Grunwald 1410

„Medieval" system
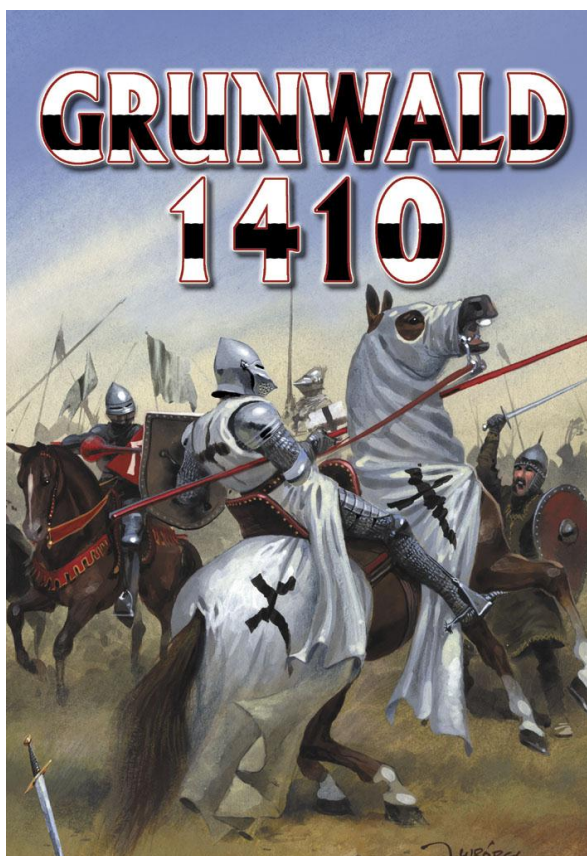
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1.0 Basic Information

[1.1] Types of Units

Types of field units:

cavalry   **infantry**

archers   crossbowmen   bombards

Types of cavalry:

light cavalry
(armor level 0)

cavalry (regular)
(armor level 1)

heavy cavalry
(armor level 2)

Types of infantry:

retainers
(armor level 0)

light infantry
(armor level 1)

heavy infantry
(armor level 2)

Battle sides:

Poles   Lithuanians   Tatars   *vs.*   Teutonic Order
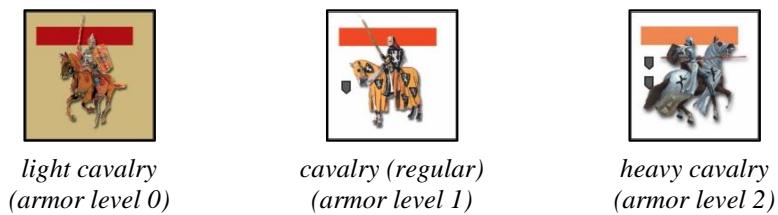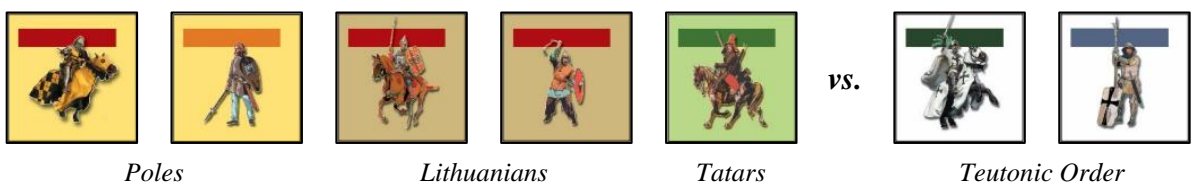
[1.2] Counters

Game provides three types of counters:
- leaders and banners
- field units
- auxiliary counters

Leaders   Banners   Disorganization
marker

Panic
marker

Charge Factor
marker

Some scenarios may contain different types of counters which are described by the scenario's notes.
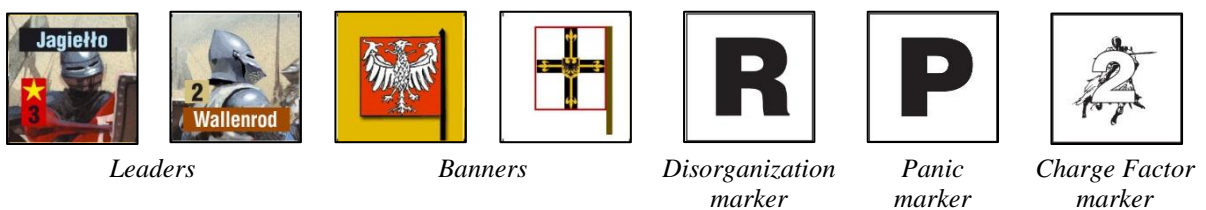
Each cavalry counter represents conglomerate of 'lances', with about 150 horsemen/knights. Each infantry counter represents around 300 – 350 men. These values may differ depending on battle scale. See *13.0* for more information on units' organization in the game.

The counter shows all unit's characteristics relevant for the gameplay. At the top, there are unit number, name, its banner and colored rectangle marking unit's front. On the left side of unit picture there are shields showing armor of the unit. At the bottom there are strength (in the square on the left) and movement (in the circle on the right) points values.
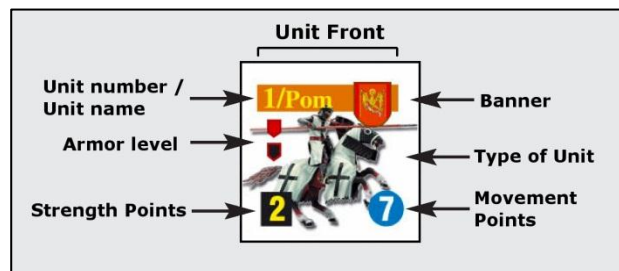
Every unit has its strength defined by Strength Points (SPs). Number of SPs can decrease as a result of combat losses or other events. Loss of SP is marked by turning unit's counter on its reverse side (if unit's counter has reverse). Unit losing all its SPs is eliminated.

counter front   *counter back (reverse)*

[1.3]   Definitions

Strength Point (SP)   =>   Reflects unit's strength/morale/training/experience and other factors influencing unit's combat power.

Movement Point (MP)   =>   Reflects unit's maneuverability. It limits number of fields and/or maneuvers unit can make during a turn.

Zone of Control (ZOC)   =>   Marks unit's ability to influence its front area.

Charge Factor (CF)   =>   Reflects speed of cavalry units influencing their combat and ability to make a turn during movement (see *[5.6]*).

Regular unit   =>   is:
   ⇨ cavalry (but not leaders) or
   ⇨ infantry (but not ranged units).

[1.4]   Combat Ratio

Combat Ratio (**CR**) is column in COMBAT table where combat result is to be looked up after 2 dice (2K6) roll.

CR is calculated as follows:

1. Attacking Player units' SPs are divided by defending Player units' SPs which, after rounding (see *[1.6]*), yields initial combat ratio.
2. Initial combat ratio is modified by both Players' combat modifiers (see *[1.5]*) in order to calculate final combat ratio.

Example:
Two cavalry units, each having 2 SPs, attack infantry unit with 1 SP. Total attacker's strength is 5. Total defender's strength is 1. Combat ratio is 5:1.

[1.5] Combat modifier

Combat Modifier (**CM**) is column shift applied on initial CR in order to obtain its final value. Both attacking and defending units can gain CMs through various factors like unit armor, charge factor, leaders etc.

Defender's CMs lower initial combat ratio (shift initial combat ratio column in COMBAT table to the left) while attacker's CMs increase initial combat ratio (shift initial combat ratio column in COMBAT table to the right).

			2 combat modifiers for defender				3 combat modifiers for attacker				
						COMBAT TABLE					
dice roll	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
2	-	-	D1	D2 -1	D2	-1 / D2	-1 / D3D	-1 / D4D	-1 / D4D	-1 / D5D	D5D	-1 / D5D
3	-1 / -1	-	-1 / D1	D1 -1	D2 -1	D2 -1	D3		-1 / D4	-1 / D5		-1 / D5 -1
					D2	-1						

Maximum and minimum combat ratio from COMBAT table cannot be exceeded for final combat ratio.

Example:
a) *Attacker units' total strength is 8 and they have 3 combat modifiers. Defending units' total strength is 3 and they have 1 combat modifier.*
   ⇨ *Initial combat ration is 8:3 => 2.67:1 => 3:1.*
   ⇨ *After attacker's CMs are applied combat ratio increases to 6:1.*
   ⇨ *After defender's CMs are applied, final combat ratio is set to 5:1.*
b) *Attacker units' total strength is 6 and they have 7 combat modifiers. Defending unit strength is 1 and it has 2 combat modifiers.*
   ⇨ *Initial combat ration is 6:1.*
   ⇨ *After attacker CMs are applied combat ratio is 13:1.*
   ⇨ *After defender's CMs are applied, combat ratio is set to 11:1.*
   ⇨ *Final combat ratio cannot exceed maximum ratio from COMBAT table therefore its final value is lowered down to 9:1.*

Players must use all combat modifiers gained by armor, charge factor, leaders and other factors.

