

CHARLES THE BOLD – RULES FOR MEDIEVAL BATTLES

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Abbreviations used in these rules:

3H = 3 hexes etc. 2D6 = two six sided dice. MP – movement point Opp – opportunity IF – Impact Factor SP – Strength Points BS – Battle Stand SS – Support Stand DF – Defensive Fire	COMBAT STANDS MC – medium cavalry HC – heavy cavalry Bills - Infantry armed with pole arms such as halberds and bills HI – heavy infantry armed with a variety of close combat weapons LI – Light infantry LSp – Units armed with long spears Pike – Pike Units	SUPPORT STANDS LC – light cavalry Sk – foot skirmishers Sh – shot Art – artillery, catapults etc
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1.0 Basic Concepts

These rules are intended for refighting major historic battles, such as will be found in the scenarios on the website. [www.hexesandminiatures.com]. They cover the period from around the early middle ages to the start of the gunpowder era. Around 1100 to 1530CE.

1.1 Command Groups

Each army is divided into a number of command groups each commanded by a General. There are usually at least three [left flank, centre and right flank] but can be more. The individual scenarios will detail the different command groups.

1.2 Stands and Basing

Each group is made up of a number of stands under the command of the General of that group. Stands are the basic combat unit of the game. They need to be of a size to fit comfortably into a 4" hex with a few markers indicating their status. I use 28mm figures and 60mm x 40mm stands [much the same size as DBA stands] but the size of stand and number and scale of figures on the stand is irrelevant so long as they can be easily identified for what they are. For multi base stands such as pike blocks and warbands I use full sized stands at the front and half size stands to show the additional ranks. The half sized rear stands are removed first as casualties mount.

Stands are classified as Combat Stands [CS], these being stands which initiate close combat or Support Stands [SS] such as skirmishers and shot stands. See **Section 15, Unit Types and Examples** at the end of the rules for more detail.

Generals are represented by single figures or small stands of a couple of figures.

1.3 Strength Points [SP]

Each stand has a core number of strength points which is found in the strength point column of the army list. This is the base strength of the stand and equals the number of D6 that it throws when fighting close combat and firing. As it takes hits it loses SPs which reduces its strength in combat. All stands have an order rating of A [the best], B, or C [the worst]. The order rating determines how well they respond to orders.

1.4 Game Play

The game is played as a series of rounds each of which finishes when every one of these groups of stands has moved.

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At the start of a round both sides select and openly declare which group they wish to move. They then throw 2D6 and add or subtract any bonus for the general of that group. The player with the highest throw gets to move their selected group of stands. Each stand in the group moves, fires and fights. All of these actions happen immediately. It is best to use some kind of movement marker which is placed in the hex with the stand to indicate when it has moved. It is easy to lose track in a large battle. Once all stands in the group have moved the dice are rolled again to see who gets the initiative next. This continues until all stands on the board have moved at which point the round finishes and the movement markers are removed.

2.0 Command and Control

Where the stand of each general is during the turn determines which of his stands are in control. Stands within 6H [or 4H if it is a poorly trained army] of their groups commander are considered to be within command range. They conduct Order Tests for extra movement, recovery from disorder and going onto opportunity status normally.

All Order Tests for stands that are out of range at the time they test suffer a -1 penalty for distance from general.

2.1 Moving Commanders

A commander can be moved once per turn up to 6 hexes in his group's turn, he can move further in total if attached to a stand that is making multiple moves but cannot make multiple moves by himself. He can use that move to join a stand and assist it in passing Order Tests and moving with it.

A commander in the same hex as a stand can declare himself attached to that stand for the move. He will then move with that stand as many times as it moves. Commanders can be in a hex by themselves. If an enemy stand enters the hex the commander will move to the nearest stand of his command.

2.2 Losing a Commander

A commander who is attached to a stand which is in melee or under fire can add +1 to the Morale Test to help the stand survive. However, if the stand is destroyed and he was attached then the commander is killed too. If a commander is killed a new commander appears at the start of the next turn in a hex with one of the stands in that group. The new commander will be poor quality with a range of only 4H and will reduce the initiative dice roll of his group by -2.

If a general is with a stand that is destroyed but was not attached to it he will be moved immediately to the nearest stand of his group.

