “Difficult terrain when backed into” in the the *Terrain Effects table* (those types are not considered Difficult Terrain when moved into normally).

9.3.Climbing

A foot character may **spend 3MF** to climb up a tree or a ladder. The MF are spent to **enter a tree trunk hex** or to **exit the ladder hex**, entering the ladder hex itself only costs 1MF. **Climbing down** from a tree/ladder hex also costs 3MF but to **exit the trunk hex** or **enter the ladder hex** instead.

Armored characters and characters carrying a load (9.5) cannot climb into trees. **Animals** (even if led 9.6) cannot climb at all.

A character may use a **Run** or **Charge** action to climb up a tree/ladder (but never to climb down). If he does so, after spending the MF to climb, an **Impairment check** is required:

- The climb is successful if the result of the check is ‘**Activation over**’ or ‘**No effect**’. In that case, move the counter in the tree **trunk hex**, facing any direction or in the hex across the top of the **ladder marker** with one free facing change if desired.
- If the result of this check is ‘**Impaired**’, the character is Impaired before he can move into the trunk hex or out of the ladder hex.
- If it is ‘**Impaired/Prone**’, the character also suffers a **Wounded result on a subsequent D10 roll >5**, in addition to being Impaired and **Prone** in his **starting hex**.

9.4.Stacking

It is normally not permitted to have more than **one Healthy, Wounded or Stunned character/animal** counter per hex (see 12.1.4 for ‘Dead’ counters). However, this rule can be broken temporarily during the movement of a character, by a close combat result or by carrying Stunned characters.

A character/animal can **pass through** a hex occupied by a **friendly** character/dangerous animal or any other animal but may not stop in it. If, because of a Reaction or a failed check, a character has to stop in an occupied hex, **displace** the stationary character to an accessible (not impassable) adjacent hex even if it is Stunned. If all such hexes are friendly occupied, displace the next friendly character one hex and so forth. If all hexes are impassable or enemy occupied, return the moving character to the last unoccupied hex he entered or started in. If a carrying character has to drop a Stunned character in his hex, displace the Stunned one (if no hex is available, he is killed). Such displacements **do not trigger any Reaction** but may cause a Morale check (3.3) if the moving character passes through the hex while under a **Panic!** marker.

If a combat result calls for a **Retreat** (11.2), use the same procedure except that if the character cannot find any hex suitable for Retreat, he becomes **Impaired** instead (12.3) or is **killed** if it is an animal (13.). Non-dangerous animals can also be pushed out of a hex by moving characters (13.6).

9.5.Carrying

Foot characters may carry dead or stunned characters or dead small sized counter animals (but not horses or large oxen) and move their counter. In order to carry, a character must **not** be **charging** or under an **Engaged, Enraged, Fumble** or **Panic!** marker and must have the target to be carried in his ZOI (characters without a weapon do project a ZOI for the purpose of this rule). The character then **spends 2MF** and the owning player may place the carried counter on top of the carrying character’s counter. Picking up a character or item in this fashion may not be done if the **carrying character** is in an **enemy ZOI**.

Each **new hex entered** now costs **double the cost of terrain** while carrying the load (quadruple if backing, 9.2). This includes climbing costs (9.3) but not facing change costs. A character may drop a **dead** unit in his **own hex** or a **Stunned** character in any **empty hex adjacent** to his own hex at **no MF cost**.

A character that is carrying a load **loses his own ZOI** and is considered to be under a **Fumble** marker if he is attacked in close combat. He cannot go **Prone** (9.7), under **Cover** (8.1.7) or under **Parry** (8.1.6) while carrying but if he becomes **Stunned** or **Prone**, he immediately drops his load as outlined in the previous paragraph. If he gets killed, the load, whether Stunned or dead, remains in his hex.

Carried Stunned characters may be **targeted independently** from the carrying character both by close combat or ranged attacks. If the player announces he is attacking the carried character, only use the modifiers applicable to the Stunned character and only apply the combat results to him (retreats, Prone and Impairment results are thus ignored, see 12.1.3). Place an item or stunned character that was carried under an **Activated** marker to indicate it moved and cannot be carried again this turn.

9.6. Leading horses

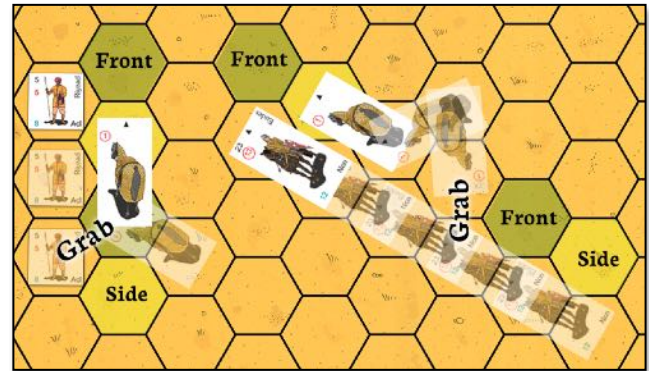
Horses without a rider may be led by the bridle by any (friendly or enemy) character (not by another animal) if he is **not charging** or under an **Engaged**, **Enraged**, **Prone**, **Fumble** or **Panic!** marker. The character must be in one of the **horse's front hexes** and have the horse **in his ZOI** at the start of his activation (characters without a weapon do project a ZOI for the purpose of this rule) and may start himself in an enemy ZOI.

Alternatively, a **moving character** must pass a **Task check** to grab the bridle when he puts one of the horse's front hexes in his ZOI. A **failed** check forces the character to **spend 1MF** in the hex to grab the bridle, if so desired. The character may keep moving while the front of the horse's counter now stays in and moves along with one of the leading character's **side hex** or **rear hex** (if it is a foot character), changing facing to line up where the character is facing.

Leading a horse does not cost any additional MF and a character is free to release the horse at any time during his activation. A character may be leading a horse from turn to turn without having to grab the bridle again, just **overlap** the character's counter slightly over the horse's as a reminder. Place a led horse under an **Activated** marker to indicate it moved and cannot be led again this turn.

9.7. Going Prone & getting up

A foot character that is using a moving Action but **not charging** or under an **Engaged**, **Enraged**, **Fumble** or



Example: the foot character starts his activation with the horse's front hex in his ZOI. He grabs it at no cost and leads it. The horse follows the side hex and lines up when needed. The mounted character moves and puts the horse's front hex in his ZOI, passes a Task check and grabs it. He leads it from his side hex and the horse rotates twice to line up.

Panic! marker may elect to spend 1MF to change his stance to Prone. Place the character under a Prone marker.

A Prone character may get up by spending 2MF in his hex to remove the Prone marker. **Armored** characters spend **all their MF** to remove a Prone marker.

Design note: once down, it was more difficult and exhausting for heavily armored combatants to get up again.