[1.6] Rounding

Any integer number division is rounded up.

Example:
   a) If unit with strength of 1 SP should have it halved, its strength is still counted as 1.
   b) 5 divided by 2 is 2.5. After rounding it is 3.

For combat ratio calculations any initial CR below **.5** is to be rounded down and any result above or equal to **.5** is to be rounded up.

Example:
   a) Attacker has 3 SPs while defender has 2 SPs. Combat Ratio is 3:2 => 1.5:1 => 2:1.
   b) Combat Ratio 6.49:1 is to be rounded to 6:1.

[1.7] Group Factor Calculations

For combat and other purposes there may be a need to obtain charge factor and/or armor value for group of units. This is done by calculating mean of individual units' values. Lack of factor for given unit is included in the mean and counted as 0.

Example:
Four cavalry units attack single enemy unit. Charge factors are as follows: 3, 3, 2, 1 and armor factors are as follows 1, 1, none, none.
This group charge factor after rounding is 2 (9 ÷ 4 = 2.25) and armor value after rounding is 1 (2 ÷ 4 = 0.5).

*Note that because group armor value is equal to 1, this group's combat factor, gained from charge factor, couldn't be greater than **2** (see 5.6.5).*

2.0   Phases and Turns

Games in medieval system are divided into turns. Every turn allows or obliges players to perform certain actions (movement, attack, defense etc.).
All actions in a turn are grouped into phases. Every phase allows for given set of actions only. Performing an action outside correct phase is prohibited. Each turn is finished after all its phases have been completed.
Players cannot change order of phases. A phase can be omitted if there are no mandatory actions and both players choose not to perform voluntary ones.

After turn has been completed, players move TURNS counter by one position and start over a new turn.

One turn represents around 30 minutes of real time.

[2.1] Phases

Player with initiative (moves first) – player A.
Player without initiative (moves second) – player B.

Phase 1 – cavalry movement of player A
  a) Player A can move any number of his cavalry units. All unit's movements and maneuvers are limited by unit's MPs (see *4.0*).
  b) Player's A can shot at enemy units if his range units (e.g. horse archers) have such ability.
  c) **Player B** can shot at Player's A cavalry units.
  d) **Player B** may perform countercharge on Player's A cavalry units.

Phase 2 – cavalry attack of player A
  All cavalry units of player A having enemy units in their ZoCs must attack.

Phase 3 – infantry movement of player A
  a) Player A can move his non-cavalry (infantry) units. All units' movements are limited by their MPs (see *4.0*).
  b) **Player B** can shot at Player's A non-cavalry units.

Phase 4 – infantry attack of player A
  All non-cavalry units having enemy units in their ZoC must attack.

Phase 5 – cavalry movement of player B
  Analogous to phase 1.

Phase 6 – cavalry attack of player B
  Analogous to phase 2.

Phase 7 – infantry movement of player B
  Analogous to phase 3.

Phase 8 – infantry attack of player B
  Analogous to phase 4.

Phase 9 – MORALE modifications (see *8.0*).
  MORALE counter should be moved by number of fields resulting from events during the turn. New MORALE value is valid starting from phase 1 next turn.

  For convenience (if many events affect morale) MORALE counter can be moved just after each event. All effects it causes are still valid starting from next turn only.

  Note:
  Term 'turn' is used in two meanings in the rules. First meaning (described in this chapter) describes division of play while another meaning refers to rotation of unit. The context always points whether 'game/play turn' or 'unit turn' is described.

3.0   Zone of Control

[3.1]   Units Direction

  In medieval system direction (front, rear) of units is very important. Changing movement direction was difficult for cavalry units, especially heavy ones. Therefore in the game position of the counter on a map is relevant.

3.1.1   Three hexes at the front of a unit (counter) are its "**front area**" while 3 hexes at the back of the unit (counter) are its "**rear area**". Front of a unit is marked by colored rectangle on the counter.
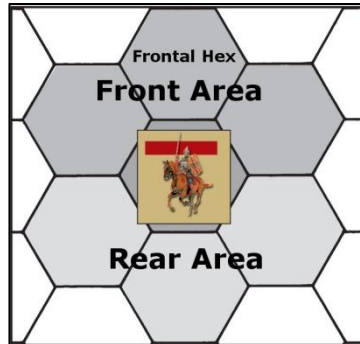
3.1.2 Attacker gains **2 CMs** for **each** rear area hex with attacking units.

Example:
Cavalry unit is attacked by 4 enemy infantry units. Two hexes of cavalry's rear area are occupied by attacking units. Attacker gains 4 CM in this combat.

[3.2] *General Rules*

3.2.1 Zone of Control (ZoC) extends onto unit's frontal area only.
3.2.2 Archers, crossbowmen and artillery (bombards) does not have ZoC.
3.2.3 ZoC does not extend through rivers.
3.2.4 Existence of ZoC does not negate existence of enemy ZoC on the same hex.

[3.3] *Detailed Rules*

3.3.1 Entering enemy ZoC does not cost additional MPs.
3.3.2 Unit entering enemy ZoC must stop. Exception to that rule is *3.3.3*.
3.3.3 Unit does not need to stop in enemy unit's ZoC if its CF is greater than the enemy's by more than 1. In this case **+1 MP** must be spent for movement to next hex.

Example:
Unit A with charge factor equal to 2 enters ZoC of a unit with CF equal to 0. Unit A does not need to stop but in order to move to next hex it must spend additional MP.

4.0 **Movement**

[4.1] *General Rules*

4.1.1 Players can move their units during movement phases, countercharge, retreat and pursuit.
4.1.2 Order of units to be moved during movement phase is Player's choice.
4.1.3 Players units' movement and/or maneuvers during movement phases are limited by each unit's MPs.
4.1.4 Unit does not need to use all its MPs, but any "saved" MPs do not carry over to next turn.
4.1.5 Unit cannot pass its MPs to other units.
4.1.6 Any number of units can move through a hex (see *[4.5]*).
4.1.7 Cost of movement for unit of given type is listed in TERRAIN INFLUENCE table.

[4.2] Detailed Rules

4.2.1 Unit can enter only its frontal hex (middle hex of front area).

4.2.2 Unit cannot enter hex occupied by enemy units. Exception to that rule is riding down (see *[5.8]*).

4.2.3 Unit A can enter hex occupied by other friendly unit B only in 2 cases:
  - a) unit A and unit B total strength does not exceed hex stacking limit (see *[4.5]*)
  - b) unit A rides down unit B (see *[5.8]*)

4.2.4 Entering hex occupied by friendly unit cost additional **1 MP** (case a).

4.2.5 Cavalry unit entering forest, village or swamps disorganizes automatically if the movement is not on the road.

4.2.6 Infantry unit entering swamps disorganizes automatically if the movement is not on the road.

4.2.7 Rivers can be crossed only through bridges or fords (they are marked on the map).

4.2.8 Movement on a road reduces cost of refraining from CF increase to **0.5 MP** (see *5.6.12*).

4.2.9 Unit can always move by 1 hex and make any turn or make any turn without moving. This cost all MPs unit had at the beginning of the movement phase. After such move unit's CF is reduced to 0.

This rule allows units to move onto adjacent hex or turn into any direction even if it does not have sufficient number of MPs at the beginning of movement phase.

[4.3] Maneuvers (turns)

Turning allows units to change direction of movement. Ability to do this quickly and in the tight formation was one of the most valuable skills of cavalry unit during medieval battle.

4.3.1 Base cost of each 60^0 turn is **1 MP**.

Example:
Base cost of 180^0 turn is 3 MPs.

4.3.2 Total cost of cavalry unit's turn equals base turn cost multiplied by unit's charge factor increased by 1 with armor level added.

Example:
Unit of heavy cavalry (armor level equal to 2) with charge factor equal to 3 (at full charge) wants to turn by 60^0. Cost of such maneuver will be:
*1 MP x (3 + 1) + 2 = **6 MPs***

4.3.3 Infantry always pay **1 MP** for any turn (*4.3.2* is ignored).

4.3.4 Cavalry unit with charge factor greater than 1 can turn by 60^0 only.
To turn by more than 60°, charging cavalry unit must "break": make allowed 60° turn, move 1 hex and then it can make any turn.

