

# SWORD & SHIELD

STAMFORD BRIDGE ~ BANNOCKBURN ~ LAKE PEIPUS ~ KALAUURA

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## 1.0 INTRODUCTION

The *Sword & Shield* quad includes four battles—Stamford Bridge, Bannockburn, Lake Peipus, and Kalaura. All four games use a common system that reflects the battlefield tactics of the day. It is recommended that beginners initially play the games ignoring those rules noted with an asterisk [\*] in the text. After a few games, they may want to include these rules for the added realism that they impart (along with some added complexity).

## 2.0 GAME COMPONENTS

Each copy of *Sword & Shield* includes:

- 1 22" by 34" map, backprinted
- 400 die cut counters
- 1 rulebook
- 1 sheet of charts & tables
- 1 sheet of tracks
- 1 ten-sided die

► Note: When using the ten sided-die, a result of 0 is treated as a 10 result.

### 2.1 GAME MAP

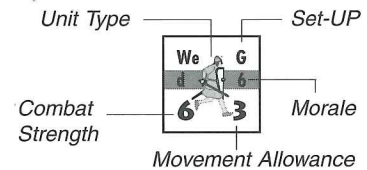
The game map is a representation of the historical battlefields. A hexagonal

grid has been superimposed to regulate play.

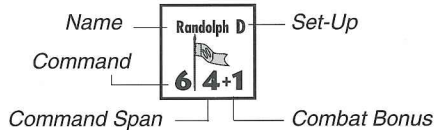
### 2.2 GAME COUNTERS

Game counters represent combat units, leaders, and informational counters.

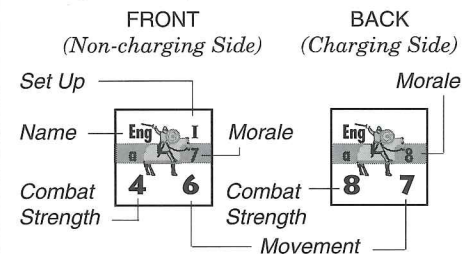
#### Combat Unit:



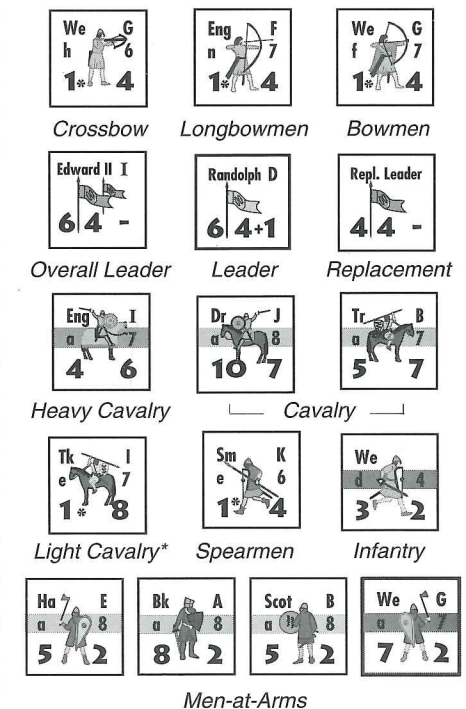
#### Leader Unit:



#### Heavy Cavalry:



#### Unit Types:



\* The only light cavalry in the game are the non color-coded cavalry in the



Kalaura scenario; they count as skirmish units.

- Leaders and the units they control are color-coded for ease of play. Setup sections will also note which combat units are controlled by which leaders.

#### Informational Counters:

Fire	Exhausted	Game Turn	Turn Ends
One Step Loss	Berserk	Rout	OC

#### Command Chits

Advance	Muster	Reserve
Attack	Retreat	Stand

### 2.3 GAME CHARTS

The rulebook contains a number of charts and tables that are needed to play the game. It is recommended that these be photocopied before play.

## 3.0 SEQUENCE OF PLAY

The *Sword & Shield* quad uses the following Sequence of Play for each game turn. The number of turns varies according to the battle and scenario chosen. Note that the player whose turn it is is referred to as the *phasing* player, his opponent as the *non-phasing* player.

### GAME TURN

#### I. Order Phase

- [\*] *Initial Placement of Command:* At the beginning of a scenario, players place a Command Chit on each leader.
- [\*] *Command Change:* Players may attempt to change the current commands that each or any of their leaders are currently using.

#### II. First Player Movement Phase

- Each scenario lists which player moves first.
- The first player checks to see if any units are out-of-command. Those units out-of-command are marked with an out-of-command marker.
  - The first player then moves all eligible units that he desires to move.

#### III. First Player Combat Phase

- Fire Combat Phase
  - Defensive Fire:* All non-phasing units that have enemy units within their range may fire.

- Offensive Fire:* All phasing units that have enemy units within their range may fire.

#### B. Melee

During the Melee Phase, the attacker may conduct melee attacks against adjacent enemy units.

- Melee combat is resolved between attacking and defending units. The attacking player rolls on the Melee Table and applies the results.
- Attacking Crusader heavy cavalry units that were successful may now move up to 4 movement points and engage in a second melee.

#### IV. First Player Rally Phase

- First player attempts to rally eligible routed units.
- Starting with game turn 5, the second player checks to see if he rolls for victory (see 11.0).

#### V. Second Player Movement Phase

Second player now checks his units for being out-of-command and then moves.

#### VI. Second Player Combat Phase

First player conducts defensive fire. Second player conducts offensive fire and then conducts melee attacks.

#### VII. Rally Phase

- Second player attempts to rally eligible routed units.
- Starting with game turn 5, the first player checks to see if he rolls for victory (see 11.0).

## 4.0 LEADERS

Leaders are in command of those units assigned to them. Leaders and the units they command are color coded to show which units belong with which leaders. Some units are not color coded; they are skirmishers and function independently.

### 4.1 LEADER RATINGS

Leaders have three ratings: Command, Command Span, and Combat Bonus.

#### 4.11 [\*] Command

This rating is used to determine if a command chit can be changed or not (see 5.0).

#### 4.12 Command Span

This is the number of hexes a combat unit may be away from the leader and still be in command (see 5.31).

#### 4.13 Combat Bonus

This is a die-roll modifier used during Melee.

### 4.2 LEADER CASUALTIES

A leader stacked with a combat unit or units that are eliminated during Melee is killed if no friendly units remain in the hex. The leader is flipped to its replacement leader side. It is then moved to the nearest friendly combat unit under the leader's command. Leaders that do not have a replacement leader side (such as some overall leaders) are removed from play.

A leader alone in a hex that is entered by an enemy combat unit is flipped to its replacement side and is then moved to the nearest friendly combat unit under the leader's command. If no subordinate units remain on the map, simply remove the leader.

- A replacement leader alone in a hex that is entered by enemy combat units is immediately moved to the nearest friendly combat unit under its command.

In all cases, if no subordinate unit remains on the map for a leader counter to be moved to, simply remove the leader from the game.

## 5.0 [\*] COMMAND

During the initial Command Phase of each game, each leader commanding combat units has a Command Chit placed under it. This chit does not have to be shown to the opposing player. During ensuing Command Phases, these Command Chits may be changed (see 5.2).

### 5.1 [\*] COMMAND CHITS

There are six different Command Chits; each has a different effect on the combat units.

#### 5.11 Attack Command Chit

All combat units in command, using the Attack Command Chit, must move, at least, half their movement allowance (round any fraction up) and must end their movement closer to enemy units than they began (*ie*, move at least one hex closer, or remain adjacent). Combat units with an Attack Command Chit receive a one column to the right (1R) modifier if attacking during Melee Combat. Heavy cavalry receives a 2R shift if charging. Combat units adjacent to enemy combat units must attack, either in the fire and/or melee phases. Heavy cavalry units have other special abilities. See section 5.6.

#### 5.12 Advance Command Chit

All combat units in command, using the Advance Command Chit, may move up to their full movement allow-



ance during the Movement Phase. They must end their turn one hex closer to the nearest enemy combat unit (or remain adjacent). Combat units receive no Melee Combat column modifiers for having an Advance Command Chit, apart from men-at-arms, who have a 1R column shift.

### 5.13 Stand Command Chit

All combat units in command, using the Stand Command Chit, may move one hex (only) during the Movement Phase. Combat units receive a one to the left (1L) column shift modifier during Melee Combat, if defending.

### 5.14 Retreat Command Chit

All combat units in command, using the Retreat Command Chit, may move up to their full movement allowance during the Movement Phase. They must end the Movement Phase at least one hex further away from enemy combat units than they started. They receive no Melee Combat column shift modifiers.

### 5.15 Reserve Command Chit

All combat units in command, using the Reserve Command Chit, may move up to their full movement allowance during the Movement Phase. They may never enter a hex within a radius of 4 hexes of an enemy unit. Reserve combat units that begin a turn closer than 5 hexes to an enemy unit, may only move in such a way that at the end of the Movement Phase, they are 5 or more hexes away from the closest enemy combat unit. Reserve combat units receive no Melee Combat column shift modifiers.

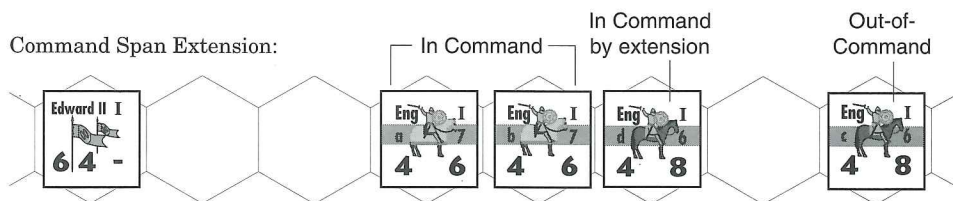
### 5.16 Muster Command Chit

During the Command Phase of any turn in which at least two combat units of a leader's force are either routed or destroyed, the Command Chit of the leader may be changed to Muster. Such a change is made at the whim of the owning player; no die-roll is necessary. Combat units with a Muster command may move up to their full movement allowance during the Movement Phase. They may never enter a hex that is closer to an enemy combat unit than 5 hexes away. Muster units that begin a turn closer than 5 hexes to an enemy unit, must move so that they are 5 or more hexes away at the end of the turn. Leaders with a Muster command have their Command Span increased by one hex. Muster combat units receive no Melee Combat column shift modifiers.