3.0 Movement

All stands must face one of the points of the hex they are in. It is important that their facing is unambiguous to all players. Stands move from hexes forward into one of the two front hexes without changing facing for 1 movement point [MP]. Each stand has a number of movement points as shown on the army lists for each scenario.

In a turn a stand may do one of the following: move; fire then move once; move then fire; fire.

3.1 Changing facing

Turning 1 hex face requires 1MP. Stands other than Shot, Sk and LC cannot turn and exit a hex in the one move. Most stands, even ones that can move 2+MP can turn 1 hex face only during a single move, a further change of face is possible but leads to automatic disorder and no further movement that round. A stand can use an *extra move* to turn another face [see below] but will have to take an order test.

Sk, and LC can move freely from hex to hex in any direction and finish their move facing any direction without using MPs to turn and without disordering

3.9 Interpenetration.

Shot, LC, LI and Sk can move through any other type of stand and can be moved through by any. Stands forced to retreat in combat can move through any, and if they are M/HC, LSp, Pike or HI retreating through M/HC, LSp, Pike or HI will disorder them.

3.10 Displacement

Any stand but Skirmishers can move into a hex with LI, LC, Sk or Shot troops and these will immediately move to occupy the hex the moving stand vacated. Sk can do this to Sk only. LC and Sk can move sideways to displace stands in this way.

4.0 Evasion

Sk and LC can evade if they are charged or fired on. MC and HC can evade if charged by those enemy infantry who are allowed to attack cavalry. In all cases evasion is only allowed *in an enemy turn*, if the attack comes through the target stands front 2H.

An evasion move is up to a full normal move to the rear finishing the evade without changing facing. If the stand is not disordered they can continue to retreat if pursued and contacted again performing Order Tests as per normal multiple moves. If it fails a Test and disorders it cannot evade from the same pursuer again. If a stand is already disordered when first charged it can only evade once from the same attacker.

A stand cannot evade if it is opportunity charged or charged from behind the flank or rear [where the attacking stand was never visible in front of the front base line].

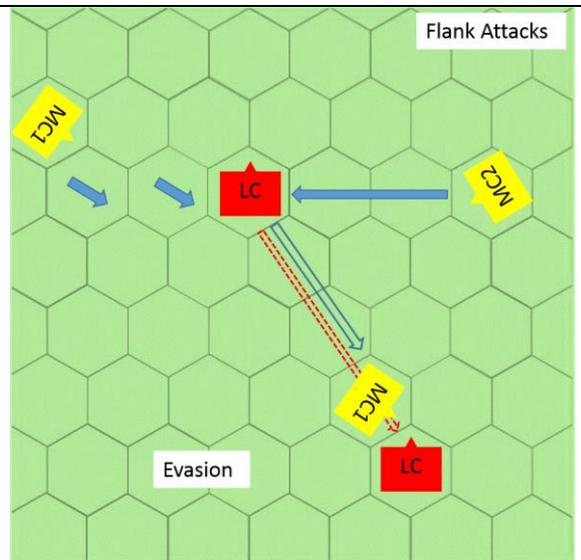
Sk and LC can still evade if the attacking stand commenced the turn adjacent to their flank and just turned to attack or if they are caught in the flank as part of attack on formed stand. Stands already in melee cannot evade.

MC2 is behind the front face line when it starts to move so can launch a flank attack. The LC cannot evade and will disorder when MC2 hits it.

If MC1 had attacked instead of MC2 it would have started from in front of the front face line of the LC so the LC could have evaded up to its full move of 4H maintaining facing. MC1 can continue its full move of 3H into the vacated hex of the LC.

If not disordered MC1 could choose to pursue the LC. The LC can evade again, but at the end of the second evade will have to perform an Order Test for the extra move. If it fails the Test it disorders and can't evade from MC1 again.

MC1 will have to perform an Order Test for its extra move before it can pursue again and if it fails will become disordered and unable to move again



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5.0 Opportunity Moves [move/fire]

Stands can be put on **Opportunity**. Opportunity allows them to react in the enemies turn. This enables them to;

- fire at or counter charge a stand that fires on them from the front 2H.
- counter charge a stand that is moving to contact them.
- opportunity charge anyone who moves into range and is moving towards them or moving sideways in a way that brings them closer to the front of the stand.