Example:
*Light cavalry unit (armor level 0) has moved 3 hexes in straight line gaining charge factor equal to **3**. In order to move back a unit must turn by 60° then move 1 hex and then turn by e.g. 120°.*
Unit spends 3 MPs on move by three hexes, then turns by 60^0 at cost of 4 MPs, then moves by one hex for 1 MP, then turns by 120^0 for 4 MPs and then moves by one hex at cost of 1 MP.
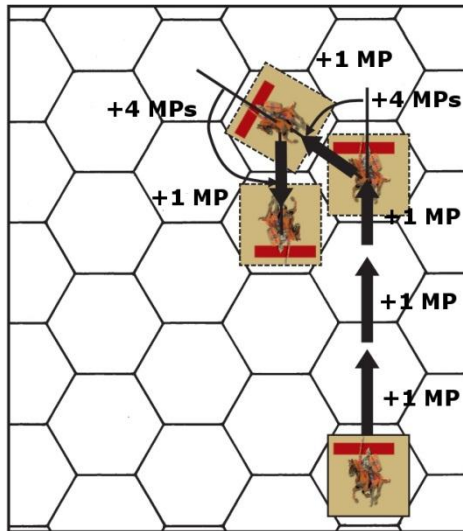
Cost of first turn is 4 MPs (1 MP x (3 + 1) + 0 = 4) and cost of second turn is 4 MPs (2 MP x (1 + 1) + 0 = 4).

Note that such maneuver will take more than one turn for regular cavalry unit.

4.3.5 Presence of ZoC increases final cost of turn by +**1MP**.

4.3.6 Terrain increases final cost of turn for a unit during movement. Terrain cost in MPs (from TERRAIN INFLUENCE table) must be added to the cost of turn.

Example:
Unit of heavy cavalry (not in charge, armor level 2) turns by 120° in forest. Cost of such maneuver is 4 MPs (for turn) + 2 MPs (terrain cost) = 6 MPs.

4.3.7 Unit can turn at any direction after pursuit or retreat.

4.3.8 Unit can make only one turn on a hex during a phase (a turn on one hex cannot be divided into smaller parts).

[4.4] *Leaving and Returning to Map*

4.4.1 Unit can leave map only as result of movement or pursuit. Map border is treated as impassable terrain for retreats.

4.4.2 Leaving a map ("crossing" map border) cost **1 MP**.

4.4.3 Unit that left map can return after 3 full game turns (see *2.0*).

Example:
   a) *Unit left map in Turn 2 during its movement phase (phase 1). Unit can return to the map on Turn 5 during its movement phase the earliest.*
   b) *Unit left map in Turn 2 during pursuit (phase 2). Unit can return to the map on Turn 6 during its movement phase.*

4.4.4 Unit that left map can return no farther than 6 hexes from the departure hex for cavalry units and no farther than 4 hexes for non-cavalry units.

Example
Cavalry unit that left map from field 2300 can reenter it on fields 1700 to 2900 inclusive.
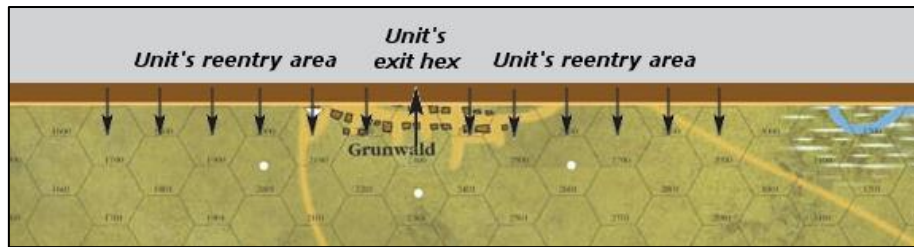
4.4.5 During the phase the unit returned to the game, the unit cannot move (unit's counter is just placed on return hex).

4.4.6 Unit cannot return to the map on impassable terrain.

4.4.7 Unit cannot return to the map on hexes occupied by enemy units(s) or in enemy ZoC.

4.4.8 If unit cannot or does not want to return to the map, then its return is delayed until this is possible and player decides to do so. Delay does not influence any return limitations (e.g. reentry zone from *4.4.4* remains the same).

4.4.9 Returning units must obey stacking limitations.

[4.5] Stacking

4.5.1 One hex can contain units with maximum strength of 2 SPs. Exception to the rules are marked explicitly (e.g. *10.1.3* or *12.1.8*).

4.5.2 At **any moment** of the game stack limit cannot be exceeded.

This means that, for example, unit cannot move or retreat through hex if such action caused hex stacking limit to be exceeded. Cavalry units can ride down friendly infantry to be able to enter such hex.

Example
Full strength unit (with 2 SPs) cannot enter hex occupied by infantry unit with 1 SP.

5.0 **Combat**

[5.1] Combat Procedure

5.1.1 Combat procedure is as follows:
  a) Attacker selects attacking unit(s) and their target(s).
  b) Both sides total SPs and combat modifiers are counted.
  c) Combat ratio is calculated (see *[1.4]*)
  d) Combat modifiers are applied (see *[1.5]*).
  e) Two dice (2K6) are rolled.
  f) Intersection of final combat ratio column with row respective to dice roll provides combat result. It should be applied before g) in following order: first loss of SPs, than retreat and pursuit if any.
  g) Two dice (2K6) roll for disorganization is made and result is checked in COMBAT DISORGANIZATION table.

Example:
Two cavalry units (each having 2 SPs), with charge factors 2 and 3, attack enemy cavalry (2 SPs) with charge factor 1. Attackers' amour values are 2 and 1, defender armor value is 0. Attack is being carried through a stream.
For this combat initial combat ratio is 4:2 => 2:1. Then it needs to include:
  ⇨ *Attacker combat modifiers: 2 from charge factors (for attack through stream unit loses1 CF – see 5.6.9) and 2 from armor (4 in total).*

⇨ *Defender combat modifiers: 1 from charge and 1 from terrain (2 in total).*
*Final combat ratio for this combat is **4:1**.*
If attacking player rolls 4 for combat result then defending unit must retreat by 2 hexes and attacker loses 1 SP (his counter needs to reverse). Finally roll for disorganization must be made. On results 2, 3 and 12 defending unit is disorganized.

Note:
Combat results are explained below COMBAT table.

[5.2] General Rules

5.2.1 Combat between units take place only during combat phases or as a result of countercharge during cavalry movement phase.
5.2.2 All units having enemy in their ZoCs must attack.
5.2.3 All enemy units in attacking units' ZoCs must be attacked.
5.2.4 Unit can attack only units in its front area.
5.2.5 Single enemy unit can be attacked by multiple friendly units. Multiple enemy units can be attacked by single friendly unit. **For single combat either attacker or defender must be on one hex**.
5.2.6 Attack from opposing directions provides **1** combat modifier for attacking Player.
5.2.7 In combat both Players gain combat modifiers equal to their units' (group) armor value.
5.2.8 If defending units is eliminated during combat then its opponent can enter hex released by defender and then:
    a) can make any turn,
    b) move onto adjacent hex and
    c) make any turn again.
This counts as regular movement (unit cannot move through enemy's ZoC, loses CF if turn is made etc.)
5.2.9 Combat order is chosen by attacking player (in cavalry movement phases player who makes countercharge is attacking player).
5.2.10 Combat must be concluded before any other combat starts.
5.2.11 Combat factor is reduced by 1 after combat.

Example:
Cavalry unit with CF equal to 3 attacks enemy cavalry unit with CF equal to 2. After combat attacking unit will have CF equal to 2 and defending unit will have CF equal to 1.

5.2.12 Combat phase lasts till every attack is concluded.

[5.3] Terrain effect

5.3.1 Terrain effect on combat is described in TERRAIN EFFECT table.
5.3.2 If defender fights on multiple hexes the one with most SPs is counted for any CMs gained by defender.

[5.4] Retreat

Both attacker and defender may retreat as a result of a combat (if received Dx or Ax results in COMBAT table).

5.4.1 Any retreats are mandatory

5.4.2 Retreating units must retreat by given number of hexes from hex they fought.

Example:
Result D2 means that defender must finish its retreat 2 hexes from hex where it was fighting.

5.4.3 Unit does not loose CF due to turns made during retreat.

5.4.4 If cavalry unit retreats on/through hex occupied by friendly non-cavalry unit then this unit is eliminated. Such ride down is obligatory if this is the only way for cavalry to make full retreat.

5.4.5 Retreat is not possible into enemy ZoC or on terrain inaccessible for given unit.

5.4.6 If Player cannot retreat by required number of hexes it loses 1 SP for each hex the retreat was not possible (from all fighting units).

Example:
If defender must retreat by 4 hexes (D4 result) but he can move only 3 hexes from hex the combat took place, it loses 1 SP. If several units defended it is Player's choice which one will suffer loses. If the loss causes unit's elimination it happens on last hex of retreat (unit must retreat by maximum number of hexes possible and then take loses due to partial retreat).

[5.5] *Pursuit*

After opponent has withdrawn, opposing side can (or must) make a pursuit.