- NOTE: In some cases, a situation in the game will create a position where

the player will not be able to comply with the movement restrictions or requirements of a Command Chit. In such a case, the player must reveal the Command Chit and demonstrate to

Command Span and is under the command of the same leader. Such "extended Command Span" can be traced through a series of adjacent friendly combat units (see diagram).



the opposing player that certain units cannot perform the Chit's requirements. Having done so, play resumes with the Command Chit unchanged. Players must always abide by the restrictions or requirements of their Command Chits *to the maximum extent possible*.

## 5.2 [\*] CHANGING COMMAND CHITS

During the Command Phase of each turn, a leader's Command Chit may be changed. To do so, a die is rolled and compared to the leader's Command Rating. If the die result is equal to or less than the Command Rating of the leader, the Command Chit may be replaced with a different Command Chit. Otherwise, the same Command Chit is used. Muster Command is an exception, and can be automatically substituted for an existing command whenever a leader has at least two of his combat units eliminated or routed.

## 5.3 COMBAT UNITS AND COMMAND

At the beginning of each Movement Phase all combat units, except Skirmishers, must check to see if they are within the Command Span of their leader. Combat units that are not in command are considered "out-of-command" and are marked so.

### 5.31 Command Span

Each leader has a Command Span Rating. The rating indicates the number of hexes a unit can be from a leader and still be in command. When tracing Command Span, count the hex the combat unit is in, but not the hex the leader is in, and trace from the leader to the combat unit. Enemy zones of control (see 6.0) block Command Span, unless occupied by a friendly combat unit. Hexes occupied by enemy combat units block Command Span.

### 5.32 Command Span Extension

A combat unit outside its leader's Command Span is nevertheless in command, if it is adjacent to a unit which is within

## 5.33 Effects of Being Out-of-Command

Combat units out-of-command suffer the following restrictions:

- They may not move adjacent to an enemy combat unit.
- If in an enemy zone of control, they may not move.
- They receive no column shift modifiers for their Command Chit during Melee Combat.
- They must attempt to move within Command Span of their leader if they do move.
- Heavy cavalry units flip to their non-charging side, unless they are in an enemy zone of control. In that case, they remain on their charging side.

## 5.4 SKIRMISHERS AND COMMAND

Skirmish units (light cavalry, longbow, crossbow, or bowmen) are moved independently and ignore the Command Chits. They are not color-coded for leadership. Skirmish units have the following restrictions and abilities:

- They may not enter an enemy combat unit's zone of control.
- They may move adjacent to an enemy *skirmish* unit (see 4.0), as long as they are not entering another enemy unit's ZOC.
- They may always retreat up to 3 hexes from an enemy infantry unit's zone of control before the Combat Phase begins.
- They may not retreat from an enemy cavalry unit's zone of control before the Combat Phase begins.
- Skirmish units may retreat through enemy zones of control.

## 5.5 ROUTED COMBAT UNITS AND COMMAND CHITS

Routed combat units follow no commands; instead they may be moved up to 1/2 their movement allowance (with any fraction rounded down) away from the closest enemy combat units during the Movement Phase (*ie*, must end their move further from enemy combat units than they began).



## 5.6 HEAVY CAVALRY UNITS AND THE ATTACK COMMAND

Unlike other combat units, heavy cavalry units do not have a reduced strength side. Instead, they have a non-charging side and a charging side. When they have an Attack Command, they may be flipped to their charging side if they successfully make a morale check during the initial Command Phase (*ie*, roll a die and have the result equal to or less than their non-charging morale rating). Charging heavy cavalry units that fail a morale check in melee, as a result of combat, are flipped to their non-charging side. They may only attempt to flip to the charging side again if they are not in an enemy zone of control at the beginning of the Command Phase when they check. If their leader changes his command to a command other than Attack, the heavy cavalry unit is flipped to its non-charging side during the Command Phase, unless it is in an enemy ZOC. It would be flipped at the start of any turn in which it is not in an enemy ZOC and the leader's order is other than attack.

- Note: Charging heavy cavalry units may not charge across a steep slope hexside. Instead, they are flipped to their non-charging side; they may continue moving if they have movement points remaining (up to their non-charging movement allowance).

## 5.7 SPLIT COMMANDS (OPTIONAL)

Leaders, controlling heavy cavalry and infantry and/or cavalry, may split their command chit when the "attack" command chit is chosen. When "attack" is chosen, the heavy cavalry may charge while the other units are considered to have a "stand" command. When the player elects the split option the leader must be moved with the charging cavalry. This option must be announced at the beginning of a turn. At the beginning of any player-turn in which the infantry or cavalry that did not charge are within the Command Span of their leader, the owning player may announce that the rest of his force now has the "Attack" command as well.

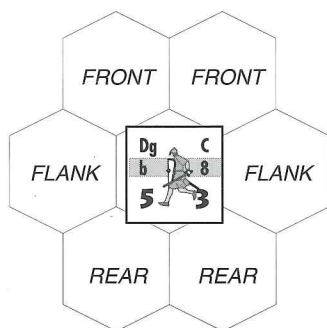
## 6.0 FACING AND ZONES OF CONTROL (ZOC)

All combat units except Skirmish units and routed combat units have zones of control and facing.

### 6.1 FACING

A combat unit must face (point) in a specific direction at all times. All combat

units must be faced toward a vertex (joint) of the hex they are in, not a hexside (see diagram). All units in the same hex must face in the same direction.



6.11 Facing determines which of the unit's hexsides are Front, which are Flank, and which are Rear. There are always two of each. *Exception:* Skirmishers; see 6.14.

6.12 A combat unit may change facing—in any direction—only during the Movement Phase and/or at the end of the Combat Phase if it took part in Melee Combat. If the owning player wishes to change the facing of a combat unit without moving it, he may do so. *Exception:* Heavy cavalry units that are charging may not change facing, except at the end of the Combat phase. Non-charging heavy cavalry units may change facing.

6.13 Facing affects a combat unit's Zone of Control (6.2) and combat (9.0).

6.14 Skirmish units have no facing. All hexsides are considered Front.

6.15 Combat units, except skirmish units, may only move through one of their two frontal hexsides. To change facing during the Movement Phase, the first change is free; each ensuing change costs one movement point. Thus, a unit may change facing at no cost and then move, but if it proceeds to change facing again after moving it will cost one movement point to do so. Since skirmish units have 6 frontal hexsides, they may always change facing at no cost.

- Note: Changing facing in a single hex is considered a single change, irrespective of how many hexsides are involved in the change.

6.16 At the end of Melee Combat, facing changes cost nothing.

### 6.2 ZONES OF CONTROL (ZOC)

Combat units exert Zones of Control; leaders and skirmish units do not.

#### 6.21 ZOC and Facing

Combat units exert ZOCs through their Front and Flank hexsides, they

do not exert a ZOC through their Rear hexsides. *Exception:* Routed units have no ZOCs.

#### 6.22 ZOC Extension Restrictions

ZOCs do not extend through hexsides or into hexes across or into which that combat unit could not normally move.

#### 6.23 ZOC and Out-of-Command Units

Out-of-command combat units may not leave an enemy ZOC.

#### 6.24 Effects of ZOC

- A unit must stop when it enters an enemy ZOC. It may not move further in that Movement Phase, regardless of how many movement points it has remaining.
- A friendly combat unit negates the effect of an enemy ZOC for purposes of tracing a Command Span, but it does not do so for movement or retreat purposes.
- If more than one combat unit exerts a ZOC into the hex, there is no additional effect.
- A unit may never leave one enemy ZOC and move directly into another enemy ZOC.

#### 6.25 Leaving a ZOC

A combat unit that *begins* a Movement Phase in any enemy ZOC may move out of that ZOC if it has a Retreat, Stand, Muster, or Reserve Command, and it is in command. Routed units may also leave an enemy ZOC.

- Note: When playing the Basic Game (*ie*, not using Command Chits), combat units may not exit an enemy ZOC except by retreat or elimination of the enemy unit in whose ZOC the combat unit is.

## 7.0 STACKING

Stacking refers to having more than one combat unit in a hex at any given time. Unless stacked together at the beginning of a scenario, only one combat unit is allowed per hex. A combat unit may *not* move through another combat unit, unless the moving combat unit is a skirmish unit. There are no stacking restrictions for leaders. Stacking limits apply at all times during the turn.

### 7.1 STACKED UNITS

Two combat units of the same type (*ie*, infantry, cavalry, etc.) may begin the game stacked together. Combat units may unstack. Unstacking is voluntary, but restacking is not allowed. When combat units unstack, they may not restack for the remainder of the game.



### 7.11 Stacking Restrictions

- Stacked combat units are treated as one combat unit for melee combat and movement, while stacked together.
- Stacked combat units fire separately during Fire Combat.
- A stack moves with the movement allowance of the slower component.
- Combat units may not change their position in a stack. The lower combat unit in the stack is exposed when the upper unit is destroyed.
- Leaders do not count for stacking purposes.

### 7.12 Stacking and Morale Checks

When a morale check is required, it is checked separately for each unit in a stack, starting with the top unit.

## 8.0 MOVEMENT

During a friendly Movement Phase, a player may move all, some or none of his units, subject only to the restrictions already specified.

### 8.1 MOVEMENT ALLOWANCE

All combat units have their movement allowance printed on their counter. The Movement Allowance represents the total number of Movement Points (MPs) that the unit may expend in any one Movement Phase (within Command Chit restrictions). These MPs may not be saved or transferred in any way. A unit does not have to use all of its Movement Allowance, but it may never expend more in a single Movement Phase. Combat units, with the exception of skirmish units, must always move through their frontal hexes. Since skirmish units have no facing, they may move in any direction. Leaders have no printed Movement Allowance; it is 8.

### 8.2 TERRAIN AND MOVEMENT

Each battlefield has different terrain, and each type of terrain has its own costs to enter. Different types of units have different costs to enter the various types of terrain. Roads tend to speed up movement or make it easier. To take advantage of a road, a unit must enter that type of hex from a similar, connecting, and contiguous hex. The different types of terrain and their effects are listed on the Terrain Effects Chart.

### 8.3 ENEMY UNITS AND MOVEMENT

A friendly combat unit may never enter a hex occupied by an enemy combat unit; it may, however, enter a hex containing only an enemy leader (see 4.2).