These moves can only be made if you can actually contact the stand initiating the response and cannot involve any turns or sideways movement.

A stand that triggers an opportunity response cannot evade to avoid it.

You need to take an Order Test [see 3.4] to put a stand on opportunity. This is the first action which that stand can take in the turn. If it fails there is no ill effect, the stand can still move and fire normally that turn. Once on opportunity so long as it doesn't move [other than to turn up to 1H face in H], fire or become disordered the stand stays in opportunity mode. A disordered stand can take an Order Test to recover from disorder and if it passes can then Test again to go into opportunity mode.

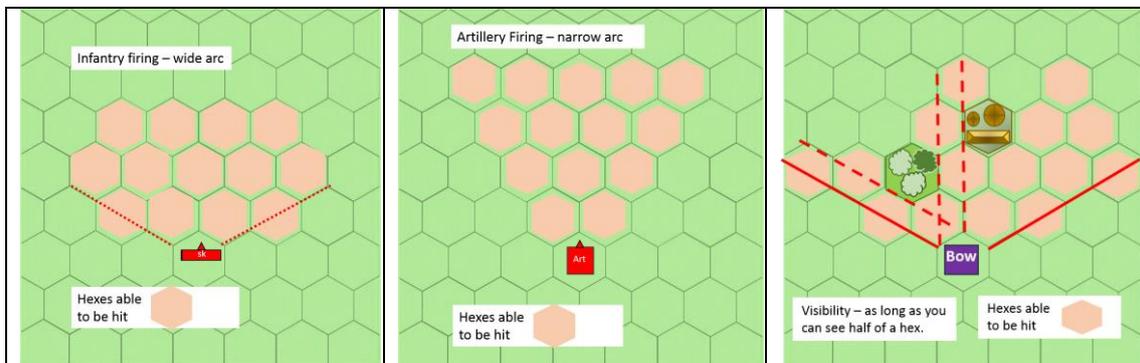
A stand can opportunity charge through or into their own Sk screen. The Sk will fall back as for the interpenetration rules if the opportunity charge of the friendly stands would end in their hex.

Only one stand on opportunity can charge or counter-charge a single enemy stand firing on or moving towards them. As many stands as are in range can use opportunity to fire on a stand which fires on them or moves towards them.

6.0 Firing

Some stands are able to conduct attacks by distant shooting.

Stands can move then fire or fire then move *once*. However, they get a firing penalty of -1D6 for each time they move before firing and -1D6 if they intend to move after firing [there are some exceptions to this]. The firing arc is along the lines of the wide frontal H lines. Artillery fire along the narrow 2H front [see below]. Artillery can never move and fire in the one turn.



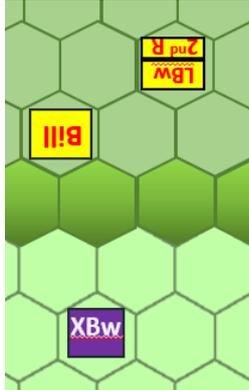
The Skirmisher [sk] is a Crossbow armed French stand. According to the French army list it has two strength points. If it fires at a target 2 hexes away it will throw 2D6 hitting on 6 or double 5. At 3 hexes it loses one D6 so will only throw 1D6. It can only cause 1 casualty to a target as that is the maximum damage that can be done by a single stand firing.

You cannot fire into a close combat or if you are in close combat. You score one hit point for each 6 or double 5 thrown. A stand hit by distant shooting has to take a **Morale Test**. It is this Test that determines the amount of real damage, if any, the stand takes. The maximum damage that a stand can take from one stand shooting at it is 1 strength point.

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To work out the potential effectiveness of your stand firing you need to use the army lists for the relevant stand. Each stand has a core number of strength points [SP] which is found in the strength point column. This is the base strength of the stand and equals the number of D6 that it throws when fighting close combat and firing. This number of dice is modified by factors in the other columns on the chart as well as various terrain and tactical factors which are found on the Summary Sheet.

Various kinds of terrain block sight. You can only shoot one hex into hill tops from a plain below. You can only shoot one hex into woods and towns. Only archers can fire overhead.



The crossbow stand is on the flat and the bill and longbow stands are on the hilltop. The crossbows can see the bills but not the bows.