9.8. Mounting and dismounting

A 4-counters character (2.2) on foot that is in one of the **side hexes** of a riderless horse and has it in his **ZOI** (characters without a weapon do project a ZOI for the purpose of this rule) may spend 2MF (if **unarmored**) or 3MF (if **armored**) to mount the horse. Remove the foot counter and replace the horse with the mounted character's counter (in his current physical condition). Whatever portion of foot MF that is left over after mounting can now be used as a portion (rounded down) of the mounted MF.

Example: a knight with 6MF uses a Run action and spends 1MF to get adjacent to his horse. He then spends 3MF to mount it, leaving him with 2 foot MF (33% of 6). His mounted counter shows 12MF of which 4 (33% of 12) can still be used to complete his activation.

To dismount, a character must be able to move (by foot) into one of his side hexes. It costs 4MF (if **unarmored**) or 6MF (if **armored**) out of the mounted MF to dismount. Flip the counter to its riderless side and place the character's foot counter (in his current physical condition) in either of the horse's side hexes with the horse in one of his front hexes. Whatever portion of foot MF that is left over after dismounting can now be used as a portion (rounded down) of the foot MF.

9.9. Minimum move

A character may always use a **Run Action** to move to an **adjacent front hex** that is **not otherwise impassable** by spending his **whole MF** allowance even if that hex costs more than the printed MF of the character. No facing change or backing is allowed.

There are two cases where using minimum move is prohibited: crossing **window** hexsides (15.12) and **climbing** (9.3). A character must have sufficient MF to cross or climb.

Design note: this might lead some characters to be unable to cross windows or climb (armored and wounded characters, civilians,...).

9.10. Leg-yield movement

A mounted character may elect to move his counter in his **left or right front hex without changing his facing**. This diagonal forward movement is called a leg-yield and costs 1MF plus the cost of the most expensive terrain in either of the hexes entered. Leg-yield movement cannot be used to cross low walls or fences (15.13). An Impairment check is required if either of the hexes entered is Difficult Terrain. A single hex leg-yield move is allowed at the start of a charge (or Reaction charge) move (7.3 & 8.2.4).



Example: leg-yield movement to the left and right. Note the extra cost for the scrub (4+1MF).

Design note: while easier than the dressage half-pass, it achieves the same diagonal track but still requires some careful control of the mount, hence the additional movement cost.



10. RANGED COMBAT

Only characters equipped with a ranged weapon may attack using ranged combat. To determine if a character has a ranged weapon, look at his picture on his (healthy) counter.

Play note: consult the scenario books and original combat charts of the game played if you are unsure what kind of weapon a character carries: not all spears are lances and bows are of many types!

10.1. Ranged weapons

The full list of ranged weapons can be found in the *Ranged Weapons Data table* on the *Game Charts*. This chart gives the **Point blank**, **Short**, **Medium** and **Long Range** (expressed in number of hexes), and the **ammunition** carried by a character (∞ means an infinite supply, in game terms). The red **Power** number of a ranged weapon is the **starting column** used on the *Combat Table* when shooting a target and is given for each range bracket. Each ranged weapon is part of one of the three separate Power groups (low, medium, high) that share the same start column numbers.

If the name of the weapon is followed by **superscript**:

- an 'F' indicates it is a **flat trajectory** weapon with some LOS restrictions (4.4.1).
- an 'S' indicates a slow weapon. Place the shooter under an **Unloaded** marker after he fires. He needs to perform a **Reload** Action before he can fire again.
- an 'R' indicates a rapid weapon that can be shot after a character moved even if he performed a **Run Action** (8.1.1). All mounted ranged weapons are 'R' weapons.
- an 'N' indicates a 'no Move & Attack' weapon that can **only** be shot using a **Ranged Attack** Action (8.1.5).

Design note: the rules for Greek fire, ballista, stone thrower as well as oil and naphtha, will be outlined in the Siege Operations booklet.

10.2. Range & LOS

Each time a character decides to perform a ranged attack, check the *Ranged Weapons Data table* to determine if the target is in range and in **which range bracket** (Point blank, Short, Medium or Long). Note that some weapons have **minimum ranges >0** or **dead zones** where a target cannot be hit. Check that the **LOS is not blocked** (4.4) and that the target is located in a hex that is part of the character's shooting arc(s) (see 3.2.3).

10.3. Resolving the attack

To resolve the effect of the attack, select the **red column number** on the *Combat table* that corresponds to the **Power** of the weapon for the range bracket the target falls in. This column might be shifted left or right by **Column Shifts** found in the *Ranged Combat modifiers* table depending on the status of the **target**. If column shifts bring the number

past the Power columns 1 or 10, resolve the fire on that last column.

Roll a D10 and apply any shooter-related **Die roll modifiers** found in the *Ranged Combat modifiers* table. The modifier for shooter's **elevation advantage** only applies if the target has **no terrain provided cover** at all (cover from slope or LOS pass through hexes with 1/2 obstacles doesn't apply). If the shooter used a Move & Attack Action, a +2 modifier applies unless the weapon used is a **foot javelin** or a **foot lance** and **all the MF** were spent performing a **straight line move** (i.e. along a single hex row) with no facing change.

Design note: javelins and lances actually benefited from the forward momentum of a moving thrower on foot.

Cross reference the modified die roll with the shifted column to find the result. Only apply the effect written **to the right of the vertical bar**, if any:

-: the fire had no effect

A: place an **Activated** marker on the target (if not already under such a marker). The target must end its activation immediately, if the ranged attack was a Reaction.

P: the target is put under a **Prone** marker if on foot. The target is **automatically unhorsed** (12.4) if it was mounted, then put under a Prone marker. In this case, roll an additional D10, on a **4 or less**, the **horse is killed**.

W: the target is **Wounded** (12.1.2). Check to see if a mounted character becomes **unhorsed** (12.4).

K: the target is **killed** (12.1.4).

F: the shot results in possible **Friendly fire** (10.5).

Example: a slinger activates and decides to use a Ranged attack Action to target an unarmored mounted character 5 hexes away from him. He cannot move and attack, as a sling has an 'N' superscript preventing him from using this action to shoot. He has elevation advantage on his target and a LOS through one of the target's front hex. The Power of a sling (medium power weapon) at 5 hexes is 4 and so combat resolution starts from that column. A roll is made on column 4 with a -1 die roll modifier for the elevation advantage. On a roll (before modification) of 0 the target is killed, 1 or 2 it is wounded (and must check for unhorsing), 3 it is marked 'activated'. A roll of 4 or more has no effect.

10.4.Ammunition



Weapons with a ∞ symbol are not affected by ammunition supply but some weapons showing a **1 or 4** in the *Ammo* column on the *Ranged Weapons Data table* are. Characters

equipped with that type of weapon start the game under a Javelin/Dagger (4-side up) or Lance/Axe (1) marker appropriate to the number shown (see 2.4). If a **mounted** character equipped with a **lance is unhorsed** or dismounts and his foot counter doesn't show him with a lance, remove the lance marker.

After each ranged attack, even if unsuccessful, the marker is rotated to the next lower number or removed if it showed a 1. A shooter that has no ammunition left cannot make any ranged attack for the rest of the game.