## 9.0 COMBAT

During each Combat Phase, combat is resolved in the following order:

- A. Defensive Fire Combat
- B. Offensive Fire Combat
- C. Melee Combat

### 9.1 FIRE COMBAT

Some combat units have the ability to perform Fire Combat. These have an asterisk after their Combat Strength on the unit counter. Combat units may only fire through frontal hexsides (*Exception*: skirmish units may fire in any direction). To conduct Fire Combat check line of sight (see 9.2) and the *Range Table* for each eligible unit. The owning player rolls a die and applies any modifiers on the *Fire Combat Results Table* and *Terrain Chart*. Each unit fires separately. Combat units may be fired at more than once per phase, but combat units may only fire once per phase. All Fire Combat directed at a single target hex is resolved, before resolving Fire Combat directed at another hex. No unit may fire at a range greater than the maximum range for that type of unit. *Note*: skirmish units and cavalry units with a retreat or stand command that are adjacent to enemy infantry units may retreat *before any fire combat occurs* (see 5.4). This is their only chance to retreat before combat. Adjacent enemy units who could have fired at them, may now advance into the vacated hex (see 9.14). The results on the *Fire Combat Table* are as follows:

Result	Effect
Miss	No effect.
Morale Check	All combat units in the target hex must make check morale.
Step Loss	The top combat unit in the target hex suffers a step loss, then all combat units in the hex check morale.

### 9.11 Range Table

The *Range Table* lists ranges for different types of combat units firing. The owning player cross-indexes the type of unit firing with the distance in hexes from the firing unit to the target, in order to ascertain if the target is within range, and whether there is a die-roll modifier for range. When calculating range, the firing unit's hex is not counted but the target hex is.

### 9.12 Defensive Fire

During the Defensive Fire Segment of the Fire Phase, all non-phasing com-

bat units with Fire capability may perform Fire Combat.

### 9.13 Offensive Fire

During the Offensive Fire Segment of the Fire Phase, all phasing combat units with Fire capability may perform Fire Combat.

- 9.14 If cavalry or skirmish units retreat *before combat*, any enemy units whose Zone of Control extends into the vacated hex *and* who have an Advance or Attack Command, may advance into the vacated hex. They do so at the end of the Fire Combat Phase. Those with an Attack Command *must* advance, those with an Advance Command *may* do so.

If a hex is vacated as a *result* of Fire Combat, any adjacent units which could have taken part in the combat may advance into the hex (but see 7.1). They do so at the conclusion of that specific combat, *ie*, the moment the hex is vacated.

Units belonging to either the phasing or non-phasing player may advance in this way. Skirmish units may not. Remember that berserk units and charging heavy cavalry must advance after combat when the opportunity occurs.

- 9.15 Units which fail a morale check as a result of Fire Combat, retreat 1-3 hexes (owner's choice).

### 9.2 LINE OF SIGHT

Combat units firing at a range of 2 hexes or more may fire only at targets to which they can trace a Line of Sight (LOS); *ie*, they must be able to see it. LOS is traced from the center of the firing hex to the center of the target hex. If LOS is blocked, fire is not possible. Any blocking terrain (or a combat unit) in a hex, causes the entire hex to block LOS. LOS can be traced along a hexside between a blocking and non-blocking hex, but not along a hexside between two blocking hexes.

### 9.21 Combat Units Firing at Enemy Units on the Same Elevation

The following block LOS when firing and target units are at the same elevation:

1. A wooded hex at the same elevation.\*
2. Stirling Castle.
3. Combat units on the same elevation.
4. A hex of higher elevation.

\* *Note*: There are no woods on any of the maps in *Sword & Shield*; however, this type of terrain has been included in the



rules in case it is needed for scenarios published in 3W's house magazine *Schwerpunkt!*

### 9.22 Combat Units Firing at Enemy Units on a Different Elevation

The following block LOS when firing and target units are at different (higher or lower) elevations:

1. A hex of higher elevation than the lower level, that is closer to the target than to the firing unit.
  2. Woods.
  3. Stirling Castle.
  4. Combat units adjacent to the target unit.
- Terrain or units can block the LOS between units on different elevations if the blocking hex is higher than the lower unit. To determine whether something blocks between units on different levels, count the hexes between the lower unit and the potential obstacle. If this distance is less than half the number of hexes between the firing and target units, the LOS is blocked. If the number is equal to or greater than the total distance, LOS is clear.

### 9.3 MELEE COMBAT

During Melee Combat, the phasing player may attack enemy combat units which are in his combat units' Front hexes (see 6.1). Out-of-command, Routed, and Skirmish units may not initiate melee. More than one unit may attack an enemy combat unit.

#### 9.31 Melee Requirements

A unit does not have to melee (*exception*: units with an Attack command must initiate melee), but if it does there are certain requirements:

1. If a combat unit fired during the Offensive Fire phase, it must melee the combat unit(s) it fired at.
2. All combat units in the defending hex must be attacked as one unit.
3. In order to initiate melee, combat units must have an Advance, Stand, or Attack command.

#### 9.32 Melee Procedure

1. Attacker announces which combat units are attacking and which enemy combat unit(s) will be attacked.
2. The players total the combat strength of the units involved. The attacker then compares his strength points to the defenders and reduces them to an odds ratio, rounding off in the defender's favor (eg, an attacker with 19 strength points attacking a defender with 5 strength points reduces

the odds to a 3:1 ratio). Players then check the column shifts on the *Melee Table*, the *Terrain Effects Chart*, and the *Unit Type Table*, and alter the ratio accordingly to produce the modified combat ratio.

3. The attacker rolls a die, subtracting the combat bonus of a leader if stacked with the attacking units and adding the combat bonus of any one leader stacked with the defending units. Consult the *Melee Table*, cross-reference the modified die-roll with the final combat ratio, to find the result of the combat. Now apply the result.
4. If either side loses 2+ steps, *both* players roll a die to see if their units lose their composure. Each scenario lists the result that will cause units to go berserk.
5. Morale checks as required are now made. If all defending combat units vacate the hex, all attacking units from one hex may advance.
6. Units that have gone berserk now attack an adjacent enemy unit (not necessarily in the berserk unit's front hexes), and results are applied. (If there are no adjacent enemy units, go immediately to step 8).
7. Charging heavy cavalry units that were attacking and advanced as per step 6, and berserk units that were not eliminated, forced to retreat, or routed in step 7, may now move up to 4 movement points. At the end of their movement, they may attack any enemy units in their frontal zones of control, using the melee procedure. Irrespective of the results of this new combat, they do not receive more movement points at the conclusion.

► *Example*: A heavy cavalry unit that has been flipped to its charge side is attacking a light cavalry unit. First the heavy cavalry unit and then the light cavalry check for morale. Both pass their morale check. Both then roll on the *Melee Combat Table*. The light cavalry unit rolls a "no effect" on the heavy cavalry unit, while the heavy cavalry unit achieves a "morale check" result on the light cavalry unit. The light cavalry unit fails its morale check and retreats 3 hexes, and the heavy cavalry advances into the hex. Since it successfully advanced into the hex, the heavy cavalry unit now may move 4 more movement points (not counting the hex advanced into). It does so. At the end of its movement, an enemy infantry unit is in the heavy cavalry unit's frontal ZOC. Both units check and pass their morale. Both then roll and check

the *Melee Combat Table*. The heavy cavalry unit achieves a "step loss" result on the infantry unit, while the infantry achieves a morale check on the heavy cavalry. The infantry unit is flipped to its reduced side, fails its morale check, and retreats three hexes. The heavy cavalry unit passes its morale check and advances into the vacated hex. Combat has concluded.

#### 9.321 Commitment Before Melee (Optional)

► *Designer's Note*: This rule is in most of the other quad games using this system. Originally, I deleted it from this game because of the added die-rolls, especially when the berserk rules were involved. I include this as an option for those players who want a little more frustration (and realism) during melee.

Before each melee, the attacker rolls one die for each of the units that is to melee. This is compared to the unit's morale rating. If the result is greater than the morale rating, the unit does not attack. Units which pass the morale check must attack. The defending unit(s) then check morale. If they fail, they rout and rout rules are followed. If they pass their morale check, melee is conducted.

#### 9.33 Unit Type Modifier Chart

When determining the column shifts for a melee combat, the *Unit Type Modifier Chart* is consulted. To use the chart, compare the type of unit attacking with the type of unit defending. (If more than one type is on one side use the type with the most strength points. If that is even, the owning player chooses the type.) The result is a column shift modifier applied to the melee combat.

### 9.4 MELEE COMBAT TABLE

The *Melee Combat Table* has a number of columns that correspond to the ratio of attacking to defending units. When resolving Melee Combat, players find the column that corresponds to the modified odds ratio, and the attacker rolls a die. The Odds Ratio may never be modified higher than 7-1 or lower than 1-4. The die is modified by leader combat bonus ratings if the leader is stacked with either an attacking unit or the defending unit, or both. The modified die-roll is cross-referenced with the appropriate odds column to determine the outcome of the combat. Die-rolls modified to less than Zero are resolved on the Zero line, while die-rolls modified to greater than 12 are resolved on the 12+ line.



## 9.41 Melee Combat Results

Results on the *Melee Combat Table* are as follows:

Results	Effect
Ne	No effect.
Ar	All attacking units must retreat one hex. Attacking cavalry units which are forced to retreat are flipped to their non-charging side; attacking berserk units have an exhausted counter placed on top of them.
A 1, 2, 3, 4	Number of step losses that the attacking combat units must suffer, starting with top units. If attacking units are in more than one hex, owning player decides which top units will take the losses. All attacking combat units then check morale.
D 1, 2, 3, 4	Number of step losses that the defending combat units must take, starting with the top units. All defending combat units then check morale.
Ae	All attacking units are eliminated.
Ar	All attacking units are retreated one hex by the owning player.
Dr	All Defending units are retreated one hex by the owning player.
De	All defending units are eliminated.
Ex	The defender loses one step and checks the morale of all his units. Then the attacker loses one step and checks all his units' morale.

## 9.42 Berserk Units

Whenever 2 step losses are taken in a single combat, *both* players check each of their units to see if any of them go berserk. Roll one die for each unit: each scenario lists the die numbers needed for a unit to go berserk. If a unit goes berserk, a berserk marker is placed on it, and a second combat against an adjacent enemy unit (this does not have to be the opposing unit from the initial combat, unless both go berserk—in which

case the initial attacker is still considered the attacker).

### 9.421 Effects of Being Berserk

- Berserk units have a 2R column shift in melee combat when attacking.
- Defending berserk units have a 2L column shift in melee combat.
- Berserk units of the phasing player function as heavy cavalry in respect to a second movement and attack. Unlike heavy cavalry, they may attack a second time even if the defender's hex is not vacated at the end of Melee Combat.
- Berserk units that fail a morale check or receive an "Ar" or "Dr" result become exhausted and have the berserk marker removed and replaced by an exhausted marker.
- Berserk units have a -1 die-roll modifier when checking morale.
- Berserk units are not affected by command chits.