5.5.1 Pursuit can be obligatory or voluntary.

5.5.2 Pursuit is obligatory if unit is more than 5 hexes from leader.

5.5.3 Pursuit is voluntary if unit is within 5 hexes from leader and passes test on leader's influence according to below table.

PURSUIT

| Hexes from leader	dice (1K6) roll	Result
0*	-	PV
1	1, 2, 3, 4, 5	PV
2	1, 2, 3, 4	PV
3	1, 2, 3	PV
4	1, 2	PV
5	1	PV

* leader on attacker's hex

PV - pursuit voluntary

5.5.4 Obligatory pursuit can be made through retreat path only.

5.5.5 Voluntary pursuit allows leaving retreat path by 1 hex.

Example:
  a) *During obligatory pursuit unit A can only move through path set by retreating unit.*
 b) *During voluntary pursuit unit A can leave retreat path and move to adjacent hex.*
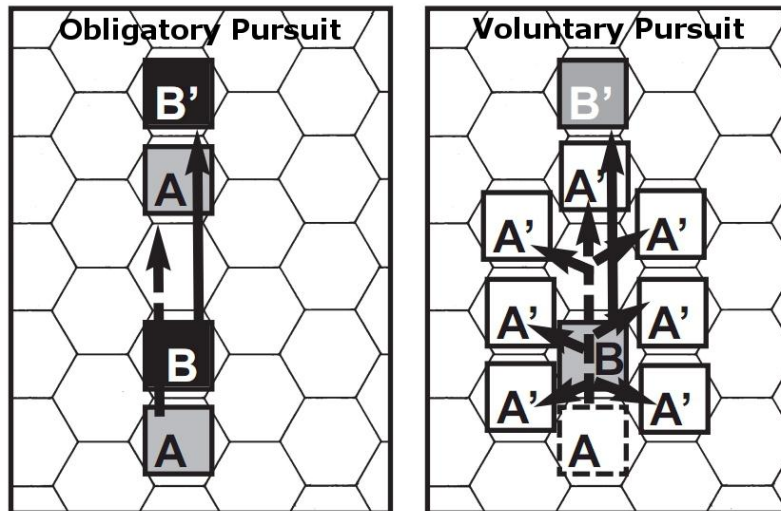
5.5.6 First hex of any pursuit must be the hex emptied by retreating unit(s).

5.5.7 Enemy ZoCs are ignored during pursuit.

5.5.8 Unit does not increase CF during a pursuit.

5.5.9 Unit does not lose CF for turns less than 120^0 made during pursuit.

5.5.10 Pursuit allows cavalry riding down non-cavalry enemy units (if cavalry unit can enter the hex during pursuit).

[5.6] *Charge*

5.6.1 Charge Factor (CF) is attributed only to cavalry units. Infantry unit has implicit CF equal to 0.

5.6.2 Minimum value of CF is **0**, maximum CF value is **3**.

5.6.3 Unit gains CF for every hex moved since its last turn. If unit turns, its CF is reduced to **0**.

Example:
Polish cavalry moves 3 hexes gaining CF equal to 3. Then it turns by 60^0 and moves 2 hexes towards Teutonic knights. When it reaches them its CF is equal to 2.
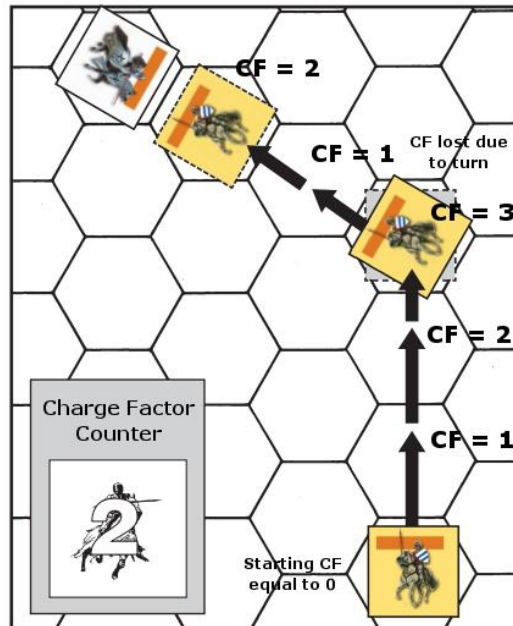
5.6.4 Cavalry unit gains combat modifier equal to its current CF.

5.6.5 Combat modifier gained due to CF cannot be greater than unit's armor level increased by 1.

Example:
During combat, unit with armor level 1 and CF equal to 3, gains maximum combat modifier equal to 2. Its CF still counts as 3 for e.g. cost of turning. The unit still receives 1 combat modifier from its armor value (according to 5.2.7).

5.6.6 CF is reduced to 0 and not counted for in attack on units in fortifications, forest or on swamps.

5.6.7 CF is reduced to 0 if cavalry unit moves through village, forest, swamps, ford or fortifications. Movement on road does not save from CF loose.

5.6.8 CF is reduced by 1 if cavalry unit moves through bridge.

5.6.9 CF is reduced by 1 for moving through stream.

5.6.10 CF is reduced by 1 for each hex moved uphill.

Example:
Unit moves uphill by 2 hexes so its CF is reduced by 2.

5.6.11 If attacking unit must retreat (any of Ax results) then its CF is reduced to 0.

5.6.12 Unit that does not want to increase its CF after entering a hex must spend additional **1 MP**.

[5.7] *Countercharge*

Allows inactive player to react to enemy moves – attack on charging enemy cavalry units instead of passively waiting for the attack.

5.7.1 Countercharge is made by friendly cavalry unit on **currently moving** enemy unit adjacent to its front area.
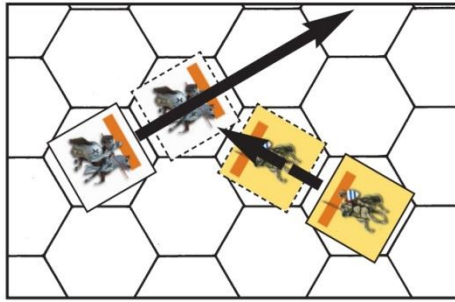
5.7.2 Countercharging units:
   a) can (but does not have to) make 60° turn, and then
   b) must move on hex adjacent to currently moving enemy unit and
   c) fight in countercharge combat
5.7.3 Countercharge combat must be resolved before movement of next enemy unit.
5.7.4 Countercharge combat does not prevent units from fighting in subsequent cavalry combat phase.

Example:
Unit K1 moves to attack unit P1. Unit P2 countercharges in order to prevent the attack. Countercharge combat is resolved just after unit P2 moves.
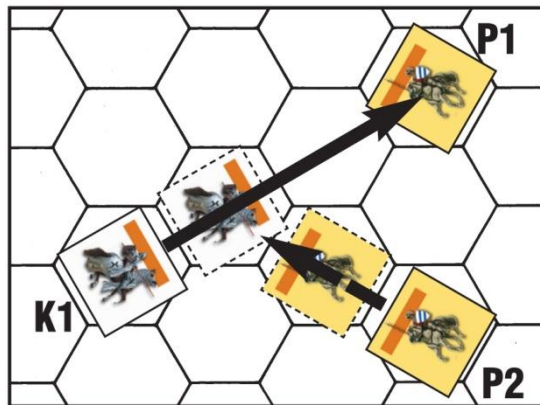
If Player K started to move unit K2 countercharge on K1 is not allowed. If Player P decided to countercharge on K1, Player K can use unit K2 to attack countercharging unit P2 in cavalry combat phase.
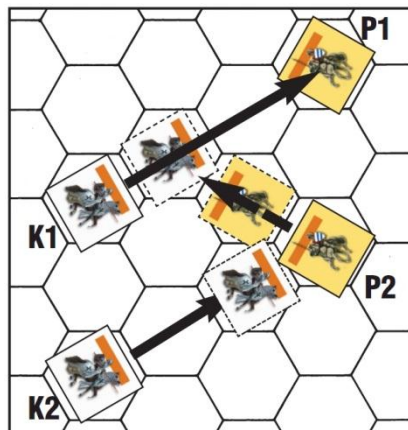
5.7.5 If enemy unit is adjacent to front areas of more than one friendly units all of them can countercharge.

Example:
Enemy unit enters field that is adjacent to front areas of 4 friendly cavalry unit. Any (none or all) of these units can countercharge. One combat will be fought with enemy as a result of such countercharge.

5.7.6 During countercharge all movement rules apply. Namely unit's CF is reduced to 0 if unit makes a turn and unit's CF is increased by 1 for one hex it moves towards enemy unit.

Example:
Countercharging unit with CF 1 (amour value 2), that does not turn, increases it by 1 (so it will gain CM equal to 2). If unit turns and then moves, its CF will be 1 and unit will gain 1 CM in the combat.
The same unit countercharging through ford will have its CF reduced to 0 and does not gain any CM in the combat.