Slow weapons (with an 'S' after their name in the *Ranged Weapons Data table*) must be **reloaded** (8.1.9) between each shot. Place an 'unloaded' marker on the shooter after the ranged attack is completed. A character under an 'unloaded' marker cannot perform any type of ranged attack.

10.5.Friendly fire

Anytime a character performs a ranged attack and obtains an **F result** on the *Combat table*, a friendly fire incident might have occurred. If there is one or more friendly characters **adjacent** to the original target or in any hex along the shooter's LOS (4.4.2) the **opposing player** may select **any one** such character to be the target of another ranged attack. The new target must be in LOS of the shooter (ignore other characters to determine if the LOS is clear but characters behind **widows** and **arrow slits** are immune to friendly fire). Re-roll on the **short range Power column** for the weapon used applying all the column shifts and die roll modifiers applicable to the shooter and the newly selected target. Apply the result to the friendly character (another 'F' result has no further effect).



11.CLOSE COMBAT

Any character **with an OFF** factor may perform a close combat attack on an enemy character/animal in his ZOI if he is choosing a **Close combat attack** or **Move & Attack** as his action, at the completion of a Charge or Reaction Charge or making a **Reaction**

swing. Character without a weapon may not attack as they project no ZOI (their OFF factor is used for other game effects).

11.1. Resolving close combat

To resolve a close combat attack, **subtract** the **DEF** value of the **target** from the **OFF** value of the **attacker**. The resulting number should fall in the range indicated on the **OFF-DEF** line of one of the columns. That starting column is shifted by **Column Shifts** found in the *Close Combat Modifiers* table. When a column is shifted past the leftmost or rightmost column, resolve the combat on that last column. Roll a D10 and modify the result by applying the **Die roll modifiers** found in the *Close Combat Modifiers* table. A **mounted** character suffers from the worst **Impediment** modifier caused by **either** hex he occupies.

Cross reference the modified die roll with the shifted column to find the result. Only apply the effect written **to the left of the vertical bar**, if any:

R: the target is forced to retreat (11.2).

I: the target is **Impaired** (12.3). Check to see if a mounted character is **unhorsed** (12.4).

S: the target is **Stunned** (12.1.3). The target is automatically **unhorsed** (12.4) if it was mounted. In this case, roll an additional D10, on a **4 or less, the horse is killed**.

W: the target is **Wounded** (12.1.2). Check to see if a mounted character is **unhorsed** (12.4).

K: the target is **killed** (12.1.4).

F: the attacker **fumbled** (11.3).



Example: Arnolfo attacks from Riyaad's side hex. The differential is $11-5=+6$. He gets a column shift of 3 Right: 2R for the side attack and 1R for his target being Engaged with Angelo but suffers from a +1 modifier to his roll because he stands in a slope hex which is Light

impediment terrain. He rolls a 4 on the final column [+17 to +20], modified to 5, which shows [S|A] resulting in Riyaad being stunned. If Arnolfo had attacked the stunned character, he would have rolled on the $11-1=+10$ column shifted 4 Right (6R stunned, but 2L armored defender) to [+26 to +30] still with a +1 to his roll.

11.2. Retreats

When a target is forced to retreat, its owning player must move the retreating counter 1 hex away from the attacker with **no change in facing**. Retreats never trigger any Reactions (8.2).

The hex (or hexes if mounted) retreated into **must not be:**

- **adjacent** to the attacker, unless separated by an impassible hexside,
- in an **enemy ZOI**,
- **impassable** or crossing an impassable hexside,
- **occupied** by an **enemy** character.

Displace friendly characters (as in 9.4) if needed to make room for the retreat. If there is a choice of retreat hexes, a character should always retreat into a **clear empty** hex first, then a **non-clear empty** hex, and only then **displace** a friendly unit if no other hex is available.

A **mounted** character may retreat by **rotating** the counter or moving out of the hex **and rotating** the counter. If it is the only option he can move his counter one hex **sideways** (with the front or back of the counter occupying what was a side hex before the retreat).

In case the character must enter a **Difficult terrain** hex, always consider him to be **Backing** (9.2) and check for **Impairment** before any other effect. In case of simultaneous Reaction swings, all retreats are adjudicated **after all attacks** have been resolved.



Example: Eudes was attacked by Bashir and received a retreat result. None of the positions indicated by a red arrow are in compliance with the retreat requirements because of adjacency to the attacker or ZOI from Riyaad. The only retreat option here would be to displace Thibaut and move Eudes sideways up (green arrow). If Thibaut was an enemy character, Eudes would become Impaired and would check if he becomes unhorsed instead.

If the target cannot move (including if it is **Stunned/Prone**) or no hex can be found to comply with the four conditions above (including being forced off-map), the target, instead of retreating, becomes **Impaired** (12.3) and rolls for **unhorsing** (12.4).

11.3. Advance after combat

After a close combat attack has been resolved and resulted in either a **retreat** or the target character being **killed**, the attacking character **has the option** to advance into the hex previously occupied by the target and change his facing by at most **one hexside**. **Charging** or **Enraged** characters **must advance** in the vacated hex and **may not** change facing at all. This advance never triggers any Reaction. A retreat caused by a **Reaction swing** attack also makes the attacker eligible to advance before the active character can resume his activation. In case of multiple Reactions, the owning player chooses who advances if the advance is optional. A character may never advance if by doing so he crosses an impassable hexside or enters an impassable hex.

11.4. Becoming Engaged



If, after a close combat attack is fully resolved (including any retreat and advance), the attacker and the target are **still in each other's ZOI** (side hexes never apply here), then place **one Engaged** marker on both those characters **straddling** the hexes they occupy. **Mounted** characters becoming engaged in this way with a **foot** character **may always refuse** to be placed under an Engaged marker. Only one Engaged marker can ever be placed on each pair of characters.

Play note: because of the ZOI requirement and the fact that being Engaged means you only project a ZOI on the hex of the character you engage, it should never happen that a character has more than one Engaged marker.

Being Engaged has the following effects:

- It restricts a character's **ZOI** (3.2.2) to the hex he engages.
- It limits characters to only attack in **close combat** the character they are Engaged with.
- It cancels the negative modifier for a **Reaction swing** when the attack is performed on the character one is Engaged with.
- Characters that started the game turn already Engaged perform their close combat attacks and mandatory Reaction swings **simultaneously** like in

a Reaction Charge (8.2.4). The character initially activated applies his result first (in case of simultaneous retreats for example).

- A character may not **Charge**, **Carry**, **lead** a horse or **interrupt** an activation.
- It gives a **column shift** in close combat to characters attacking one already Engaged with another character.

Being Engaged however does not prevent a character from electing to Parry instead of attacking or moving out of his hex (if he can activate first). **Remove** the Engaged marker as soon as either character **loses his ZOI** on the other for any reason (moving out of the hex, becoming subjected to an adverse condition,...).

Play note: be careful who engages who for being Engaged often means having to Reaction swing even at a disadvantage until the engagement is broken by an unfollowed retreat, Parry, Impairment or Fumble.