### 9.422 Exhaustion

When a berserk unit becomes exhausted, the following rules apply:

- During movement, units may move 1 hex (only), but may not enter enemy ZOCs.
- If, at the beginning of movement an exhausted unit is in an enemy ZOC, it must retreat one hex unless in doing so it would move into an enemy ZOC. If it cannot retreat to a hex which is not in an enemy ZOC, it simply stays where it is.
- It may not attack.
- If defending, an exhausted unit suffers a 1R column shift during Melee Combat.
- It has a +1 die-roll modifier for Morale Checks.
- While exhausted, the unit ignores all commands.

### 9.423 Exhaustion Removal

During the Rally Phase, the player may check exhaustion removal for each exhausted unit not in an enemy ZOC. To do so, roll one die and add the unit's current morale to the result. If the total is 14+, then the unit is no longer exhausted; otherwise, it remains exhausted.

## 9.43 Step Loss

All combat units with a reverse side have two possible steps to lose. Units with no reverse side (those with only 1 combat strength point) are eliminated with one step loss. Heavy cavalry is explained separately (See 9.44).

1. For the first step lost, flip the unit to its "reduced" side. The unit will now have a lower combat strength, movement allowance, and morale rating. If there is no reverse side, the unit is eliminated.
2. For second step lost, the combat unit is permanently removed from play.

## 9.44 Heavy Cavalry Step Losses

Unlike other combat units, when a heavy cavalry unit suffers losses the following procedure is used:

1. For the first step lost, place a One Step Loss marker under the heavy cavalry unit. The unit has its combat strength, movement allowance, and morale rating reduced by one.
2. For the second step lost, flip the One Step Loss marker to its Two Step Loss side. The unit has its combat strength, movement allowance, and morale rating reduced by two.
3. For the third step lost, the heavy cavalry unit is permanently removed from play.

## 9.5 ADVANCE AND RETREAT

A combat unit that is forced to retreat as a result of failing a morale check in the course of Melee Combat, has a rout marker placed on it and is retreated 3 hexes with the following restrictions:

1. It cannot move across a hexside or into a hex it would not be able to move across or into during Movement.
2. It cannot enter an enemy occupied hex.
3. It cannot enter an enemy ZOC, even if occupied by a friendly unit.
4. It cannot retreat off the map.
5. It cannot enter a friendly occupied hex, unless the only unit there is a leader.
6. Note that the rules for advancing as a result of Fire Combat (9.14) and melee (9.5), and those for retreating as a result of Fire Combat (9.15) and melee (9.5) are different from one another. Read these sections carefully. Note in particular that units which fail morale as a result of Fire Combat retreat 1-3 hexes (owner's choice); those which fail morale as a result of melee must retreat 3 hexes.

Combat units that are required to retreat but cannot, instead lose a step. A rout marker is not placed on such units. If a defender vacates a hex as a result of melee or a skirmisher unit withdrawal, the attacker *must* advance one combat unit into the hex vacated. If the attacker has two combat units stacked together, he may advance both.



## 10.0 MORALE

During Fire Combat and Melee, players may be required to check the morale of combat units. Units make only one morale check per type of combat phase, even if required to make more than one check. For example, if a unit, as the result of a Fire Combat Phase, was required to make three checks, it would only make one. To check morale, roll a die, subtract one from the die result if a leader is stacked with the combat unit, and compare the result to the combat unit's morale rating. If the die-roll is equal to or less than the morale rating, the combat unit has passed the morale check. If the die-roll is higher, the combat unit routs. A rout marker is placed upon it, and the owning player is retreated from 1 to 3 hexes (owning player making the decision).

### 10.1 EFFECTS OF ROUT

A combat unit that has routed has the following restrictions:

1. Routed units cannot enter an enemy ZOC.
2. Routed units cannot initiate melee combat.

3. Routed units have their movement allowance halved, with any fractions rounded down.
4. Routed units have a 1L column shift modifier when defending in Melee Combat.
5. Routed units may not take part in Fire Combat.
6. Routed units forced to make a morale check, have a +1 added to their die-roll.
7. Routed units have no ZOCs.
8. Heavy cavalry units that are charging and fail morale are flipped to their non-charging side, and have a rout marker placed on them.

### 10.2 RECOVERY

During the Recovery Phase of each game turn, routed units within the command span of their leader or their overall commander, and not in an enemy ZOC, conduct a morale check. If the result is equal to or less than their Morale Rating, the rout marker is removed. If the result is greater than their Morale Rating, they continue to rout and are retreated three hexes (*ie*, they must if possible end the move three hexes further from the nearest enemy unit than they

began the turn). Leaders stacked with routed units produce a -1 die-roll modifier when morale is checked.

## 11.0 VICTORY CONDITIONS

Each scenario lists the number of combat strength points a side may lose before the opponent begins checking for victory. To count losses, the player totals the strength points of eliminated units using the front combat strength (*ie*, the greater strength) of the unit; for heavy cavalry units, the charging side's combat strength is used. To this total is added 3 points for each leader eliminated, and 5 points for an overall leader that is eliminated. Then examine all combat units on the map which are currently flipped to their reduced side; subtract the reduced combat strength from the full combat strength and add the difference to the total lost. The full combat strength of currently routed units is also added.

Starting with turn 5 or later, in any turn in which the losses reach the indicated level, the opponent checks during his Rally Phase for victory, by rolling one die and comparing to the scenario's vic-

## DESIGNER'S NOTES

This game has created some interesting design choices for me. As one would guess, sources on this period are tough to come by and even with a good source in hand, the battles demand some hard decisions. I have found from past experience that the strengths of the armies are usually inflated. My rule is always to go with the lowest estimate, except where there is good reason for thinking the estimate is faulty. Besides this basic problem, these particular battles presented specific points to be cleared up. For example, in the battle of Bannockburn the question of woods rears its ugly head (American Civil War battles usually have this feature as a prominent design problem). Each of the accounts I read of Bannockburn mentioned woods. Unfortunately, the descriptions varied from very light woods to medium growth. Since the woods in the system are meant to be of significant undergrowth and block line of sight, I finally decided to leave out the woods. You can consider the area of the map called New

Park to have some trees, but not enough to really affect movement. Even the site of the battle has been questioned. On this point I decided to follow the lead of William Mackay Mackenzie and place the battle where he did. Stamford Bridge also had some challenges. The most important was whether Harold fought the Vikings on horseback. The opinions on this have varied wildly from an all-cavalry force to a pure infantry battle. I chose to go along with most of the twentieth century sources and give Harold a small cavalry force. This battle in particular has very little source material.

Lake Peipus has a comparative wealth of information, most of it, unfortunately in Russian. However, I had recently finished the *Crusades II* game for 3W, and in the course of the research on the battle of Tannenburg, I had come across enough information to get interested in this battle. A surprisingly good source of information on a few points I needed cleared up, turned out to be the

published notebooks of Sergei Eisenstein, whose film, *Alexander Nevsky*, contains a great sequence of the battle on the ice. Playing the game after seeing the film is an experience not to be missed.

Kalaura proved to be the easiest of the four games in terms of crucial design decisions. While not exactly a straight forward battle to design, it had enough original source material to leave few gaps for future historians to stumble into.

I would encourage all players to try the advanced rules. I think it makes for a better game, at a cost of only an extra hour of playtime once you get used to it. The optional victory conditions are also encouraged, as they extend the time of the final defeat and give both sides a cushion from the suddenness of the basic victory conditions. As always, the final product is meant to be enjoyable to play and hopefully will awaken curiosity in the period if it is not already there.

—Rob Markham



tory table. This continues until the end of the game is reached, or the die-roll has yielded a victory.

## 12.0 STAMFORD BRIDGE

Before Hastings, there was Stamford Bridge. In the summer of 1066 Harold, the new King of Saxon England, believed that his most immediate threat came from the Normans in France. It was, however, from across the North Sea that his first real challenge came: a Viking force lead by a giant of a man, Harald Hadrada, supported by Harold's own brother Tostig. In the first week of September, Hadrada's force landed in northern England and took York. Harold responded quickly by gathering his forces together and covering 190 miles in less than two weeks. At Stamford Bridge, he surprised the Norwegians. Part of Hadrada's force was still 12 miles away at their boats.

While the main Norwegian force attempted to concentrate, Hadrada sent a small force to the other side of Stamford Bridge to stall the Saxons. Harold made short work of this force, but was stalled by a sole Viking who stood at the bridge, killing any who approached. Speared by a man from under the bridge, the lone defender fell and the Saxon army crossed. Before the main battle started, a group of 20 Saxons crossed the lines to speak with Tostig. He was offered Northumbria and a third of the kingdom if he submitted. When Tostig asked what Harald would receive, the reply was 7 feet of English soil or as much more as he needed to fit. Tostig refused, and as the Saxon party left, Harald asked Tostig who they were. When Tostig replied that one had been his brother, Harold, Hadrada commented that if he had known, Harold would never have been allowed to ride away.

Soon after this, the main battle began. The initial action took the form of Saxon cavalry versus the Viking shield wall. When the Vikings had held their ground against this assault, they began to pursue the retreating Saxons. It was at this point that Hadrada was struck in the neck with an arrow and died. Tostig rallied the remaining forces under his banner and refused to surrender. The Saxons, heartened by the death of Hadrada, attacked. At this point, Orra and the Viking force from the ships, arrived. Tired and somewhat crazed by their 12 mile run, they attacked with a frenzied ferocity, only to quickly succumb to their own fatigue and Saxon arms. As

evening began to approach and the failure of Orra's attack became evident, Viking morale broke. The ensuing slaughter left Tostig dead, and few Vikings successfully sailed home.

### 12.1 GAME LENGTH

The battle game lasts 12 game turns, the campaign game 16 game turns. The Saxons move first, the Vikings second.

### 12.2 BERSERK LEVELS

The die-roll causing units to go berserk is 8 to 10 for both sides.

### 12.3 SPECIAL RULES

There are two special rules for *Stamford Bridge*, (1) Saxon and Viking Shield Wall, and (2) Viking retreats.

#### 12.31 Saxon and Viking Shield Wall

Saxon and Viking infantry with a Stand command have a melee column shift modifier of 2L when defending and *all* attackers are attacking through the defender's frontal hex-sides. Saxon and Viking infantry with a Stand command have a 1L melee column shift when attacking.