5.7.7 Unit can countercharge only once during enemy movement phase
5.7.8 Unit cannot countercharge if it is in ZoC of enemy cavalry unit(s).
5.7.9 Unit without armor (armor value equal to 0) doesn't gain CM from its CF during countercharge fight.
5.7.10 Enemy unit cannot be countercharged if adjacent to other friendly unit.

Example:
Unit P2 cannot countercharge on K1 as it is adjacent to P1.
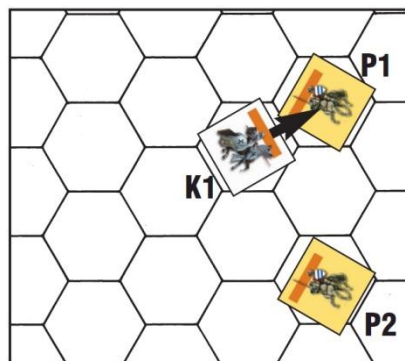
5.7.11 Enemy unit that was countercharged stops its movement regardless of countercharge combat result (it can pursuit if countercharging unit(s) retreat or is eliminated due to combat result).

Example:
If unit K1 wants to start movement, unit P2 can countercharge to stop unit K1.

[5.8]   *Ride Down*

5.8.1   Cavalry unit with charge factor more then 1, moving through non-cavalry unit (also friendly one) rides it down. Unit ridden down is eliminated.

5.8.2   Ridding unit down does not cause MORALE factor change.

5.8.3   Cavalry must enter hex occupied by a unit to ride it down.

5.8.4   In movement phase cost of riding down (in MPs) is equal to SPs of units being ridden down on a hex.

Example:
Cavalry unit wants to ride down two infantry units, each one having 1 SP, standing on one hex. Cost of riding down this hex is 2 MPs.
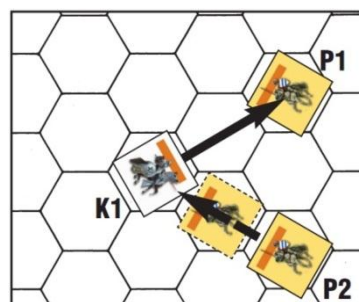
5.8.5   During pursuit or retreat (see *5.4.4*) it is enough to enter hex occupied by infantry unit to ride it down – unit does not (and couldn't) spend MPs and its CF is not relevant.

5.8.6   Infantry in fortifications, buildings or in any kind of special formation (e.g. Scottish shiltron) cannot be ridden down.

6.0   Morale

During medieval battles morale of fighting armies and their units was crucial to the final outcome of the battle. This is reflected in the rules by MORALE value. For each game, map has special MORALE track with a counter to indicate influence of overall battle course on currently fighting units.
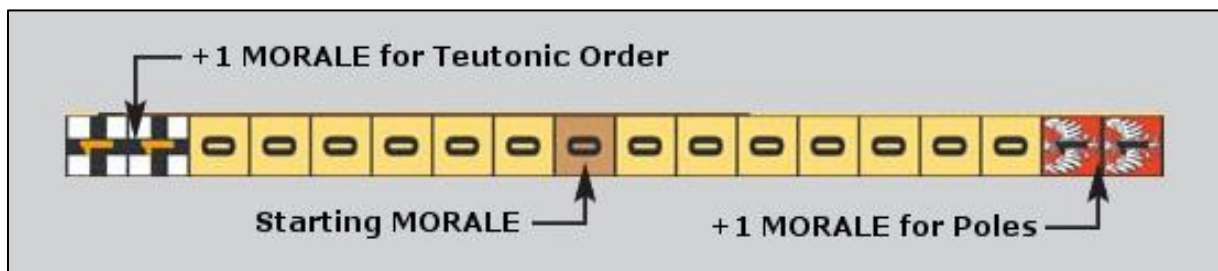
MORALE track example.

[6.1]   *General Rules*

6.1.1   MORALE track shows morale during given moment of the battle. Current MORALE value influences units' behavior on the map.

6.1.2   MORALE value provides additional combat modifier for the Players' units in every combat.

Example:
If MORALE value is '+1' for Poles it means that all Polish units gain +1 combat modifier in their combats.

6.1.3   MORALE counter start position is marked on MORALE track. It is usually'0' at the beginning of the battle. Some scenarios may have different starting MORALE value.

6.1.4   Enemy unit elimination moves MORALE counter by 1 field in benefit of eliminating player.

6.1.5   Fall of a banner (even if not captured by enemy) moves MORALE counter by 3 fields in benefit of opposing Player. Reseizure of a banner reverse the effect – counter is moved 3 fields in benefit of recapturing Player.

6.1.6   Leader death moves MORALE counter by 8 fields in benefit of killing player.

6.1.7 Grand leader death moves MORALE counter by 12 fields in benefit of killing player.

6.1.8 Units with '+2' MORALE factor must pursuit (obligatory pursuit – see *5.5.4*) unless on hex with a leader.

6.1.9 MORALE counter can be moved after every kill but its influence is set just once – at the end of the turn in phase 9.

[6.2] Morale test

Morale test allows checking if unit can successfully overcome difficulties during the battle.

6.2.1 In order to pass morale test unit must roll one dice (1K6) and check result in below table:

Morale test

MORALE	dice (1K6) roll	effect
+2	1 - 5	P
+1	1 - 4	P
0	1 - 3	P
-1	1 - 2	P
-2	1	P

P - morale test successful

6.2.2 Units within leader range add 1 to dice roll result.

6.2.3 Units on hex with leader add 2 to dice roll result.

6.2.4 Morale test is made in movement phase.

6.2.5 If not specified otherwise, morale test costs all MPs unit has at the beginning of movement phase.

6.2.6 If not specified otherwise, morale test causes unit to lose its CF (it is reduced to 0).

7.0 Banners

During medieval battles banners with knights' alignment had tremendous morale influence on the battlefield. In many cases banner lost could harness combat morale to the point of morale break and units retreat from battlefield.
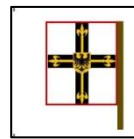
Polish banner   *Teutonic banner*

[7.1] General Rules

7.1.1 Every side has number of banners (described in scenario setup) that player places on hexes with leader units (one banner with leader of choice) at the beginning of the battle.

Note:
Banners are independent and do not need to move with the leader. It just always needs to be held by regular unit.

7.1.2   Banner is not regular unit. It does not have MPs, SPs or ZoC, it does not add to the stacking limit and it can be moved only with a **regular unit**.

7.1.3   Banner can be moved with only one unit during a turn.

Example:
Unit A holding banner can pass it to other unit B before it makes any movement. Then banner can be moved with unit B. If unit A moves, it can also pass banner to other friendly unit but this unit cannot be moved even if it wasn't activated yet.

7.1.4   Banner must always be held by a unit. It cannot be abandoned. To change holder, banner must be passed to other friendly unit (on the same or adjacent hex). Passing banner costs **1 MP** for banner holder.

7.1.5   Banner falls when unit holding it is eliminated and no other friendly units to keep it are on the hex. It has to be left on hex where unit holding it was eliminated

7.1.6   Banner is captured by enemy when any hostile regular unit enters hex with fallen banner (during pursuit, movement or any other displacement).

7.1.7   Any friendly units on hex with banner and any units adjacent to it gain **1** CM. Being in range of multiple banners does not provide additional CMs (unit can gain only 1).

7.1.8   See *6.1.5*.

8.0   Leaders

Grand Leader - marked with gold star (range 3)

Leader (range 2)

[8.1]   General Rules

8.1.1   Leader is not regular unit. It does not have SPs or ZoC. It can be stacked with other friendly units without adding to the stack limit. It can also move alone without other friendly unit.

8.1.2   Leader has 10 MPs and moves like cavalry unit (e.g. regarding influence of terrain for movement).

8.1.3   Leader ignores enemy ZoCs.

8.1.4   Leader death means that all units under his command lose **1 SP** (see *13.0*).

8.1.5   Death of Grand Leader (e.g. Ulrich von Jungingen for Teutonic Order) means that all Player's units lose 1 SP.

8.1.6   Any unit loss caused by leader death is not reflected on MORALE track.

8.1.7   Leaders pursuit and withdraw as regular unit. If he cannot withdraw it stays on the last hex of possible withdrawal path.

Example
Leader and accompanying units must withdraw 2 hexes according to combat results but only 1 hex of withdrawal is possible. While accompanying regular units obey regular withdrawal rules, leader withdraws by 1 hex and stops (he can be killed by enemy pursuit if accompanying regular units are killed).
If the stack could not withdraw at all, leader stays on the hex (and can be killed by enemy pursuit if all accompanying regular units are killed).