11.5. Fumbling



Anytime a close combat attacker gets an **F result** on the *Combat table*, his attack fails to produce any effect and he fumbles, drops his weapon or otherwise puts himself in a vulnerable position. Place a **Fumble marker** on the character. A character under a Fumble marker must select an Action that allows him to **spend 1MF** at the beginning of his activation to pick up his weapon and get rid of the marker. **No other Action or Reaction** is allowed until the marker is removed. Spending a MF to recover from a Fumble may trigger an enemy Reaction **after the marker is removed**. Characters under a Fumble marker suffer from a detrimental modifier if attacked in close combat and have no ZOI.

11.6. Targeting a mount

A **foot** character that has an enemy mounted character in his ZOI and is in one of the **rear hexes** of that character may, instead of declaring a close combat attack on the character himself, declare he is attacking the horse only. In that case, treat the attack as if it was on a **dangerous animal** (13.2). Use the DEF factor of the character's riderless horse counter (including whether the horse is armored or not) and, in case the horse is killed, treat the rider as becoming unhorsed (12.4).

Design note: if an attacker were to be in a position where he does not have to worry about a blow from a rider, he could attack the horse instead, to force a dismount.

12. EFFECTS OF COMBAT

Characters can be in different Mental and Physical conditions. These will change throughout the game due to combat and other effects.

12.1. Physical conditions

Characters and animals are always in one Physical condition among four available (for humans, two for animals).

12.1.1. Healthy

This is the (usually) default starting Physical condition for all characters and animals. It has no special game effects.

12.1.2. Wounded

Characters may become Wounded through an attack in close or ranged combat or other effects. Replace their Healthy counter with the Wounded one having reduced values for their three printed factors. Their condition becomes **Dead** if they suffer another **Wound** or **Stun** result. Characters wounded while in the middle of **spending MF** may resume movement after deducting the MF already spent from their now Wounded MF value. Wounded characters **cannot Charge** or **Reaction charge**.

12.1.3. Stunned



Healthy characters may become Stunned through an attack in close combat. When a character is Stunned, flip his Healthy counter to its 'Stun' side showing only a DEF factor. In case of a **mounted character**, flip the counter to his **riderless** horse's side and place his Stun counter in any adjacent hex to the horse, owning player's choice. Displace friendly characters (as in 9.4) if needed to place the counter in an empty non-impassable hex. If no such hex exist (due to enemy presence/impassable hexes), the character is killed, place his Dead counter in either of the horse's hexes, owning player's choice.

Immediately remove any other marker he might be under except for ammunition and unloaded markers. His condition becomes **Dead** if he suffers another **Wound** or **Stun** result while Stunned. Stunned characters are **immune** to **Impairment/Prone** results.

Stunned characters **do not activate** at all during the turn but can be **carried** by other characters (9.5). During the *Waking up segment* of the *Cleanup Phase*

(see 5. (III)(iii)), the owning player **must roll** for each of his Stunned characters on the *Waking up Table* to see if their condition changes. A wound or death caused by a poor *Waking up* roll does not cause friendly characters to take a Morale check. A character recovering from a Stunned condition has his counter flipped and facing in **any desired direction**.

In order to qualify for the **Aid modifier**, a Stunned character must be, during the *Cleanup phase*, in the ZOI of at least one friendly character (characters without a weapon do project a ZOI for the purpose of this rule). That character may not be himself in any enemy character's ZOI.

12.1.4. Dead



Characters or animals suffering a **Killed (K)** result on the *Combat Table*, a **Dead** result on the *Waking up Table* or suffering a second **Wound** or **Stun** result while already being Wounded or Stunned are Dead. Replace or flip their counter for the one showing the word 'Dead'.

In case of a **mounted character**, flip the counter to his **riderless** horse's side and place his Dead counter in either of the horse's hexes, owning player's choice.

- A hex containing **one or two dead** characters/small-counter animals costs an additional 1MF (2MF for mounted characters) to enter.
- A hex containing **three to five dead** characters/small-counter animals or part of **one dead horse** is considered **Difficult Terrain** (11.3) and costs 2MF (4MF for mounted characters) more to enter.
- A hex containing **six or more dead** characters/small-counter animals or part of **two dead horses** is impassable.

Each hex covered by **one dead horse** counter always counts as if there were **three dead** characters in that hex. A **Stunned** character counts as a dead one for the purpose of movement through the hex.

Dead characters/small-counter animals can be **carried** (9.5) out of a hex even if it thusly became impassable (a ZOI is still projected in the hex for the purpose of carrying only).

12.2. Mental conditions

Characters, including dangerous animals (13.2), might suffer mental stress during the course of the game. The four different conditions are **mutually exclusive**: when a Mental condition marker is placed

on a character's counter, it immediately replaces any other such marker that might already be present.

Example: a Scared character takes a Morale check and rolls a natural 0. Immediately replace the Scared marker with an Enraged one.

12.2.1.Steady

This is the default mental condition of all characters (no marker) and it has no game effect.



12.2.2.Scared

Characters that fail a **Morale check** become Scared. The character is put under a Scared marker. He suffers detrimental modifiers to combat, initiative and Courage.



12.2.3.Panic!

A character that fails another Morale check becomes Panicked and attempts to flee the battlefield. He is placed under a Panic! marker and suffers detrimental modifiers to combat and Courage.

The only allowable Action for a Panicked character is **Run** and only towards a friendly map edge via the shortest passable route. The character cannot enter any enemy ZOI and stops moving if his path becomes blocked at any point. He cannot perform any other Action and spends 1MF to exit the map when he reaches the edge of it. Characters that exit the map that way cannot return and are counted as killed for scenario victory conditions.



12.2.4.Enraged

Anytime a player **rolls a 0, before modifiers are applied**, when one of his characters takes a **Morale check** (not a Recovery or Task check), place an Enraged marker on the character.

An Enraged character is also **immediately placed under a Charge marker** if he qualifies for a Charge, is not already under an Activated marker and not in the ZOI of an enemy (no Task check is required to get the marker). This character must then be the next one to be activated with **no interruption** possible. When activated, he must select the target of his Charge as the **closest eligible enemy** (see 7.1, last bullet point). For the purpose of the Enraged rules, an **enemy** is any enemy character or enemy dangerous animal (13.2) except for **stunned characters**. If the Enraged character has no eligible enemy to charge, he must select:

- if he starts **adjacent** to an enemy, a **close combat attack** Action,

- if he can reach an enemy in LOS during his activation and **perform a close combat attack** on him, a **move & attack** Action,
- if he has a reachable enemy in LOS, a **run** Action and he must get closer to him.
- if he only has unreachable enemies in LOS, a **ranged attack** Action or any other Action.

Enraged characters suffer from detrimental modifiers when they are the target of a close combat attack but they enjoy a advantageous modifier when attacking in close combat themselves and are **immune** from taking any **Morale** checks. In addition to normal Recovery (12.2.5), an Enraged character immediately loses his Enraged status if he manages to **kill or stun** an enemy character or animal or if he has **no enemy in LOS** at the start of his activation. If an Enraged character does not recover and still qualifies for a Charge, place a **new Charge marker** on him after the failed Recovery roll.