#### 12.32 Viking Off-Map Retreats

When Viking units are forced to retreat off map because of morale, they are placed to one side and each turn are checked for morale during the Viking morale phase. If they recover, a die is rolled, and the result is the number of turns they must wait before returning to play. The recovered unit is placed on the appropriate box of the *Turn Record Track*. They must return via the same map-edge they retreated off.

#### 12.33 Viking Reinforcements

At the beginning of the game there are eight Viking units without a setup letter on their counter (or a, b, c, d, e, f, g, h) and the leader Orra. They are reinforcements. Beginning on turn 3 of the battle scenario and turn 7 of the campaign game, the Viking player rolls to see if they enter during the Viking Movement Phase of that turn. On a die-roll of 1-6 they enter between hexes 3403 and 3421. The Viking rolls each turn, until he rolls a 1-6.

### 12.4 BATTLE SCENARIO SET-UP

Each counter has a setup letter on its front side. This letter corresponds to the setup letter in a hex on the map. All counters are set up within two hexes of the letter. Units of the same type may be stacked (up to two per hex). Leaders may also be placed on top of other units.

### 12.5 CAMPAIGN SCENARIO SET-UP

The Vikings set up all units within 4 hexes of setup hex B, except Orra and Or a-h. One of the Viking units that set up on the map may be placed in hex 1911. No Viking units may move for the first two game turns. All Saxon units enter on game turn one at hexes 1016 through 1023. All entering Saxon leaders have an Advance command. All Viking leaders begin the scenario with a Stand Command; they cannot attempt to change commands until turn #3.

### 12.6 BATTLE AND CAMPAIGN SCENARIOS: VICTORY CONDITIONS

For victory, check the following tables:

#### Saxon Victory

Viking Losses	Die-roll Needed for Victory
35-40	9 or 10
41-45	8-10
46-50	7-10
51-55	6-10
56-60	5-10
61-70	4-10
71+	3-10

#### Viking Victory

Saxon Losses	Die-roll Needed for Victory
30-35	9 or 10
36-42	8-10
43-48	7-10
49-55	6-10
56-60	5-10
61-65	4-10
66+	3-10

- If, at the end of the last game turn, neither player has achieved victory in accordance with the above tables, the side with more losses is considered the loser and the other side gains a marginal victory.

## 13.0 BANNOCKBURN

In 1314, Edward I faced another Scots rebellion. Robert the Bruce had been acclaimed king of Scotland, and there was little Edward could initially do to stop it. Finally in late May, Edward marched north. Robert withdrew, not wanting to press the issue on the field of battle. Finally, at Stirling Castle (with its English garrison still holding out) Robert stopped to face Edward. He chose a good defensive position using the Bannockburn to cover his flanks. On June 23, 1314, Edward



had forced the Bannockburn and had set up camp with his back to the Bannockburn. On the 24th, the English began their assault against the Scots position. Failing to use the power of his longbowmen to wear down the Scots, Edward flung his army headlong into a frontal assault. To the south the cavalry of both sides clashed, but it was in the center that the real battle would be won or lost. Here the Scots surprised the English army by attacking them as they advanced. The battle quickly became confused, evolving into a series of small encounters, the sum of which would determine the outcome. When Robert committed his final reserve, the critical moment of the battle had been reached. Edward still had his reserve intact, not having been able to find an effective place to commit them. The surge from the Scots demoralized their English counterparts, and at this point Edward, fearing for his life, abandoned his army and fled. After this defection, the English collapsed, though Robert was not able to transmute his battlefield success into strategic victory.

### 13.1 GAME LENGTH

The battle scenario lasts 14 turns, the campaign scenario 23 turns. The English player moves first, the Scottish player second.

### 13.2 BERSERK LEVELS

The die-roll causing units to go berserk is 8-10 for both sides.

### 13.3 SPECIAL RULES

There are no special rules, apart from the use of night rules in the campaign game.

#### 13.31 Night Turns

During Night Turns (used in the campaign scenario), all command chits are changed to Muster. There is no combat phase for either side. At the end of the final Night Turn, each player may change the Muster commands to whatever commands are desired.

### 13.4 BATTLE SCENARIO SETUP

Each unit has a setup letter for the battle scenario setup. Units may be placed within 1 hex of the setup hex. Up to two units of the same type may be stacked in a hex, plus a leader.

### 13.5 CAMPAIGN SETUP

No English counters are placed on the map. Instead, the English enter on turn one at hexes 6000-6004, 5900, 5800, 5700, 5600, 5400, 5300 and 5200. The Scots set up within 6 hexes of 5514. All English leaders have an "Advance" command for

the first turn. The Scots player freely chooses his leaders' commands. Players may change command chits without die-rolling on game turn two. After that, regular command rules apply. Units pay one extra movement point for each unit that has earlier entered its entry hex during the current turn.

### 13.6 BATTLE AND CAMPAIGN SCENARIOS: VICTORY CONDITIONS

For victory, check the following tables:

#### Scottish Victory

<i>English Losses</i>	<i>Die-roll Needed for Victory</i>
50-55	9 or 10
56-65	8-10
66-75	7-10
76-85	6-10
86-95	5-10
96-105	4-10
106+	3-10

#### English Victory

<i>Scots Losses</i>	<i>Die-roll Needed for Victory</i>
42-47	9 or 10
48-52	8-10
53-58	7-10
59-63	6-10
64-66	5-10
67-70	4-10
71+	3-10

- If, at the end of the last game turn, neither player has achieved victory on the above table, the English player checks his losses. If he has 80+ losses and has lost 10 or more strength points more than the Scottish player, the English player loses. If the Scottish player has lost at least 60 strength points and the English player fewer than 70, the English player is the winner. Any other result is a draw.

## 14.0 LAKE PEIPUS

By the time of the Teutonic Knights' invasion of Novgorod, Prince Alexander had already earned the sobriquet of "Nevsky" for his victory against the Swedes at the Neva River. Limited by Novgorod law to power only during times of war, Alexander had exiled himself to the Mongol controlled area around Periaslavl. When the Teutonic Knights took Pskov, Alexander once more assumed command. The army of Novgorod was divided into 3 elements—the Druzhina (retainers of various nobility), the Polk (the

city militia), and mercenaries. Alexander's army consisted mainly of the first two elements.

Opposing Alexander was the army of the Teutonic Knights. The Order was originally created to crusade in eastern Europe. By this time, the Teutonic Knights had expanded into the lands of Novgorod. The army, led by Conrad von Thuringen, relied on a wedge formation that accentuated the armed might of the Teutonic Knights. Its forward advance had a powerful momentum that usually split opposing armies in two. Behind the front, heavy cavalry formed a reserve strike force. When the momentum was halted, infantry would fan out to protect the flanks with the cavalry in reserve to reinforce either flank. All in all, it was a powerful force to face.

Nevsky's problem was how to disrupt the wedge and break down the defensive strength of the formation. His respect for the Teutonic heavy cavalry led him to choose the frozen surface of Lake Peipus as the battle site. The heavy cavalry would not be able to move as quickly as usual, and would be at risk on the thin ice around the edges of the lake. He hit upon an idea similar to Hannibal's plan at Cannae. Initially, his center would give way to the Teutonic advance. Then the infantry on the Russian left flank would turn in on the flank of the advancing Germans. Alexander would lead his Druzhina on a wide movement that would outflank the German left flank and engage the reserve cavalry. With any luck, this would break the Teutonic formation.

In the event, things went according to Alexander's plan. The Russian center slowly gave way to the Teutonic onslaught. To Conrad von Thuringen, the Hochmeister, advancing at the point of the wedge, it must have seemed like an easy victory—easy, until the Russian infantry slammed into his flank and the Russian peasants began engaging the reserve. True to his plan, Alexander swept around the other flank and hit the cavalry reserve. When this cavalry reserve routed, the German formation broke. Once broken, the slaughter was on. Over 400 knights died, and the Hochmeister and 50 other knights were captured. The Teutonic threat had been smashed.

### 14.1 GAME LENGTH

The battle scenario lasts 14 turns. The Teutonic player moves first, the Novgorod player second.

### 14.2 BERSERK LEVELS

The die-roll causing the Teutonic Knights to go berserk is 8 to 10, for the Novgorodians 7 to 10.



### 14.3 SPECIAL RULES

There are three special rules.

#### 14.31 Teutonic Shield Wall

Teutonic infantry with a Stand command have a melee column shift modifier of 2L when defending and *all* attackers are attacking through the defender's frontal hexsides. During the battle the Teutonics created a shield wall that was very effective. Teutonic infantry with a Stand command has a 1L melee column shift when attacking.

#### 14.32 Thin Ice

Whenever heavy cavalry, men-at-arms, cavalry, or infantry enter a thin ice hex, they must check to see if they break the ice. Heavy cavalry breaks the ice on a die-roll of 1-5, men-at-arms on a 1-3, and cavalry and infantry on a 1-2. If a unit breaks the ice, it is removed from play and an out-of-command chit is placed on the hex to indicate that the ice is broken, and no units may enter the hex.

#### 14.33 Heavy Cavalry Charging On Ice

Whenever heavy cavalry is charging (*ie*, has flipped to its charge side and is moving), it must check to see if it slides. To do so, before moving the charging unit roll a die (if more than one heavy cavalry unit is charging, check each separately). On a die-roll of 1-5, there is no effect. On a die-roll of 6-10, the heavy cavalry unit is flipped to its non-charging side and then moved using its non-charging movement allowance.

### 14.4 BATTLE SCENARIO SETUP

Each unit has a setup letter. Units may be placed within 2 hexes of the setup hex. Up to two units of the same type may be stacked in a hex, plus a leader.

### 14.5 VICTORY CONDITIONS

For victory, check the following tables:

#### Teutonic Knight Victory

Novgorod Losses	Die-roll Needed for Victory
80-90	9 or 10
91-100	8-10
101-110	7-10
111-130	6-10
131-150	5-10
151-180	4-10
181+	3-10

#### Novgorod Victory

Teutonic Losses	Die-roll Needed for Victory
75-90	9 or 10
91-100	8-10

111-115	7-10
116-130	6-10
131-155	5-10
156-180	4-10
181+	3-10

- If, at the end of the last game turn, neither player has achieved victory on the above table, the side with more losses is considered the loser and the other side gains a marginal victory.