8.1.8   Leaders do not get disorganized or panicked.

[8.2] *Leader in combat*

8.2.1   Any unit stacked on hex together with leader gains 2 CMs.
8.2.2   Any unit within leader's command range gains 1 CM.
8.2.3   Unit can gain CMs just from one leader.
8.2.4   If leader is stacked with units engaged in combat and those units are forced to retreat (Dx or Ax result), a 2 dice (2K6) roll must be made for leader death. If the roll is less or equal to number of fields units with leader have to retreat, the leader dies in the fight.
8.2.5   Any SP loses inflicted by enemy to retreating units should be subtracted from dice roll result in *8.2.4*. This also includes additional loses, e.g. in situations when units cannot retreat by required number of hexes (see *5.4.6*).

> *Example:*
> a) *Units attacking with leader received combat result A2 -1. Roll for leader death must be made. If 2 dice roll is 2 or 3 the leader dies.*
> b) *Units defending with leader on the same hex received combat result A3 -1 and can retreat by 2 hexes only (taking additional 1 SP loss as a result). Roll for leader death must be made. If 2 dice roll is 2, 3, 4 or 5 the leader dies.*

8.2.6   Leader alone on hex is killed when enemy unit enters such field during movement or pursuit.
8.2.7   Leader alone on hex is killed, if attacked during combat phase or countercharge. Such combat is fought (which may mean losses for attacker) using maximum COMBAT table combat ratio, but regardless of the result, the leader is killed.
8.2.8   See *6.1.6 and 6.1.7*.

9.0   Disorganization

Disorganization was often the most important reason of unit's failure in medieval battles. It happened that number of kills was minimal and the whole unit just scattered and abandoned battlefield.

[9.1] *General Rules*

9.1.1   Unit is disorganized:
    ⇨ in combat (see *[5.1]*).
    ⇨ when at any moment of the game it is stacked on one hex with other friendly disorganized unit and fails morale test.
    ⇨ as a result of enemy's actions (e.g. ranged fire).
9.1.2   Each (not panicked and disorganized) unit that, at any moment of the battle, is stacked with disorganized unit(s) must undergo morale test (see *[6.2]*). Failure of the test causes disorganization of a unit.

> *Note:*
> *Two disorganized units does not undergo morale test when stacked on the same hex. They are already disorganized.*

9.1.3   Units on hex with commander do not disorganize.
9.1.4   Disorganized unit is covered with "Disorganization" marker.

R

[9.2] *Effect on units*

9.2.1 Disorganized units have their MPs reduced by:
    ⇨ 2 MPs for cavalry
    ⇨ 1 MP for infantry

9.2.2 Disorganized units have their SPs, counted for combat ratio, halved.

9.2.3 If most friendly units in a combat are disorganized enemy gains **1** combat modifier.

9.2.4 Disorganized units can get maximum 1 combat modifier from their CF.

[9.3] *Organization*

9.3.1 In order to organize (remove disorganization) unit must make morale test. If test is successful unit is organized.

10.0 Panic

[10.1] *General Rules*

10.1.1 Unit panics when
    ⇨ it is disorganized and becomes disorganized again as a result of combat.
    ⇨ at any moment of the game it is stacked on one hex with other friendly panicked unit and fails morale test.

10.1.2 Each unit that, at any moment of the battle, is stacked with panicked unit(s) must undergo morale test (see *[6.2]*). Failure of the test causes panic of the unit.

10.1.3 Panicked units does not count for hex stacking limit – it can enter any accessible hex even if stacking would not allow that in normal circumstances

Example:
There is 2 SPs cavalry unit on a hex. Another panicked cavalry unit can (in most cases must) enter that hex and may cause panic in the unit.

10.1.4 Panicked unit is covered with "Panic" marker.

[10.2] *Effect on units*

10.2.1 Panicked units does not fight, don't have SPs and ZoC.

10.2.2 Panicked units, during friendly movement phase, must move the shortest possible (and accessible) way towards "friendly" edge of the map. Setting this route is not influenced by presence of friendly and enemy units.

Example:
Movement towards "friendly" edge of the map through shortest possible way must be made even if such path requires unit to move through enemy unit (which causes panicked unit elimination).

Teutonic edge of the map

Polish edge of the map
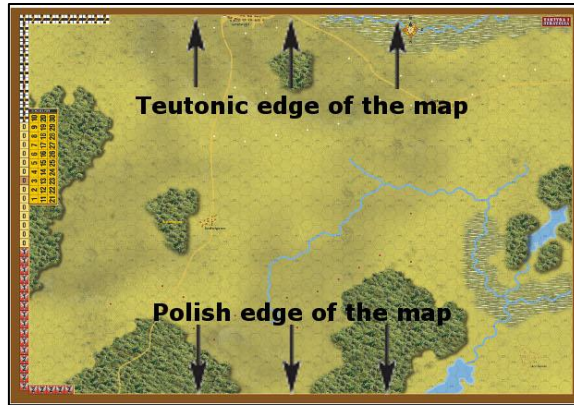
10.2.3 Panicked units are eliminated the moment they enter hex with enemy unit or hex in enemy ZoC.

10.2.4 Panicked units are eliminated when they leave map through "friendly" edge.

10.2.5 Panicked units are covered with panic marker.

[10.3] Removing panic

10.3.1 In order to remove panic unit must make morale test. If test is successful unit becomes disorganized.

11.0 Ranged units

[11.1] General Rules

11.1.1 Ranged unit's counter has movement (SP equal to **0**) and combat (MPs equal to **0**) formation side.

movement formation   *combat formation*

11.1.2 Ranged unit can shot at enemy units only when in combat formation.

11.1.3 Change of formation (turning counter) cost **1 MP**.

11.1.4 Ranged unit can be moved to adjacent accessible hex without formation change.

11.1.5 Ranged unit shot at any time during enemy movement phase.

> *Example*
> *'At any time' means that e.g.:*
>   a) *Ranged unit can shot at any unit (in range) before any movement of enemy units (just after enemy movement phase started).*
>   b) *Ranged unit can shoot as soon as unit enters their fire range (see 11.2.7).*
>   c) *Ranged unit can shoot after enemy finished all his movement (still before end of enemy movement phase).*

11.1.6 Ranged unit can shot only **once** during a turn.

11.1.7 Specific unit characteristics – different than described in general rules (e.g. number of shots per turn, range) - are described in unit's section rules (e.g. for Horse Archers).

[11.2] Ranged fire

11.2.1 Ranged unit fire range is shown on below picture:
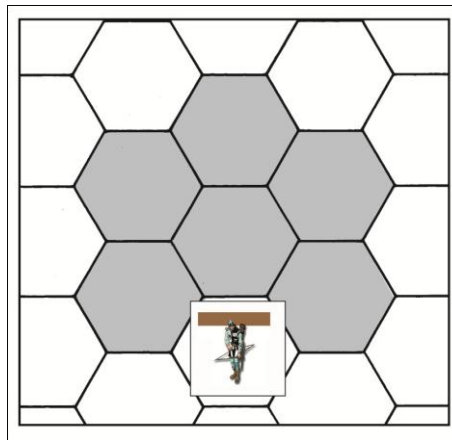
11.2.2 If ranged unit shot at enemy units in friendly ZoC then dice (1K6) roll must be made. On **1** a friendly unit adjacent to enemy under fire (chosen by owning Player) suffers 1 SP of losses. In this case enemy target unit does not suffer any losses.

Example:
Archers shot at enemy cavalry unit next to friendly infantry unit. Player rolls for "friendly fire" and result is 1. As a result enemy unit does not suffer any loses (roll for its losses is skipped) and friendly infantry loses 1 SP.

11.2.3 Enemy armor influences ranged unit fire. Armor level is subtracted from ranged unit fire dice roll.

11.2.4 Ranged unit fire dice roll is modified by terrain. 1 should be subtracted if shooting at units in forest, village or within fortifications.

11.2.5 If ranged unit shoots at hex with leader, a 2 dice (2K6) roll should be made. Result of 12 means leader death. The roll is made for each unit shooting to the hex.

Example:
This rule even means, that friendly leader can be killed by friendly fire, e.g. in situation described in 11.2.2 (on dice (1K6) roll 1 and then 2 dice (2K6) roll 12).

11.2.6 Ranged unit must have visibility to the target. Visibility is blocked by hex with hills, forest, village or fortifications. Visibility is not blocked by friendly units.
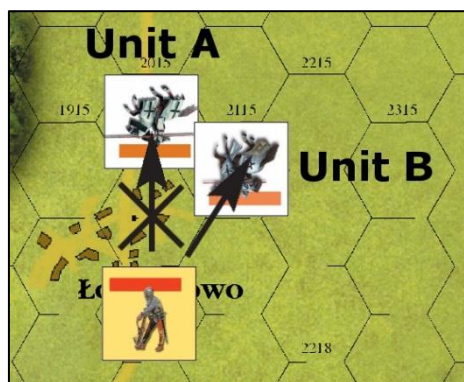
Polish archers cannot shot at unit A because visibility is blocked by village. They can shot to unit B.