12.2.5.Recovery

During the *Recovery segment* of the *Cleanup Phase* (see 5. (III)(ii)), every **non-Impaired** character under any Mental condition marker of any type **must** take a **Recovery check**. Roll a D10 and compare to the modified Courage value of the character. On a pass, remove the marker; on a fail, leave it.

12.2.6.Die roll modifiers

Morale check die rolls are subjected to several modifiers. **Negative** die roll modifiers never add-up, only use the **most beneficial** one. Modifiers to Morale check die rolls include:

- +1/+2 is the character is **Scared/Panicked**.
- +1 if the character is in at least one **enemy ZOI**. This only applies to **Recovery** checks.
- -1 if the character has a friendly **banner-carrying** character in his **LOS**. Refer to the (dismounted healthy) counter's picture of a character to determine if he is carrying a banner (small pennants do not qualify as banners).
- -1 if the character has a friendly **armored soldier adjacent** and in a hex that is not impassable to him. That soldier cannot be **Scared, Panicked, Stunned** or **Prone** himself (he is called on the *Chart* a 'Good Order Knight')
- -2 if the character has the soldier that is defined by the scenario as **his side's leader** in a hex that is

adjacent and not impassable to him. The leader himself cannot be **Scared**, **Panicked**, **Stunned** or **Prone** (he is called on the *Chart* a ‘Good Order Leader’).

12.3. Impairment

Impairment is a condition that can affect characters (not animals) **independently** from their Physical or Mental conditions. Place an Impaired marker on the character’s counter.



Design note: an Impaired character (or his mount) has been startled, stuck, tripped, distracted or otherwise affected by fire, smoke or other environmental factors.

Each time a character (not an animal) enters a hex containing **Difficult Terrain**, the owning player must roll on the *Impairment Table* to see if the character becomes Impaired. A character may also become Impaired directly from **combat effects**, as indicated in the *Combat Table* or from failing to **complete a Charge** (7.3) or a **Retreat** (11.2). In any case, a character loses any Parry marker he has, must stop moving and immediately ends his activation the moment he becomes Impaired. A character already under an Impaired marker that suffers **another Impaired result** is placed under an **Activated** marker if not already so. If already Activated, no further effect applies. **Stunned** characters are not affected by Impairment.

A character that starts his activation under an Impaired marker must use the **Regain senses** Action (7.2.9) to remove the Impaired marker from his counter. He cannot choose any other Action. Impaired characters suffer from detrimental modifiers when attacked in ranged or close combat. They cannot recover from a mental condition in the *Recovery Segment* (11.2.5).

12.4. Becoming Unhorsed

A mounted character that receives an **Impaired** or **Wounded** result from any **attack against him** or for **failing to retreat** must pass a **Task check** or find himself unhorsed. An **S result** from close combat or a **P result** from ranged combat causes a mounted character to be **automatically unhorsed** and the horse to be killed on a subsequent die roll <5 (see 10.3 & 11.1). A killed result by a close combat attack targeting a mount (11.6) also causes the rider to become unhorsed.

Place the character’s foot counter (in his current health condition) in any adjacent hex to his riderless

horse counter or in either hex on top of his dead horse counter. The **choice of hex and facing** is at the owning player’s discretion. Displace friendly characters/animals if needed (9.4). If no empty adjacent hex can be obtained in this manner, the character is killed instead. Additionally a Healthy/Wounded unhorsed character might be placed under a **Prone marker**. This is **automatic** if the character became unhorsed through an **Impairment check** or a **P result**. In **any other cases**, it happens if the owning player rolls a **subsequent D10>5**. Unhorsing checks (including Prone checks) are always taken and resolved **before any Morale checks**. Becoming unhorsed does not trigger an enemy reaction but always **ends a character’s activation**.



13. ANIMALS

13.1. Riderless/Pack horses

Riderless horses do not activate by themselves and can only move if **displaced** (9.4), forced to **retreat** (11.2), **led** by the bridle (9.6) or pushed (13.6).



Horses have front, side and rear hexes and **affect LOS** just as characters do (4.4.1). They are not friendly nor enemy to either side and can be the **target of an attack** by any eligible character. When the target of a **close combat attack**, they are only subjected to those **column shifts** followed by an **‘A’ superscript**. They **retreat** as a character would but are **killed** if they fail to retreat. On a **Stun**, **Wound**, **Impaired**, **Prone** or **Activated** result, retreat the horse first as outlined above, then remove it from play if it was not killed.

Design note: in this latter case, the horse is considered to have managed to flee the battlefield.

Any character on foot that has a mounted counter can **mount any horse** (following the procedure given in 9.8), it does not have to be his horse’s counter. If he happens to mount a different horse, swap the mounted counters appropriately. If necessary, make a note whether a horse is armored or not, if the mounted counter doesn’t match the horse.

Pack horses obey all the rules for riderless horses but cannot be mounted.

13.2. Dangerous animals



Dangerous animals are those with an **OFF factor** on their counter. They are treated exactly as human characters except when specifically stated otherwise. They meet the requirement of ‘holding a weapon’ on their counter’s picture (3.2.2) so that they **may exert a ZOI** as other armed characters do. When the target of a **close combat attack**, they are only subjected to those **column shifts** followed by an **‘A’ superscript**. They are **killed** by any attack on Stun, Wound or Killed results. They are **immune** to **Impaired/Prone/Activated** results. They **retreat** as a character would but and are **killed** if they fail to retreat.

They may perform one Action/Reaction per activation like any other character, but they **can only perform the following Actions/Reactions**:

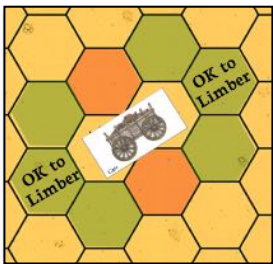
- Run
- Move & Attack
- Close combat attack
- Reaction facing change
- Reaction swing

Dangerous animals cannot declare a Charge or a Reaction charge.

13.3. Draft animals & carts



Small oxen obey the rules for other animals (13.4) and draft horses/large oxen obey the rules for riderless horses (13.1) but cannot be mounted. Additionally, when a draft animal is located adjacent to a cart and in an eligible location, it may be **limbered** to that cart. **Large-counter** draft animals can only be limbered to a cart located in one of their **rear hexes**. If limbered, an animal suffers combat results as would a dangerous animal (13.2) instead of a riderless horse.



Example: the hexes where a draft animal is eligible for limber are shown in green.