## 15.0 KALAURA

In 1078 Nikephorus Bryennius and his son rebelled against the Byzantine Emperor Nikephorus III Botaniates. Bryennius was in an advantageous situation as he was rebelling against an Emperor who had only recently usurped the throne. He also controlled Thrace, where the bulk of the Byzantine granaries were. Bryennius began his advance on Constantinople in deliberate fashion, as time favored his cause rather than the Emperor's. With food coming in at only a trickle, the Emperor had as much to fear from the angry citizens of Constantinople as he had from the Rebel army. The Emperor responded by dispatching Alexius Comnenus with a hastily formed army to face Bryennius.

Reaching the fortress of Kalaura in Thrace, Alexius prepared to meet the rebels. His spies painted a poor picture of the future, for the rebels outnumbered his force. On the day of the battle he placed his left wing in a ravine, with his right wing protected by a series of small hills.

Byrennius chose to make a frontal assault. The initial combat saw Alexius's left wing charge out of the ravine and engage the rebel right wing in a swirling cavalry action. Alexius then countercharged in the center of the line, ending the forward movement of Byrennius' force. On the right, Alexius' wing collapsed. In the ensuing confusion Alexius found himself and six men cut off from his own troops. As luck would have it, Alexius spotted Byrennius's spare horse, complete with swords and the regalia of an emperor's mount. Mounting, he succeeded in crossing back to his lines, and immediately sent the swords and horse through his army with the proclamation that Byrennius was dead. With this boost in morale, Alexius rallied his force. While he continued to engage the main rebel force, his cavalry assailed both enemy flanks, which collapsed. Byrennius failed to rally his troops, and shortly afterwards surren-

dered. Three years later, Alexius would become Emperor and prove that his generalship at the battle of Kalaura was no fluke. In fact, during the next 37 years, he would recover more than a third of the lost territories of the Byzantine Empire.

### 15.1 GAME LENGTH

The battle scenario is 14 turns and the campaign scenario is 19 turns. The Rebel player moves first, and the Byzantine player moves second.

### 15.2 BERSERK LEVELS

The die-roll for the Rebels to go berserk is 7 to 10, while, for the Byzantines, it is 8 to 10.

### 15.3 SPECIAL RULES

There are no special rules.

### 15.4 BATTLE SCENARIO SETUP

Each unit has a setup letter for the battle scenario setup. All units set up within 2 hexes of their setup hex.

### 15.5 CAMPAIGN SETUP

All units begin the game off map. On game turn one, Rebels enter at hexes 4200-4221, while the Byzantines enter at hexes 1000-1017.

### 15.6 BATTLE AND CAMPAIGN SCENARIOS: VICTORY CONDITIONS

For a victory, check the following tables:

#### Rebel Victory

Byzantine Losses	Die-roll Needed for Victory
65-70	9 or 10
71-75	8-10
76-80	7-10
81-85	6-10
86-90	5-10
91-96	4-10
97+	3-10

#### Byzantine Victory

Rebel Losses	Die-roll Needed for Victory
60-70	9 or 10
71-80	8-10
81-85	7-10
86-90	6-10
91-105	5-10
106-115	4-10
116+	3-10

- If, at the end of the last game turn, neither player has achieved victory on the above table, the side with more losses is considered the loser and the other side gains a marginal victory.



## 16.0 ADVANCED RULES

These rules are intended to address some of the limitations of the basic *Sword & Shield* system. These rules may be used with any of the games, but will add some playing time and complexity. Players may pick and choose which of the rules to use with the basic system. These rules are meant to be added to and expanded upon in future games in the series, while the basic game will remain standard.

### 16.1 ADVANCED SEQUENCE OF PLAY

When using the Action Chits (see 16.3) use the following Sequence of Play. It will lengthen play, but it will also create more tension and add more challenge to the game.

#### ADVANCED SEQUENCE OF PLAY

##### I. Command Phase

Both players may attempt to change command chits. All action chits provided in the game counter mix are then placed in an opaque container; (*exception:* in the Stamford Bridge scenario, hold back 2 action chits for the Vikings, until such time as their reinforcements arrive).

##### II. Action Phase

Chits are drawn one at a time from the opaque container. As each chit is drawn, the *owning* player chooses a leader and his units to *either* move or conduct combat or pass. After the action concludes the next chit is drawn, the owning player then performing an action or passing. When all action chits have been drawn or the "pass" option has been chosen twice consecutively, the Action Phase concludes.

##### III. Rally Phase

Both players attempt to rally their disrupted and routed units.

##### IV. End Phase

Both players check for automatic victory. If only one player makes a successful die-roll, that player wins. If either both players make successful die-rolls or neither player does, play continues and the next turn begins. The game turn marker is adjusted on the game turn track.

##### 16.11 Action Chits

Action chits have two sides—moved and fired. When an action chit is drawn from an opaque container (Note that the color of the action chit matches the background color of the units of one side, denoting ownership), the owning player has three options—pass, move, or combat. During the course of a turn, each leader's com-

mand may perform fire once and movement once.

##### Pass Option

When choosing the Pass option, the action chit is placed to one side, and another chit is drawn. If the "pass" option is chosen twice consecutively (even if the same player has passed twice), the *Action Phase* is over.

##### Movement Option

The owning player may move all of the units of one leader's command, plus any skirmish and/or artillery units. At the end of movement, the "moved" side of the action chit is placed on the leader or on the Moved/Fired box of the appropriate leader on the off-map chart (see 16.12). Players must note which skirmish units have moved. These units may not move again during the current turn. Out-of-command units may move when their leader is activated, but must follow the basic rules for out-of-command units.

##### Combat Command

The owning player may conduct combat (fire and melee) with all the units of one leader's command, plus any skirmish units and/or artillery units. Fire combat is conducted first, followed by melee. At the end of combat, the "fired" side of the action chit is placed on top of the leader or on the appropriate leader's box on the off map chart. Players must note which skirmish and artillery units have performed combat. These units may not conduct combat again during the current turn.

##### 16.12 Off Map Leader Boxes

Each leader has an off-map box for his current command and for his action chits. These boxes may be used to facilitate keeping track of leaders' commands and who has moved and fired, rather than placing with the leader counters on the map.

##### 16.13 "Turn Ends" Chit (Optional)

For added frustration and enjoyment, players may choose this option when using the Advanced sequence of play. After 5 action chits have been used, the "Turn Ends" chit is placed in the opaque container with the action chits that have not yet been used in the current turn. Whenever the "Turn Ends" chit is played, the Action Phase of the current turn ends.

## 16.2 OPTIONAL VICTORY CONDITIONS

Players follow the normal victory procedures, except that when one player

makes a successful victory roll, his opponent may do one of three things:

1. Concede; OR
2. Immediately check morale for every unit on the map—units that fail, rout (units already routed immediately retreat three hexes or take a step loss; then their morale is checked and if they fail, another step loss is taken); OR
3. Change any one leader's command to "retreat," and place rout markers on all of that leader's units (units already routed immediately retreat three hexes or take a step loss).

This occurs every time either player rolls up a victory, until one player either concedes or runs out of units.

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## 18.0 CREDITS

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## 12.0 STAMFORD BRIDGE

### TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Campaign  
Starts

Battle  
Starts

R 1-6

13	14	15	16
----	----	----	----

### VIKING COMMAND TRACK

Hadrada	FIRE	MOVE	CMD
Tostig	FIRE	MOVE	CMD
Orra	FIRE	MOVE	CMD
Godred	FIRE	MOVE	CMD

### SAXON COMMAND TRACK

Harold	FIRE	MOVE	CMD
Gyrth	FIRE	MOVE	CMD
Leafwine	FIRE	MOVE	CMD

## 13.0 BANNOCKBURN

### TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Campaign  
Starts

Night Turns

Battle  
Starts

13	14	15	16	17	18	19	20	21	22	23
----	----	----	----	----	----	----	----	----	----	----

### ENGLISH COMMAND TRACK

Edward II	FIRE	MOVE	CMD
Gloucester	FIRE	MOVE	CMD
Pembroke	FIRE	MOVE	CMD
Giles	FIRE	MOVE	CMD

### SCOTS COMMAND TRACK

Robert the Bruce	FIRE	MOVE	CMD
Douglas	FIRE	MOVE	CMD
Randolph	FIRE	MOVE	CMD
Edward Bruce	FIRE	MOVE	CMD



## 14.0 LAKE PEIPUS

### TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
13	14										

### TEUTONIC KNIGHTS COMMAND TRACK

Thuringen	FIRE	MOVE	CMD
Hubert	FIRE	MOVE	CMD
Dietlieb	FIRE	MOVE	CMD

### RUSSIAN COMMAND TRACK

Alexander Nevsky	FIRE	MOVE	CMD
Bouslay	FIRE	MOVE	CMD
Gavrilo	FIRE	MOVE	CMD

## 15.0 KALAUURA

### TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19					

Battle  
Ends

Campaign  
Ends

### BYZANTINE COMMAND TRACK

Alexius	FIRE	MOVE	CMD
Constantine Cataclon	FIRE	MOVE	CMD

### REBEL COMMAND TRACK

John Bryennius	FIRE	MOVE	CMD
Constantine Tarachoniotes	FIRE	MOVE	CMD
Nikephorus Bryennius	FIRE	MOVE	CMD





## TERRAIN EFFECTS CHART

TERRAIN TYPE	MOVEMENT COSTS					DEFENSIVE MODIFIERS	
	Infantry	Cavalry	Leaders (8 M.P.)	Heavy Cavalry	Skirmishers	Fire	Melee
Clear Level 1	1	1	1	1	1	-	-
Clear Level 2	1	1	1	1	1	-	-
Clear Level 3	1	1	1	1	1	-	-
Clear Level 4	2	2	2	3	2	-	-
Ice	2	2	2	2	1	-	-
Thin Ice*	2	2	2	2	1	-	-
Woods	3	3	3	NA	2	-2	1L
River Hex/Side	NA	NA	NA	NA	NA	-	-
Town	1	1	1	1	1	-1	1L
Road	1/2	1/2	1/2	1/2	1/2	-	-
Pond/Marsh/Swamp	NA	NA	2	NA	2	-	1L
Pits	2	2	2	2	2	-1	1L
Stream Hexside	+1	+1	+1	+2	+1	-	1L
Bridge Hexside	+1	+1	+1	+1	+1	-	2L
Up 1 Level	+1	+1	+1	+2	+1	-1	1L
Down 1 Level	-	-	-	+1	-	-	-
Steep Slope Up	+2	+2	+2	+4	+2	-	2L
Stirling Castle	NA	NA	NA	NA	NA	NA	NA

NA = Not Allowed.

\* Heavy cavalry Breaks ice on a 1-5, Men-at-Arms on a 1-3, cavalry and infantry on a 1-2.