The crossbow is on the hillside. From here they can see both enemy stands.

6.1 Double Rank Shot

British long bow men can form up 2 ranks deep in the one hex. Stands will commence the battle in this format as specified in the scenarios. These double stands fire twice. The back rank gets -1D6 from its firing dice. Both ranks must fire at the same target even if the first rank firing destroyed the target [see Longbows on the Special Units sheet.]

6.2 Defensive fire

Stands that are considered to be primarily missile combat stands can fire defensive fire if they are charged and hit from their 2 front face hexes. They do not get to fire defensive fire if the frontal attack is as a result of an opportunity charge which they triggered. After they have fired they will engage in close combat with their attacker/s

Stands eligible for this are:

- Light Cavalry.
- Sk in any defensive terrain, or defending against stand in any terrain that removes attackers impetus.
- Sk who are not in cover can fire on their attacker but they are then automatically destroyed, they do not get to fight in close combat.
- Shot in the open will not get defensive fire against HC or MC, they only get it if they are in terrain that removes the cavalry impetus.
- British archers only get double rank defensive fire if they are in terrain that removes the attackers impetus.
- Artillery against any

Defensive fire is equal to the remaining strength points of the attacked stand less 1D6 if they are disordered.

A stand that is contacted whilst being pursued as a result of losing a close combat cannot fire Defensive fire.

However, any new stand contacted by pursuers can fire DF or supporting fire.

A stand that is contacted whilst already in Melee cannot use DF or supporting fire.

6.2.1 Defensive Fire and Opportunity Fire

If a stand is on opportunity it could fire when an attacker is at 2+H then fire defensive fire when contacted

6.3 Supporting Fire

Shot stands that are a supporting stand in a combat can fire at half strength [rounded up] if they would have been eligible to fire if they had been the target of the charge. Shot always get half DF if they are adjacent to and supporting a combat stand in combat even if the CS is charged by HC or MC.

Supporting Sk who choose not to evade can fire at full effect but are then automatically destroyed unless in cover.

Supporting Art can fire at full effect not halved.

A unit that is contacted whilst being pursued as a result of losing a close combat cannot fire Defensive fire. However, any new stand contacted by pursuers can fire DF or supporting fire.

6.4 Outcome of Firing

The result of all firing activity is that if you throw a 6 or a double 5 the target is hit and has to take a Morale Test.

7.0 Morale Test/Permanent Strength Point Loss

Any time a stand suffers a hit in melee or by fire it takes a Morale Test. To pass a Test you need to roll equal or less than your adjusted morale on a single D6. So the higher you roll the worse the result!

To work out your adjusted morale you start with the stands initial Strength Points which are equal to its starting Morale

- you subtract the number of hits you have just taken [that is the number of 6s and double 5s just rolled against you]
- you subtract any permanent losses the testing stand has taken from its starting SP,
- subtract 1 if the stand is disordered,
- add 1 if a general is attached to the stand.

Your adjusted Morale can never be less than 1.

Your morale loss as a result of firing or melee is the difference between the D6 roll and your adjusted morale. If the result is positive that is the morale loss you have taken. [eg your adjusted morale is 4 and you roll 6, your morale loss is 2]

If your adjusted Morale is 6 or greater you can only fail the Morale Test by throwing a 6.

The Morale Test is always failed if you roll a 6 and it is always passed on a roll of 1.

If your commencing Morale is 6 or more and you throw a 6 in the Morale Test you will take a single SP loss and become disordered.

7.1 Losing Strength Points

The Morale Test determines the amount of permanent damage a stand takes as a result of taking hits from shooting or melee. Any morale loss of 1 or greater will cause the loss of Strength Points. The maximum amount of damage that a stand can take by being fired at is 1 Strength Point. The maximum amount of damage that a stand can take in a melee is 2 Strength Points if you *lose the melee and you had a morale loss of 2 or greater*. HC and Artillery are exceptions to these limits. Artillery attacked frontally which fires defensive fire or supporting fire can cause 2SP damage from firing. See Melee section 11.1 for HC. You need to keep track of SP as they are lost [I use small numbered markers which go in the hex with the stand]. Stands are removed once all of their Strength Points have been removed.