In order to limber (or unlimber) a draft animal, a foot character (not another animal):

- must **start his activation** with two of his **front hexes** occupied one by part of the cart, the other by the draft animal (its rear hex if it is a horse),

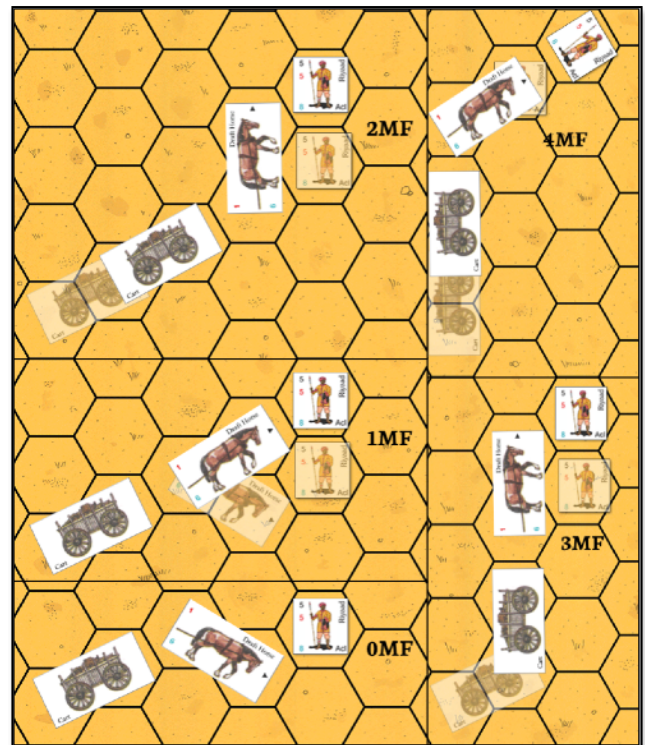
- **cannot** be under a Cover, Parry, Prone, Impaired, Fumble, Charge, Engaged, Enraged or Panic marker **at any time** during his activation for the limbering operation to be successful,
- must then spend **all his MF** in his hex, possibly triggering enemy reactions.

If he still meets the above requirements after the Reactions, the animal is limbered/unlimbered. Players may use an **Engaged marker** overlapping the cart and the animal to show that they are limbered. Remove the marker after unlimbering.

An unlimbered animal may always be led exactly like a riderless horse (9.6).

Draft animals, limbered or not, move with, at most, a number of **MF equal to that of the draft animal**, or whatever fraction thereof corresponding to the fraction of the leading character’s leftover MF when he began to lead the animal.

Example: a character spends 3 of his 8MF to move next to a limbered ox. The ox will be able to be led to pull the cart but now only has (3/8 x 4 = 1.5 rounded down to) 1MF to spend.



Example: Riyaad starts leading his horse and cart (OMF panel). The horse follows with the first MF spent, the cart still doesn’t move. On the second and third MF, the cart enters the hexes left by the horse. On the fourth MF, the leading character changes direction, now with the horse in his rear hex.

A limbered animal may be led like a riderless horse to **pull the cart it is limbered to** except that only foot characters (not other animals) can lead a limbered draft animal. The horse/ox follows the leading character as if it is a riderless horse led by the bridle (9.6). The combination animal-cart has each of its counters follow and rotate as needed to enter the hex previously left by the counter in front.

One foot character may occupy each cart hex (they are on the cart). Hexes occupied by a cart are treated as a **Rocks** hex (15.6) except that they provide no cover, an **elevation advantage of 1** to a character on the cart and have an **obstacle height of 1**. If a character is stunned and killed while on a cart, his counter stays on the cart counter and moves with it if the cart is moved.

13.4. Other animals



Other animals are those that **do not belong to any other category**. They obey **all the rules for riderless horses** (13.1) with the exceptions that they cannot be mounted and they have an all-around front facing (3.2.1) if their counter does not occupy two hexes.

Additionally, **pack mules (donkeys)** may be attached to each other in a string of adjacent hexes. A single character that is located adjacent to one of the animals at either end of the line may lead all the attached animals. They are considered limbered to each other for all game purposes (13.3). The group of animals can be broken down (by leading part of it away) or re-attached (as long as all the animals are all adjacent to at least one other) at no other cost in MF.

13.5. Camels



Camels obey the rules for riderless horses and Pack camels those for Pack horses. In addition, anytime a character **mounted on a horse moves adjacent to a camel** (even during a Charge) and is not separated from it by an impassable hexside, the hex entered is **considered Difficult Terrain** (if not already) and an Impairment check must be performed.

Design note: horses are notoriously not fond of being in close proximity to camels and may become startled by them.

13.6. Pushing animals

Non-dangerous animals can, under certain conditions, be pushed out of the way by moving characters that wish to end up their movement into a hex occupied by

the animal. The animal counter must be able to be displaced into an **adjacent empty hex**. A **limbered animal** must still comply with the requirements to remain limbered after being displaced in such a way. An animal occupying two hexes can be displaced by one moving character twice (or sideways into two new adjacent empty hexes) if there are empty hexes available. 'Chain pushing' multiple animals is not allowed, the hexes **must be empty**. The player **not controlling the moving character** chooses how to displace an animal in this way.

Design note: this rule was introduced to improve playability in case several mounted characters are unhorsed and end up leaving a wall of horses between them and the enemy, unrealistically hampering combat operations.



14. ARMY MORALE

As a standard replacement or as an addition to the victory conditions given in the various game scenarios, players should compute their Army Morale at the beginning of a game as follows:

- Each **unarmored foot** character is worth 1 point.
- Each **armored foot** character is worth 2 points.
- Each **mounted unarmored** character is worth 2 points.
- Each **armored mounted** character is worth 3 points.



At the end of each turn, during the Victory Check phase, if the total points for the characters of a player's army that were **killed or left the map in Panic** is **above 50%** of his starting Army Morale, his army is routed from the field. In that case, the scenario ends and players check the following:

- if no special victory conditions are applicable to the scenario, the player with the routed army loses the game. In case both armies meet that criteria, the game ends up in a tie.
- if the scenario has any applicable special victory conditions, those are checked at this time to determine who won the game. in case of exit requirements, any character of the non-routed army is considered to be able to exit the map unimpeded.



15. TERRAIN TYPES

This section only pertains to maps that do not contain any type of fortifications. Those will be covered in the *Siege Operations* booklet. The costs in MF are given for foot characters/mounted characters.



15.1. Clear terrain / Stony ground

 This is open ground flat terrain that costs **1MF/1MF** to enter and has no other game effect. Stony ground has smaller scattered rocks/boulders and is considered clear terrain except that it costs **2MF** for **mounted characters** and causes **Light impediment**. 

15.2. Scrub / Shrub


 This represents up to knee-high vegetation. It costs **2MF/4MF** to enter, provides **Light cover** and causes **Light impediment**. Characters **backing** into a scrub hex treat it as **Difficult Terrain**. 

15.3. Tree / Palm trees

 Tree hexes can either be a **branch hex** (any tree hex from trees that cover **less than 7 hexes** and the surrounding hexes of a 7+ hex tree) or a **trunk hex** (the **center hex** of a 7+ hex tree). Both types are a **height 2** obstacle. Regular tree **branch** hexes cost **2MF** to enter for foot characters and are **impassable** to mounted characters. They provide **Light cover** and cause **Light impediment**. Characters **backing** into a branch hex treat it as **Difficult Terrain**. **Palm tree branch** hexes are considered clear terrain except for the fact that they cause **Light impediment** and that they block any LOS traced from a position of elevation advantage. 