11.2.7 Concurrent fire from both friendly and enemy units is made with initial units' strength. Any losses are set after both units have shot.

Example:
Horse Archers enter hex adjacent to crossbowmen. In this case both units can shoot. If both Players decide to shoot then they roll for enemy losses and any damage inflicted by enemy is counted after both shots are finished.

[11.3] Direct combat

11.3.1 Enemy gains **3 CMs** when ranged units are present in a combat.
11.3.2 Ranged unit (in any formation) fighting **alone** use only **1 SP** (regardless of number of ranged units fighting).

[11.4] Archers

11.4.1 Archers shoot according to ARCHER FIRE table:

ARCHER FIRE

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-1	-1	-1	-1	-1	-2
2	-	-	-	-	-	-	-	-1	-1	-1	-1	-2

[11.5] Horse Archers (Tatars)

Tatars were known for their speed and maneuverability. With their light bows they were great in disorganizing enemy formations at the beginning of combat.

11.5.1 Besides ability to shoot horse archers are considered cavalry units (e.g. *[11.3]* doesn't apply, they don't have combat/movement formation etc.) with limitations described in this section.
11.5.2 Horse Archers units' base turn cost is **0.5 MP** for 60^0 turn.
11.5.3 Horse Archers don't get any combat modifiers from their CF.
11.5.4 Horse archers can shot to targets on any adjacent hex.
11.5.5 Horse archers shoot according to HORSE ARCHER FIRE table:

HORSE ARCHER FIRE

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-1	-1	-1	-1

11.5.6 Horse archers can shot twice: additional to enemy movement phase fire, they can shot during friendly movement phase.
11.5.7 Horse archers can shot only once **during** friendly movement phase.

Example
Horse archer can enter enemy ZoC and shoot at the enemy during their movement phase.

11.5.8 Cost of firing during friendly movement phase is **1 MP**.
11.5.9 Horse archer unit that has 1 SP subtracts 1 from dice roll when shooting.

11.5.10 If horse archers inflicted losses, the unit must also make test for disorganization according to COMBAT DISORGANIZATION table (B1 row).

[11.6] Crossbowmen

A crossbow was much more powerful than a bow and could target even the best armored knights. Its power caused such fear among knights that they called it 'dishonorable' weapon and were pushing strongly to ban it.

11.6.1 Crossbowmen shoot according to CROSSBOWMAN FIRE table:

CROSBOW FIRE

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-1	-1	-1	-1	-1	-1	-2	-2	-2
2	-	-	-	-	-	-1	-1	-1	-1	-1	-2	-2

11.6.2 If crossbowmen inflict losses a dice roll should be made. On 6 enemy unit is disorganized and stopped (cannot move during current movement phase any more).

[11.7] Bombards

Medieval bombards were predecessors for modern artillery. But those units didn't play important role on the battlefield yet.

11.7.1 Bombards shoot at units according to BOMBARDS FIRE (UNITS) table:

BOMBARD FIRE (UNITS)

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	D	D	D	DS	DS
2	-	-	-	-	-	-	-	-	D	D	D	DS
3	-	-	-	-	-	-	-	-	-	D	D	D

D - disorganization

S - unit stopped (cannot move any more in the phase)

11.7.2 Bombards range is showed on below picture:
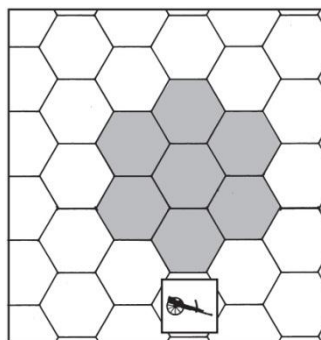
11.7.3 For bombards only armor level **2** influences its fire (*11.2.3* is ignored). **1** is subtracted from the fire roll result for such units.

11.7.4 Bombards cannot retreat when in combat formation.

11.7.5 Bombards can shoot at objects according to BOMBARDS FIRE (OBJECTS) table:

BOMBARD FIRE (OBJECTS)

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	D	D	D	D	D
2	-	-	-	-	-	-	-	-	D	D	D	D
3	-	-	-	-	-	-	-	-	-	D	D	D

D - object destroyed

12.0 Objects

[12.1] Fortifications

Fortifications are any buildings build by man and having defensive ability: bailey, ramparts, palisades and any other fortified buildings. They are described in the map legend.

12.1.1 Unit attacking through fortifications has its strength halved.
12.1.2 Cavalry unit attacking through fortifications loses its CF.
12.1.3 Movement through fortifications cost additionally:

+1 MP	=>	Infantry with armor level equal to 0
+2 MPs	=>	Infantry with armor level equal to 1 or 2
+3 MPs	=>	Cavalry with armor level equal to 0
+4 MPs	=>	Cavalry with armor level equal to 1
+5 MPs	=>	Cavalry with armor level equal to 2

12.1.4 Movement through gates (marked on the map) does not cost additional MPs.
12.1.5 Pursuit through fortifications is possible only on hex occupied by defending unit.

> *Example*
> *Unit defending in fortifications received combat result D2. It retreats by 2 hexes but attacker can enter only hex it occupied during combat.*

12.1.6 Fortifications can be destroyed by regular unit. If the unit stays on the fortified hex for 3 full turns, then on turn 4, at the beginning of movement phase, fortification is considered to be destroyed.
12.1.7 If unit is attacked during destroying fortifications the procedure described in *12.1.6* needs to be restarted.

> *Example*
> *Infantry unit entered fortified hex on turn 4. Player declared fortifications destruction and left the unit on the hex till turn 8. On turn 8, movement phase, fortifications are destroyed and infantry unit can move.*
> *If unit was attacked, even by unsuccessful ranged fire, the whole procedure needs to be restarted.*

12.1.8 Stacking limit for fortified hex is 10 SPs. Such hex can fight with maximum strength of 4 SPs though.
12.1.9 Maximum 2 SPs of cavalry units can be stacked on fortified hex.

COMPLEMENTARY RULES

Rules in this section can be omitted by less experienced players as they may be confusing and too complicated for first games.

13.0 Units organization

Basic medieval cavalry organization unit was 'lance' – created by landlord and his retinue. Lances were grouped and fought within 'banner' – which marked group of landlords from one family or area. There were also 'court' banners created by the King.

In "Grunwald 1410", for game simplicity and reduction of counters number, each counter represents several lances and banner is created by 2 to 6 counters.

[13.1] General Rules

13.1.1 Each banner of Polish and Teutonic cavalry unit is marked by color of counter's front rectangle and banner specific shield in counter's right upper corner. Head of a banner is marked by red shield on his counter.

13.1.2 Lithuanian's banners are marked with color of counter's front rectangle only (their army organization was different) – banners on all Lithuanian counters is the same.

13.1.3 Tatar units and infantry are not divided into banners at all.
13.1.4 During setup all banner's units should be placed next to each other.
13.1.5 During setup any number of 'banners' should be assigned to a leader who is placed among them on the map. All units assigned to leader will count for leader's fatigue.
13.1.6 Infantry and Tatar units (counters) can be assigned to a leader individually.
13.1.7 Tatar units must be assigned to Lithuanian leaders.

14.0 Fatigue

Fatigue is a factor that greatly influenced medieval battles. There were combats where, after several hours of fierce fight, both sides ceased fighting and rejoined after couple of hours of rest.

[14.1] General Rules

14.1.1 Fatigue rules apply to leader and his units (see *13.1.5*).

14.1.2 Unless scenario specific rules set it differently, starting fatigue for a leader is **0**.

14.1.3 If leader moves, fights or influence any fight during the turn its fatigue increases.

> *Example*
> *Zyndarm has made his first move. Its fatigue level increases from 0 to 1.*
> *If in next turn Zyndarm influences (even) 1 combat its fatigue increases from 1 to 2.*

14.1.4 If leader does not move, fight or influence a fight its fatigue is lowered by 1 (but cannot be lower than 0).

14.1.5 Tatars are not influenced by fatigue.

14.1.6 Fatigue can change by 1 level in a turn only.

[14.2] Fatigue effect

14.2.1 Units under command of a leader with fatigue level above 12 are treated as disorganized units during a fight. Such units still must be 'normally' disorganized twice to panic.