7.2 Morale Test Example

The Morale Test is best illustrated by an example. Let us say your stand starts the game with 5SP. You are fired at by archers with SP3 firing at a range where they do not suffer any losses for long range fire. They throw 3D6 one of which is a 6 causing 1 hit. 5SP-1 hit equals a Morale of 4. You throw 1D6 and get a 3.

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This is less than 4 so you suffer no permanent loss, you do however become disordered. If you had thrown 5 you would have suffered a morale loss of 1 and suffered one SP loss and become disordered. A throw of 6 would have had the same effect as throwing 5 as you can only suffer 1SP loss from shooting even though your morale loss was 2.

7.3 Morale Test and Disorder

Any time you have to take a Morale Test as a result of being hit by shooting or in close combat you become disordered irrespective of the outcome of the morale check. If you are already disordered before you take the Morale Test you will lose at least 1SP irrespective of the outcome of the morale check.

This loss is not in addition to any other losses, so if you had already been disordered in the above example and you threw a 5 you would still only lose 1SP. But you would have lost 1SP even if you had thrown 1 and passed the Test.

When in close combat a SP loss caused by being disordered and forced to Test does not count as a loss for determining the outcome of a fight. [See combat section below]

7.4 Large Units and Morale Tests

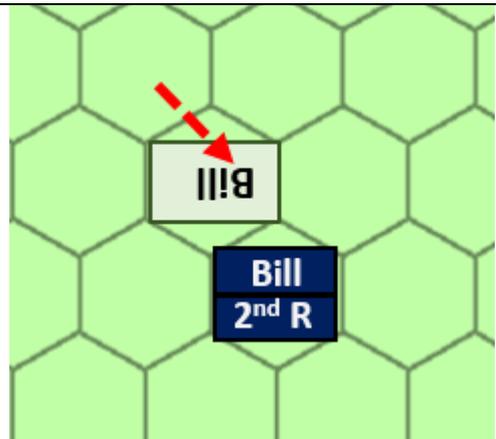
Some stands have additional stands attached to them in the same hex. Heavy infantry often has a rear stand attached. Long Spear armed stands often have a second rank and Pike Men may have 2 additional ranks behind the first. In these case the casualties suffered in a Morale Test are taken off of the back ranks first. All tests are conducted using the SPs of the front stand as the starting point. This means as long as back ranks remain the front rank commences each new Test as though it has not taken losses other than those inflicted in the current fire/melee leading to the Test.

These large stands cannot be split up to make smaller stand units.

Example of One Rank vs Two Rank Combat

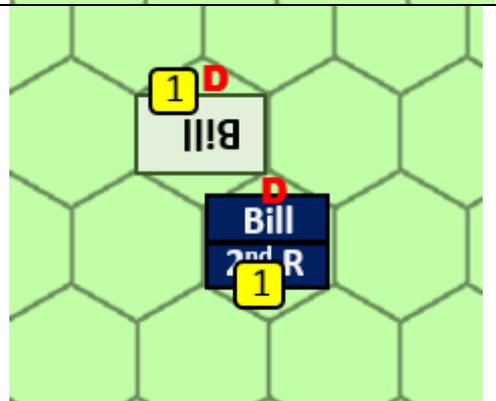
The pale single Bill stand has 5 Strength Points and has just moved to contact. It is fighting the dark blue double Bill stand which has 5SP in its front rank and 4SP in the supporting rank. The pale stand has Impact of 1 added to its 5SP so will throw 6D6. The dark stationary stand will throw 5D6. Both sides will cause hits on a throw of 6 or double 5.

We will assume that they both get one hit. They both have to take a Morale Test. Starting on 5 minus 1 for the single hit they will take permanent losses if they throw more than 4 on a single D6.



Both sides are unlucky and throw 6. Because neither side is beaten [their morale loss was identical] they lose 1SP each and become disordered. They are now engaged in an ongoing melee.

The pale Bill stand has now had its SP permanently reduced from 5SP to 4SP. The dark double Bill stands has had its rear rank stand reduced to 3SP permanently, but as the losses came off of the rear rank the front rank is still at full strength, 5SP.



In the next round when they fight again the pale Bill will lose 1D6 for being disordered and 1D6 for the SP loss being reduced to 3D6. The dark Bill stand will only lose 1D6 for being disordered and will fight with 4D6.