Trunk hexes are **impassable** to all (exception: Climbing movement 9.3). An unarmored foot character might find himself **up a tree** (in the trunk hex) where he **gains 2 levels of elevation** and may now ignore the branch hexes of his own tree when it comes to blocking LOS. He enjoys **Medium cover** and suffers **Full impediment**.

15.4. Slope


 A slope hex represents the rising, uneven terrain between two hexes of different elevation. It costs **2MF/4MF** to enter (from any direction) and causes **Light impediment**. Characters **backing** into a slope hex treat it as

Difficult Terrain. A crest hexside might create **cover** or block the LOS altogether depending on the situation (4.4.3). Characters on top of a crest have **one elevation advantage** on characters at the bottom of it. Characters **in the slope hex** are 1/2 an elevation lower than the crest high hex.


15.5. Marsh

 This is swampy, muddy terrain with dense undergrowth. It costs **2MF/4MF** to enter, provides **Light cover** and causes **Medium impediment**. It is considered **Difficult Terrain**. A character in a marsh is 1/2 a level lower than one not.


15.6. Rocks

 That terrain represents boulders or uneven rocky ground. It costs foot characters **4MF** to enter and is **impassable** to mounted characters. Rocks provide **Light cover** and causes **Light impediment**. It is considered **Difficult Terrain**.


15.7. Ditch

 A deep ditch that costs **foot characters 4MF** to enter or exit but only **1MF** to move through the ditch opening hexsides (the hexsides connecting to another ditch hex). Mounted characters cannot enter a ditch hex. It provides **Medium cover** and causes **Light impediment** when the attack/LOS does not cross a ditch opening hexside. It is considered **Difficult Terrain** if it is not entered through a ditch opening hexside. A character in a ditch is 1/2 a level lower than one not in one.


15.8. Beach

 This is sandy terrain found at the shore. It costs **1MF/2MF** to enter, provides no cover nor causes any impediment. Characters **backing** into a beach hex treat it as **Difficult Terrain**.


15.9. Garden

 This represents low level vegetation. It costs any character **2MF** to enter, provides **Light cover** and causes **Light impediment**. Characters **backing** into a garden hex treat it as **Difficult Terrain**.

15.10. Vineyard


 This represents up to shoulder-high vines and trees. It costs **2MF/4MF** to enter, provides **Light cover** and causes **Light impediment**. It is considered **Difficult Terrain**.

15.11. Deep water / River

 This represents about chest-high level water. It costs unarmored foot characters **4MF** to enter and is **impassable** to armored or mounted characters. Deep water/river provides **Light cover** and causes **Medium impediment**. It is considered **Difficult Terrain**. A character in a deep water hex is 1/2 a level lower than one that is not.

Design note: stunned or prone characters are considered to be 'floating' on the surface of the water hex.


15.12. Shallow water / Ford


 This represents knee-high level water. Any non-river hex covered in **majority by blue color** but also containing beach/marsh/clear terrain is a shallow water hex while hexes with less blue than solid ground color are not.

It costs any character **2MF** to enter, provides **no cover** and causes **Light impediment**. Characters **backing** into a shallow water/ford hex treat it as **Difficult Terrain**.

15.13. Houses, walls, doors & windows

House indoor hexes are all considered clear terrain but can only be entered by foot characters at a cost of **1MF**. Crossing a doorway in or out of a house

 has no additional cost. Crossing in or out of a house through a window costs **+3MF**, added to the cost of the hex entered. A minimum move (9.9) cannot be used to cross a window hexside.

 A **reciprocal LOS** only exists between a **hex adjacent** to a door/window hexside and the hexes shown in the diagram to the right. This is valid whether the hex adjacent to the door/window is inside or outside a building. The LOS through the door/window is blocked for all other hexes and **does not extend past a second** door or window hex. In order to be able to trace a LOS **through** a window or door, the character must be **facing directly** towards the door/window hexside.


A hex adjacent to a window benefits from **Medium cover** and causes **Medium impediment** when the attack comes through the window hexside. For any attack through a door hexside, the target would receive **Light cover** and the attacker suffer from **Light impediment**.

 Walls hexsides **block LOS**, are impassable,

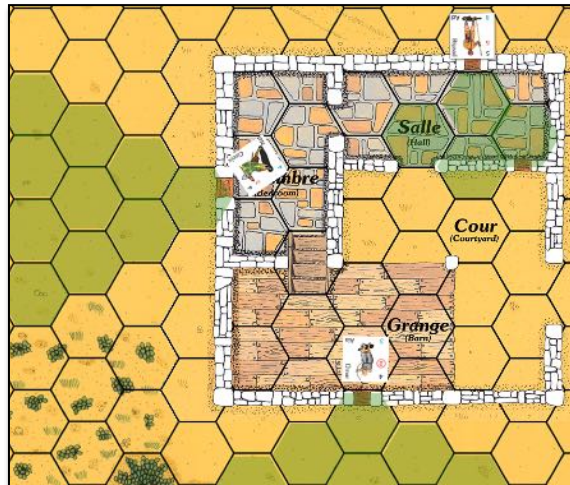
provide **Full cover** and cause **Full impediment**. However, a character in an exterior hex with a **wall corner** hexside (the hexside is blocked only partially by the wall) benefits from **Medium cover** when the attack comes through that hexside. When a hex is **split by a wall**, players should place their characters in such hexes slightly off-center to show on which side of the wall they actually are.

Play note: some games of the series include "inside" markers that can be used to help in pinpointing a character's location.

15.14. Low walls / Fences


 Low walls can be crossed by any character for **+2MF** added to the cost of the hex entered. A low wall hexside provides **Medium cover** when the attack comes through the low wall hexside. Low wall hexsides cannot be crossed by **backing**.

Mounted characters cross a low wall or fence hexside as **Difficult Terrain** and cannot end their activation or retreat move straddling one. Move a character to the last hex entered before crossing if his move was interrupted by Impairment. Leg-yield movement (9.10) cannot be used to cross low walls or fences.




Example: the crossbowman Giroix is adjacent to and faces his window directly, the hexes in his LOS are indicated in green. The same is true for the bowman Omar but note the different LOS area due to the orientation of his window. Riyaad may see the green hexes into the house but his LOS does not extend past the opposing doorway and window.

15.15. Stairs/Rocky stairs

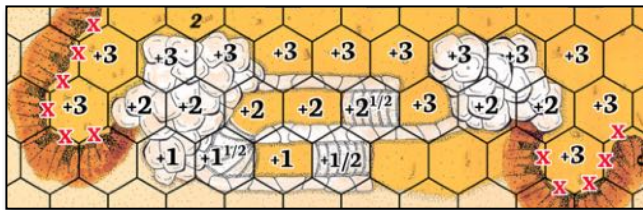
 Stairs are treated as **slope** hexes when it comes to **LOS** and **elevation** (but not cover). As such they have a low hex and a high hex adjacent to each of their 'steps' hexsides and

a character in a stairwell hex is 1/2 an elevation higher than one in the adjacent low hex and 1/2 below one in the high hex. The ‘non-step’ hexsides of a staircase can be crossed into an adjacent hex as long as they do not also contain a wall (see 15.16) and are **not more** than 1 level higher or below that of the adjacent hex. Attacking in close combat from a stairs hex always causes **light impediment**. All stairs are treated as **Difficult Terrain** when **backed into**.