Game Tables

COMBAT TABLE

2 dice roll	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
2	-	-	D1	D2 -1	D2	-1 / D2	-1 / D3D	-1 / D4D	-1 / D4D	-1 / D5D	D5D	-1 / D5D
3	-1 / -1	-	-1 / D1	D1 -1	D2 -1	D2 -1	D3	-1 / D3	-1 / D4	-1 / D5	-1 / D5	-1 / D5 -1
4	-1 / -	-1 / -1	-	D1	D2	D2	-1 / D2	D3 -1	D3	D4	D5	D5 -1
5	A1	-1 / -	-1 / -1	-1 / D1	D1 -1	D2	D2 -1	D2	D3 -1	D3	D4 -1	D5
6	A1 -1	A1d	-1 / -	-	D1 -1	D1 -1	D2	D2 -1	D2	D3 -1	D3	D4
7	A1 -1	A1 -1	A1	-1 / -1	-1 / D1	D1	D2	D2	D2 -1	D3 -1	D3 -1	D3
8	A	A1	A1 -1	-1 / -	-	-1 / D1	D1 -1	D2	D2	D2	D2	D3 -1
9	A2 -1	A2	A1	A1	-1 / -1	-	D1 -1	D1 -1	D2	D2	D2 -1	D2
10	A2 -1	A2 -1	A1	A1 -1	-1 / -	-1 / -1	-1 / D1	D1	D1 -1	D2	D2	D2 -1
11	A3 -1	A3	A2 -1	A1	A1	-1 / -	-	-1 / D1	D1	D1 -1	D2	D2
12	A4 -1D	A3 -1D	A2 -1D	A1D	A1 -1	A1	-1 / -1	-1 / -1	-1 / -1	-1 / -1	-1 / D1 -1	-1 / D2 -1

Modifications: MORALE, armor, Charge Factor, Leaders, Banners, terrain

Examples:

-1 / -1 => both Players lose 1 SP

D2 -1 => defender must retreat by 2 hexes and loses 1 SP

-1 / D2 -1 => attacker loses 1 SP, defender must retreat by 2 hexes and loses 1 SP

-1 / D4D => attacker loses 1 SP, defender must retreat by 4 hexes and disorganize

A1D => attacker must retreat by 1 hex and disorganize

COMBAT DISORGANIZATION

Combat Result	Unit Type					
	Heavy Cavalry (armor 2)	Cavalry (armor 1)	Light Cavalry (armor 0)	Heavy Infantry (armor 2)	Infantry (armor 1)	Other
B1	2	2	2	2, 12	2, 3, 12	2, 3, 11, 12
B2 / A1	2	2	2, 12	2, 3, 12	2, 3, 11, 12	2 - 4, 11, 12
B3 / A2	2	2, 12	2, 3, 12	2, 3, 11, 12	2 - 4, 11 - 12	2 - 4, 10 - 12
B4 / A3	2, 12	2, 3, 12	2, 3, 11, 12	2 - 4, 11 - 12	2 - 4, 10 - 12	2 - 5, 10 - 12
B5 / A4	2, 12	2, 3, 11, 12	2 - 4, 11 - 12	2 - 4, 10 - 12	2 - 5, 10 - 12	2 - 5, 9 - 12

Two dice (2K6) roll.

TERRAIN INFLUENCE

	movement		combat
	infantry	cavalry (commander)	
clear	1	1	-
stream	+1	+2	-1
road	1*	1/2 (1/3)	-
swamps	2	3	1/2A**
forest	2	4	-2
village	2	3	-1

* if all movement is on road unit can move 1 extra hex (also on road)

** attacker strength is halved (when attacker is on swamps)

ARCHER FIRE

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-1	-1	-1	-1	-1	-2
2	-	-	-	-	-	-	-	-1	-1	-1	-1	-2

CROSBOW FIRE

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-1	-1	-1	-1	-1	-1	-2	-2	-2
2	-	-	-	-	-	-1	-1	-1	-1	-1	-2	-2

BOMBARD FIRE (UNITS)

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	D	D	D	DS	DS
2	-	-	-	-	-	-	-	-	D	D	D	DS
3	-	-	-	-	-	-	-	-	-	D	D	D

D - disorganization

S - unit stopped (cannot move any more in the phase)

BOMBARD FIRE (OBJECTS)

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	D	D	D	D	D
2	-	-	-	-	-	-	-	-	D	D	D	D
3	-	-	-	-	-	-	-	-	-	D	D	D

D - object destroyed

HORSE ARCHER FIRE

Range	2 dice (2K6) roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	-	-	-	-	-	-	-	-	-1	-1	-1	-1

Morale test

MORALE	dice (1K6) roll	effect
+2	1 - 5	P
+1	1 - 4	P
0	1 - 3	P
-1	1 - 2	P
-2	1	P

P - morale test successful

+1 for dice roll if within leader's range

+2 for dice roll if on hex with leader

PURSUIT

Hexes from commander	dice (1K6) roll	Result
0*	-	PV
1	1, 2, 3, 4, 5	PV
2	1, 2, 3, 4	PV
3	1, 2, 3	PV
4	1, 2	PV
5	1	PV

* commander on attacker's hex

PV - pursuit voluntary

SCENARIOS

Clash of Titans
historical scenario

When 50 thousands of knights stood on the fields near Grunwald on July 14, 1410, the whole world kept his breath. Teutonic Order master Ulrich von Jungingen was so sure of victory that he wanted it to be the most spectacular one. Therefore his army awaited enemy from the very dusk allowing the enemy to set the formation and even to attend the field holy mess. They moved back and tried to provoke Poles into rash attack.

Head of Polish, Lithuanian and Tatar forces – King Jagiełło was not deceived and carefully prepared for battle. Only when he set and checked everything order for attack was given.

The battle had a very dynamic course. After a short time right wing of Polish army (Lithuanians and Tatars) started to retreat (historians argue until today if this was intentional or not). Knights of Teutonic Order started to pursuit moving away from the battlefield. At the same time the left wing of Polish army outflanked and crushed Teutonic knights. They started to retreat towards the center of the formation.

This was the moment where Teutonic Order reserves, best court banners, under command of Ulrich von Jungingen himself, charged frontal assault in the center hoping to change the course of the battle. It was very tough and powerful charge but it was stopped. Teutonic Order Master was killed. This was the signal for the remaining forces to retreat. It changed quickly into panic and slaughter of Teutonic army. The knights that pursuit after retreating Lithuanians returned to late and couldn't change the course of the battle…

Initial Setup

Poles

Polish cavalry counters should be placed on the map within 1 hex range from fields with red dots.

Lithuanians

Lithuanian cavalry counters should be placed on the map within 1 hex range from fields with light brown dots.

All units left should be placed in the Lithuanian camp (right lower corner of the map).

Tatars

Tatars are placed as front line of Lithuanian army.

Teutonic Order

Teutonic Order army counters should be placed on the map within 1 hex range from fields with white dots.

Leaders and banners are placed with cavalry units.

Victory Conditions

Each side gains:
Automatic victory: when all enemy leaders are killed or escaped from map.
or
=> for every leader killed   +16 VP
=> for every banner captured   +10 VP
=> for every cavalry unit killed   + 4 VP
=> for every crossbowmen unit killed   +3 VP
=> for every archery unit killed   +2 VP
=> for every infantry unit killed   +1 VP

Difference of Victory Points (VP) between Players sets the victory scale:

0	Draw
1 – 20	tiny victory
21 – 40	small victory
41 – 70	considerable victory
71 - 100	great victory
> 100	overwhelming victory

Blitzkrieg 1410
fictional scenario

Teutonic Order forces appeared first on the battlefield and used the time to prepare as much as possible. The best scenario for them would be to fight with Poles who didn't regrouped and enter into battle in parts. For this plan the position was taken to block the road where Polish army was entering the battlefield. Right wing of Teutonic army was set at Łodwingowo, left one was on the line of woods.

This left Poles very tiny area between Teutonic positions and the forest, perfect for fast and powerful charge on regrouping Polish knights. The position had some weakness too. It allowed for outflanking Teutonic army behind forest near Łodwingowo (less dangerous) or directly at the rear of their army by moving between lakes south of Stębark.

In this hypothetical variant only Polish army appearance on the battlefield was kept historical – all other actions are in Players' hands.

Initial Setup

Poles

Polish cavalry counters should be placed on the map within 1 hex range from following fields:
1623, 1824, 1925

Lithuanians

Lithuanian cavalry counters should be placed on the map within 1 hex range from following fields:
4630, 5028

Tatars

8 Tatars units are placed within 2 hexes range from field 4526.

Teutonic Order

Teutonic Order counters can be placed within 1 hex from following fields:

2014, 2215, 2416, 2617, 2818, 3019, 3220, 3421, 1918, 2119, 2320, 2521, 2722, 2923, 3124

And within 2 hexes from following fields:
2711, 3213, 3713

Leaders and banners are placed with cavalry units.

Victory Conditions

Each side gains:
Automatic victory: when all enemy leaders are killed or escaped from map.
or

=> for every leader killed	+16 VP
=> for every banner captured	+10 VP
=> for every cavalry unit killed	+ 4 VP
=> for every crossbowmen unit killed	+3 VP
=> for every archery unit killed	+2 VP
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