*Defensive Modifiers* are added to Fire Combat and Melee Combat die-rolls of combat units attacking into or through the hex or hexside listed.

### RANGE TABLE

UNIT TYPE	DISTANCE IN HEXES		
	1	2	3
Bowmen	+1	-	X
Infantry	-	X	X
Crossbow	+1	-	X
Light Cavalry	-	-1	X
Long Bowmen	+1	-	-1
<b>Range Table Results:</b> - = May fire; no die-roll modifier X = May <i>not</i> fire; out of range. +1 = May fire; add the number as a die-roll modifier.			

### FIRE TABLE

Die-Roll	TYPE OF UNIT FIRING			
	Bow	Infantry	Crossbow	Light Cavalry
0	-	-	-	-
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	-	-	-	-
5	-	-	-	-
6	M	-	M	-
7	M	M	M	-
8	M	M	M	M
9	1	1	1	M
10	1	1	1	1
11 +	1	1	1	1

#### Fire Combat Table Results:

- = No effect.
- M = Morale Check; all combat units in the target hex must check morale.
- 1 = The top combat unit in the target hex suffers a step loss and all combat units in the hex check morale.

#### Fire Table Modifiers:

##### Range Modifiers:

- 1 if target is heavy cavalry.
- 1 if target is men-at-arms.

# 3W SWORD & SHIELD

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## MELEE TABLE

DIE-ROLL	ATTACKER/DEFENDER ODDS RATIO											DIE-ROLL
	1-4	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1+	
0	Dr	Dr	Dr	D1	D1	D1	D2	D2	D3	D4	DE	0
1	Dr	Dr	Dr	D1	D1	D1	D1	D2	D2	D3	D4	1
2	Ne	Ne	Dr	D1	D1	D1	D1	D1	D2	D3	D3	2
3	Ar	Ne	Ne	Dr	D1	D1	D1	D1	D2	D2	D3	3
4	Ar	Ar	Ne	Dr	Dr	D1	D1	D1	D1	D2	D3	4
5	Ar	Ar	Ar	Ex	Dr	Dr	D1	D1	D1	D2	D2	5
6	A1	Ar	Ar	Ex	Ex	Dr	Dr	D1	D1	D1	D2	6
7	A1	A1	Ar	Ar	Ex	Dr	Dr	Dr	Dr	Dr	D1	7
8	A2	A1	A1	Ar	Ar	Ex	Dr	Dr	Dr	Dr	Dr	8
9	A3	A2	A1	A1	Ar	Ex	Ex	Dr	Dr	Dr	Dr	9
10	A4	A3	A2	A1	A1	Ar	Ex	Ex	Ex	Dr	Dr	10
11	Ae	A3	A2	A1	A1	Ar	Ar	Ex	Ex	Ex	Ex	11
12+	Ae	Ae	A2	A2	A1	A1	A1	Ar	Ar	Ex	Ex	12+

### Melee Combat Table Results:

Ne = No effect.

Ar = All attacking units must retreat one hex. Attacking cavalry units which are forced to retreat are flipped to their non-charging side; attacking berserk units have an exhausted counter placed on top of them.

A 1, 2, 3, 4 = Number of step losses that the attacking combat units must suffer, starting with top units. If attacking units are in more than one hex, owning player decides which top units will take the losses. All attacking combat units then check morale.

D 1, 2, 3, 4 = Number of step losses that the defending combat units must take, starting with the top units. All defending combat units then check morale.

Ae = All attacking units are eliminated.

Ar = All attacking units are retreated one hex by the owning player.

Dr = All Defending units are retreated one hex by the owning player.

De = All defending units are eliminated.

Ex = The defender loses one step and checks the morale of all his units. Then the attacker loses one step and checks all his units' morale.

### Column Shifts To the Left:

- Defending units with Stand Command shift column one to left (1L)
- Defending Infantry with Stand Order using Shield Wall (Stamford Bridge and Lake Peipus only) shift two columns left (2L)
- Routed units defending shift one column left (1L)
- Defending berserk units have a two column shift left (2L).
- Check Terrain Effects Chart for other effects.

### Column Shifts To the Right:

- Men-at-Arms and charging Heavy cavalry with an Attack Command when attacking have a two column shift to the right (2R)
- Attacking berserk units have a 2 column shift right (2R).
- Infantry and cavalry (excluding heavy cavalry) with an Attack Command when attacking have a one column shift to the right (1R).
- Men-at-Arms with an Attack Command when attacking have a one column shift to the right (1R).
- Units attacking through the defender's rear or flank hex-side have a one column shift to the right (1R).

### Die-Roll Modifiers:

- Leaders stacked with attacking units subtract their combat bonus from the die-roll.
- Leaders stacked with defending units add their combat bonus to the die-roll.

## UNIT TYPE MODIFIER TABLE

ATTACKER	DEFENDER				
	Infantry	Heavy Cavalry	Men-at-Arms	Skirmishers*	Cavalry
Infantry	—	1L	1L	2R	1R
Heavy Cavalry	1R	—	—	3R	1R
Men-at-Arms	1R	—	—	3R	1R
Skirmishers*	1L	2L	2L	—	1L
Cavalry	1L	2L	2L	2R	—

\* ie, bow, crossbow, long bow, and light cavalry.



## **SWORD & SHIELD: ERRATA**

**9.32(7):** In line 3 the reference should be to step 5; in line 5 the reference should be to step 6.

**14.5:** In the Novgorod Victory section, line "111-115" should read "105-115".

**16.1:** In line 1 the reference should be to 6.11.



# VIKING

Hardrada B 7 5+2	Hd B a 7 5 3	Hd B b 7 5 3	Hd B c 7 5 3	Hd B d 7 5 3	Hd B e 7 5 3	Hd B f 7 5 3	Hd B g 7 1* 4	Hd B h 7 1* 4	Hd B i 7 1* 4
Hd B i 7 1* 4	Hd B k 7 5 3	Hd B l 7 1* 4	Godred A 6 4+1	Gd A a 7 4 3	Gd A b 7 4 3	Gd A c 7 4 3	Gd A d 7 4 3	Gd A e 7 1* 4	Gd A f 7 1* 4

Gd A g 7 1* 4	Gd A h 7 1* 4	Tostig C 5 4 -	Tg C a 6 3 3	Tg C b 6 3 3	Tg C c 6 3 3	Tg C d 7 1* 4	Orra 6 5+2	Harold E 7 6+2	Ha E a 8 5 2
Or a 7 5 3	Or b 7 5 3	Or c 7 5 3	Or d 7 5 3	Or e 7 4 3	Or f 7 4 3	Or g 6 1* 4	Or h 6 1* 4	Ha E b 8 5 2	Ha E c 8 5 2

Ha E d 8 5 2	Ha E e 8 4 2	Ha E f 8 4 2	Ha E g 7 2* 4	Ha E h 7 2* 4	Ha E i 7 4 6	Ha E j 7 4 6	Gyrth D 6 5+2	Sf D a 7 4 3	Sf D b 7 4 3
Sf D c 7 4 3	Sf D d 7 4 3	Sf D e 6 1* 4	Sf D f 6 1* 4	Sf D g 6 1* 4	Sf D h 6 1* 4	Leafwine F 5 6+1	Gf F a 6 4 3	Gf F b 6 4 3	Gf F c 6 4 3

# SAXON

Gf F d 6 4 3	Gf F e 6 3 3	Gf F f 6 3 3	Gf F g 6 3 3	Gf F h 6 3 3	Attack	Attack	Attack	Attack	Attack
Gf F i 6 1* 4	Gf F j 6 1* 4	Gf F k 6 1* 4	Gf F l 6 1* 4	Gf F m 6 1* 4	Attack	Attack	Attack	Advance	Advance

Advance	Advance	Advance	Advance	Advance	Advance	Stand	Stand	Stand	Stand
Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand

# SWORD & SHIELD

# ENGLISH

Edward II I 6 4 -	Eng I a 7 4 6	Eng I b 7 4 6	Eng I c 6 4 8	Eng I d 6 4 8	Eng I e 6 4 8	Glouster F 5 4+1	Eng F f 7 5 6	Eng F g 6 3 8	Eng F h 6 3 8
Eng F i 7 6 2	Eng F j 6 5 3	Eng F k 6 5 3	Eng F l 7 1* 4	Eng F m 7 1* 4	Eng F n 7 1* 4	Giles G 6 4+1	We G a 7 7 2	We G b 7 6 3	We G c 6 6 3

We G d 6 3	We G e 6 6 3	We G f 7 1* 4	We G g 7 1* 4	We G h 6 1* 4	Pembroke H 5 5+1	Eng H a 7 7 2	Eng H p 7 6 2	Eng H q 6 5 3	Eng H r 6 5 3
Eng H s 6 5 3	Eng H t 6 5 3	Eng H u 7 1* 4	Eng H v 7 1* 4	Eng H w 7 1* 4	Route	Route	Route	Route	Route

R. Bruce B 8 5+3	Scot B a 8 5 2	Scot B b 8 4 3	Scot B c 8 4 3	Scot B d 8 4 3	Scot B e 8 4 3	Scot A f 7 1* 4	Scot A g 7 1* 4	Scot A h 7 1* 4	Scot A i 7 1* 4
Douglas C 8 5+2	Dg C a 7 7 2	Dg C b 8 5 3	Dg C c 8 5 3	Dg C d 8 5 3	Dg C e 7 1* 4	Randolph D 6 4+1	Mr D a 8 5 2	Mr D b 8 4 3	Mr D c 7 4 3

# SCOTS

Mr D d 7 4 3	Ed. Bruce E 7 4+2	Scot E i 7 3 6	Scot E k 7 3 6	Route	Route	Route	Route	Route	Route
Scot E l 8 4 3	Scot E m 8 4 3	Scot E n 7 1* 4	Scot E o 7 1* 4	Route	Berserk	Berserk	Berserk	Berserk	Berserk

Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk
Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk	Berserk



# ENGLISH

# SWORD & SHIELD

# VIKING

Eng h 4 2 6	Eng g 4 2 6	Eng f 8 10 7	Repl. Leader 4 4 -	Eng e 4 2 6	Eng d 4 2 6	Eng c 4 2 6	Eng b 8 8 7	Eng a 8 7 4	Repl. Leader 4 4 -
We c 4 3 2	We b 4 3 2	We a 5 4 1	Repl. Leader 4 4 -			Eng k 4 3 2	Eng i 4 3 2	Eng i 5 3 1	