15.16.Walled trail

 A walled trail hex can only be entered or exited through the non-walled hexsides along the trail. The walled hexsides are **impassable** to all characters and provide **light cover**. Close combat attacks are impossible through the walled hexsides as no ZOI can be projected through impassable hexsides.

On the **Rocky stairwell map**, each straight segment of the combination **walled trail/rocky stairs/rocks** has **one elevation advantage** over the previous one, starting from the beach upwards as indicated on the picture below. The **crest hexsides** on that map are in fact **cliffs**, impassable to all characters and the slope hexes themselves are considered to be at the same elevation as the beach hexes. A character on a high crest hex on that map gains three elevation advantages over one in a beach hex.



Example: the elevation advantage of all hexes is indicated relative to the unmarked hexes at 0 elevation. The red ‘x’ show the impassable crest hexsides.

15.17.Tents and tent openings

Tents usually cover **four hexes** even if their picture may only partially cover some hexes. Each tent has one tent flap open depicted facing a hex corner. The two hexsides making that corner are both **tent opening hexsides**. Tents can only be entered or exited by foot characters through one of the opening hexsides. A **LOS** can only be traced into a tent hex if it passes through a tent opening hexside. Non-opening tent hexsides are **impassable** and provide **Full cover** and cause **full impediment**.


It costs **2MF** for a **foot character** to enter a tent or move into another tent hex. A character in a tent hex receives **Light cover** but also suffers from **Light impediment**.

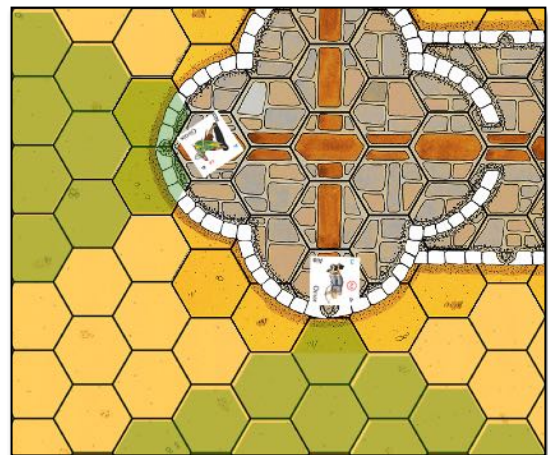


The large tent in *Ager Sanguinis* has 14 tent hexes (red/white and carpet hexes), 17 hexes containing **tent stakes** that are treated as **rock hexes** but provide **no cover** and 10 tent openings hexsides as depicted below.

The tents of the *Camp* map from *Siege* are different and dealt with in the *Siege Operations* booklet.

15.18.Chapel window

 The narrow chapel window hexsides are **impassable** to all and thus cause **full impediment** to characters on either side. They provide **Heavy cover** but only to a character in a hex adjacent to the window and a **LOS** only exists to and from such a hex when it is traced through the window’s field of view. An adjacent character must be **facing directly** a window hexside to be able to trace a **LOS** through it. A character adjacent to a window **outside** the chapel can only see the opposing adjacent hex inside the chapel but not any other hex inside.



Example: the two types of fields of view that characters adjacent to chapel windows have. Both hexsides making the corner where the leftmost window is depicted qualify as window hexsides.

TERRAIN EFFECTS TABLE

Skirmish Scenarios



TERRAIN TYPE	MF	MOUNTED	COVER	IMPEDIMENT	ELEVATION CHANGE	OBSTACLE HEIGHT	NOTES & SPECIAL RULES
Clear <i>Charge bonus</i>	1	1	-	-	0	0	
Stony ground <i>Charge bonus</i>	1	2	-	Light	0	0	
Scrub / Shrub <i>Charge bonus</i> <i>Difficult Terrain if backed into</i>	2	4	Light	Light	0	½	
Tree (branch) <i>Difficult Terrain if backed into</i>	2	X	Light	Light	0	2	
Palm tree (branch)	1	1	-	Light	0	2*	*only blocks LOS from a higher elevation.
Tree (trunk)	X	X	Medium*	Full*	+2*	2	*only when the character climbed the tree.
Slope <i>Difficult Terrain if backed into</i>	2	4	varies*	Light	+1	1	*depends on the distance to the crest hexside.
Marsh <i>Difficult Terrain</i>	2	4	Light	Medium	-½	0	
Rocks <i>Difficult Terrain</i>	4	X	Light	Light	0	½	
Beach <i>Charge bonus</i> <i>Difficult Terrain if backed into</i>	1	2	-	-	0	0	
Garden <i>Charge bonus</i> <i>Difficult Terrain if backed into</i>	2	2	Light	Light	0	½	
Vineyard <i>Difficult Terrain</i>	2	4	Light	Light	0	½	
Ditch <i>Difficult Terrain*</i>	4*/1	X	Medium*	Light*	-½	0	*only when seen/attacked/traversed through a non connecting ditch hexside (1MF otherwise).
Deep water / River <i>Difficult Terrain</i>	4/X*	X	Light	Medium	-½	0	*for armored foot characters only.
Shallow water / Ford <i>Difficult Terrain if backed into</i>	2	2	-	Light	0	0	
River Rapids	X	X	Light*	Full	0	½	*only when the LOS is traced through the hex.
Wall/Wall corner	X/-	X/-	Full/Medium	Full/-	0	2	Medium cover for a character attacked across a wall corner. No impediment for a character attacking across a wall corner.
Window	+3	X	Medium	Medium	-	-	If not adjacent, LOS only to hex just behind the window.
Door	+0	X	Light	Light	-	-	If not adjacent, LOS only to hex just behind the door.
Low wall/Fence	+2	+2*	Medium	-	0	½	Cannot be backed through. *mounted characters: <i>Difficult Terrain</i> , can't straddle hexside.
Rocky stairs/Staircase <i>Difficult Terrain if backed into</i>	2/X	X	Light*	Light/Full	-	-	*when seen through the walled hexsides (Rocky stairs only). X/Full through walled hexsides.
Wall lined Trail	1/X	X	Light*	-/Full	-	-	*when seen through the walled hexsides X/Full through walled hexsides.
Chapel window	X	X	Heavy	Full	-	-	If not adjacent and on the inside of the building, LOS only to hex just behind the window.
Tent/Tent opening	X/2*	X	Full/Light	Full/Light	0	1	LOS can only be traced through a tent opening hexside. * 2MF for foot characters to enter in or move inside a tent.

of dead/stunned characters in a hex (dead large-counter animals count as 3): [1-2]+1MF [3-5]+2MF & **Difficult Terrain** [6+] X