Eng r 4 3 2	Eng q 4 3 2	Eng p 5 3 1	Eng o 5 4 1	Pembroke 4 4 -		We e 4 3 2	We d 4 3 2		
OC	OC	OC	OC	OC		Eng t 4 3 2	Eng s 4 3 2		

				Scot e 6 2 2	Scot d 6 2 2	Scot c 6 2 2	Scot b 6 2 2	Scot a 6 3 1	Repl. Leader 4 4 -
Mr c 5 2 2	Mr b 5 2 2	Mr a 6 3 1	Repl. Leader 4 4 -	Dg d 6 3 2	Dg c 6 3 2	Dg b 6 3 2	Dg a 5 4 1	Repl. Leader 4 4 -	

## SCOTS

OC	OC	OC	OC	OC	OC	Scot k 8 6 7	Scot j 8 6 7	Repl. Leader 4 4 -	Mr d 5 2 2
Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	OC	Scot m 6 2 2	Scot l 6 2 2		

Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted
Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted	Exhausted

Hd f 5 3 2	Hd e 5 3 2	Hd d 5 3 2	Hd c 5 3 2	Hd b 5 3 2	Hd a 5 3 2	Repl. Leader 4 4 -			
Gd d 5 2 2	Gd c 5 2 2	Gd b 5 2 2	Gd a 5 2 2	Repl. Leader 4 4 -		Hd k 5 3 2			

Ha a 6 3 1	Repl. Leader 4 4 -	Repl. Leader 4 4 -		Tg c 4 2 2	Tg b 4 2 2	Tg a 4 2 2	Repl. Leader 4 4 -		
Ha c 6 3 1	Ha b 6 3 1			Or f 5 2 2	Or e 5 2 2	Or d 5 3 2	Or c 5 3 2	Or b 5 3 2	Or a 5 3 2




















Sf b 5 2 2	Sf a 5 2 2	Repl. Leader 4 4 -	Ha i 8 8 7	Ha i 8 8 7			Ha f 6 3 1	Ha e 6 2 1	Ha d 6 2 1
Gf c 4 2 2	Gf b 4 2 2	Gf a 4 2 2	Repl. Leader 4 4 -				Sf d 5 2 2	Sf c 5 2 2	





















## SAXON





















Gf h 4 2 2	Gf g 4 2 2	Gf f 4 2 2	Gf e 4 2 2	Gf d 4 2 2					
------------------	------------------	------------------	------------------	------------------	--	--	--	--	--




# REBELS

J. Bryemius  A 8 6+2	Fr  A 8 7	Fr  A 8 7	Fr  A 8 7	Hl  A 6 7	Hl  A 6 7	Hl  A 6 7	Th  A 6 7	Th  A 6 7	Th  A 6 7
Th  A 6 7	Th  A 6 7	Th  A 6 7	Th  A 6 7	Th  A 6 7	N. Bryennius  B 5 5+1	Tr  B 5 7	Tr  B 5 7	Tr  B 5 7	Tr  B 5 7

Tr  B 4 7	Tr  B 4 7	Tr  B 4 7	Tr  B 4 7	Targhisits  C 4 5+1	Mc  C 5 7	Mc  C 5 7	Mc  C 5 7	Mc  C 5 7	Mc  C 4 7
Mc  C 4 7	Mc  C 4 7	Mc  C 4 7	Pe  D 1* 8	Pe  D 1* 8	Pe  D 1* 8	Pe  D 1* 8	Alexius  F 8 6+2	Tk  E 2* 8	Tk  E 2* 8

Tk  E 2* 8	Tk  E 2* 8	Im  F 10 7	Im  F 10 7	Im  F 9 7	Im  F 9 7	Im  F 9 7	Fk  G 8 7	Fk  G 8 7	Fk  G 8 7
Fk  G 5 7	Fk  G 5 7	C. Catalalon  H 6 5+1	Ch  H 5 7	Ch  H 6 7	Ch  H 6 7	Ch  H 6 7	Tk  I 1* 8	Tk  I 1* 8	Tk  I 1* 8

# BYZANTINES

Move	Move	Move	Move	Move	Move	Move	Move	Game Turn	Turn Ends
Move	Move	Move	Move	Move	Move	Move	Move	One Step Loss	One Step Loss





















One Step Loss	One Step Loss	One Step Loss	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout

# SWORD & SHIELD





















# TEUTONIC KNIGHTS











Thuringer  A 7 6+2	Bk  A 8 2	Bk  A 8 2	Bk  A 8 2	Bk  A 8 2	Bk  A 8 2	Dn  B 5 3	Dn  B 5 3	Dn  B 5 3	Dn  B 5 3
Dn  B 5 3	Dn  B 5 3	Hubert  F 6 5+1	Li  F 4 3	Li  F 4 3	Li  F 4 3	Li  F 4 3	Li  F 4 3	Li  F 4 3	Hl  C 6 3

Hl  C 6 3	Hl  C 6 3	Hl  C 6 3	Hl  C 6 3	Hl  C 6 3	Ord  E 1* 4	Ord  E 1* 4	Ord  E 1* 4	Hl  D 6 3	Hl  D 6 3
Hl  D 6 3	Hl  D 6 3	Hl  D 6 3	Ord  G 1* 4	Ord  G 1* 4	Ord  G 1* 4	Dietlieb  H 6 4+2	Sg  H 8 6	Sg  H 8 6	Sg  H 8 6

Sg  H 7 6	Sg  H 7 6	A. Nevsky  J 6 5+3	Dr  J 10 7	Dr  J 10 7	Dr  J 10 7	Dr  J 8 7	Dr  J 8 7	Dr  J 6 7	Dr  J 6 7
Gavril  K 7 6+1	Pk  K 6 3	Pk  K 6 3	Pk  K 6 3	Pk  K 6 3	Pk  K 6 3	Pk  K 6 3	Pk  K 5 3	Pk  K 5 3	Pk  K 5 3

# RUSSIANS

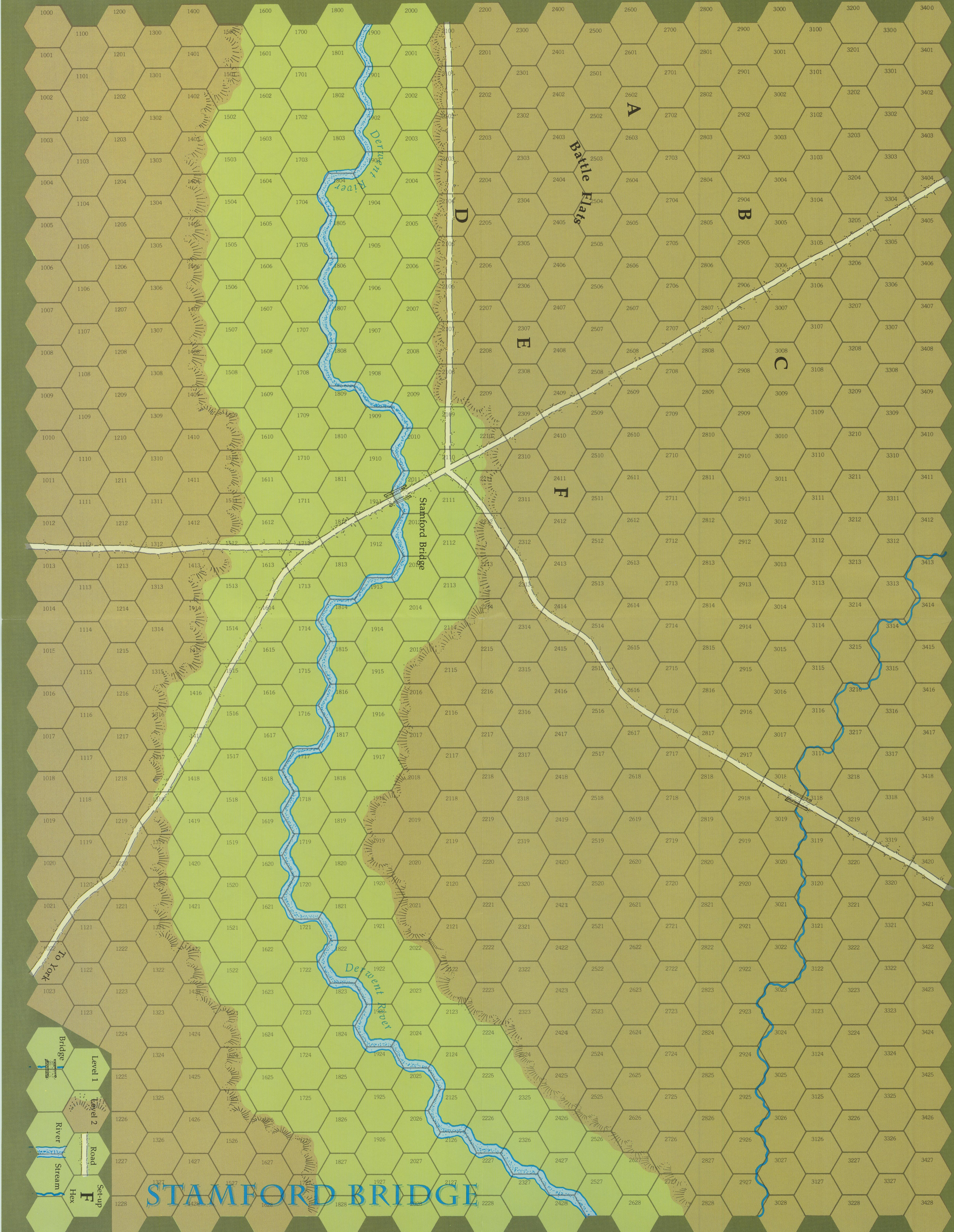
Sm  K 1* 4	Sm  K 1* 4	Sm  K 1* 4	Sm  K 1* 4	Sm  K 1* 4	Bouslay  L 7 7+2	Pk  L 6 3	Pk  L 6 3	Pk  L 6 3	Pk  L 6 3
Pk  L 6 3	Pk  L 5 3	Pk  L 5 3	Pk  L 5 3	Sm  L 1* 4	Sm  L 1* 4	Sm  L 1* 4	Sm  L 1* 4	Pk  M 6 3	Pk  M 6 3

Pk  M 6 3	Pk  M 6 3	Pk  M 5 3	Pk  M 5 3	Pk  M 5 3	Rout	Rout	Rout	Rout	Rout
Pk  M 5 3	Sm  M 1* 4	Sm  M 1* 4	Sm  M 1* 4	Sm  M 1* 4	Rout	Rout	Rout	Rout	Rout









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