8.0 Recovering from Disorder

A stand that wishes to rally must take an Order Test. If it passes it can then move or fire at full effect. If it fails it rallies but cannot move or fire or attempt to go onto opportunity.

8.1 Order Test for recovering from disorder.

Throw 1D6.

A class stands pass on 3,4,5,6.

B class stands pass on 4,5,6,

C class on 5,6,

Stands can add +1 to the Test if a leader is in their hex or a leader is attached to a group that is attempting a group recovery.

Subtract 1 from the roll if the testing stands are more than 6H from their leader in a well trained army, or 4H in a poorly trained one.

A stand cannot attempt to rally from disorder if it is in close combat.

9.0 Impetuous Stands

Some stands are identified as impetuous on the army lists. These stands are hard to control and are liable to move uncontrollably towards the nearest enemy stands. Rules for how impetuous stands act may vary from scenario to scenario. These are the standard rules only.

9.1 Poorly trained Impetuous stands

If the stand commences its move within 5H of enemy stands, which are visible and in the front of the stand then unless the impetuous stand is on opportunity it must:

- move straight ahead a full move towards the nearest enemy in the impetuous movement zone. If they enter the zone facing on an angle relative to the nearest enemy they must turn towards the nearest enemy stand as soon as possible and advance accordingly. If several stands are at same the range it can choose which one. The closest stand is determined by how many movement points would be used to get to it [turning in the hex for those stands that cannot turn and advance out of the hex in the one move counts as the full MPs for their full move].

If the impetuous stand is not disordered it may move 2 moves to contact an enemy but is not required to.

- Instead of advancing the stand may take an Order Test to put it on opportunity. If it is already disordered it may Test to rally, then Test for opportunity. If it fails it must advance as above.

9.2 Steady Impetuous stands

A steady impetuous stand which commences its move within 3H of enemy stands, which are visible and in the front 2H arc, then unless the impetuous stand is on opportunity it must do as above *if it moves at all*. It can choose to stay completely stationery instead of charging.

9.3 Factors affecting impetuous responses

When determining if an impetuous stand can see enemy stands and must attack them visibility is blocked by terrain and by friendly stands.

Impetuous stands are not required to charge skirmish infantry

Impetuous infantry are not required to charge cavalry

Impetuous stands will not leave field defences to attack and unless a scenario says otherwise will not cross a creek or river they are defending to attack.

An impetuous stand ceases to be impetuous once it has lost half of its SPs.

10. Melee

All stands have an Impact Factor [IF] which can be found on the army lists. Only stands with an Impact Factor greater than 0 can charge [move to contact] an enemy stand.

The only exception to this is light cavalry with an IF of 0 who can charge Sk or into the flank or rear of units if they start behind the target units front face line. Most infantry will not charge MC or HC. Those infantry that can move to contact cavalry will be specified in the scenarios [eg Swiss Pike or Scottish Schiltrons].

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10.1 Melee Overview

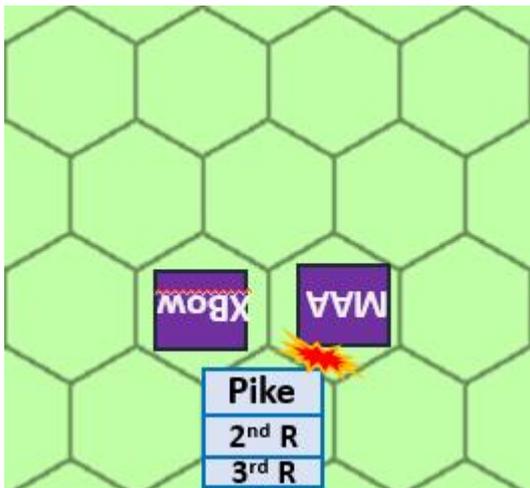
Melee is handled similarly to firing. Each stand has a core number of strength points [SP] which is found in the strength point column of the Army List. This is the base strength of the stand and equals the number of D6 that it throws when fighting in close combat. This number of dice is modified by factors in the other columns in the Army List as well as various terrain and tactical factors which are found on the Summary Sheet. The loser of the melee is the side which takes the greatest morale loss as a result of the Morale Test.

10.2 Determining opposing stands – Battle Stand Definition

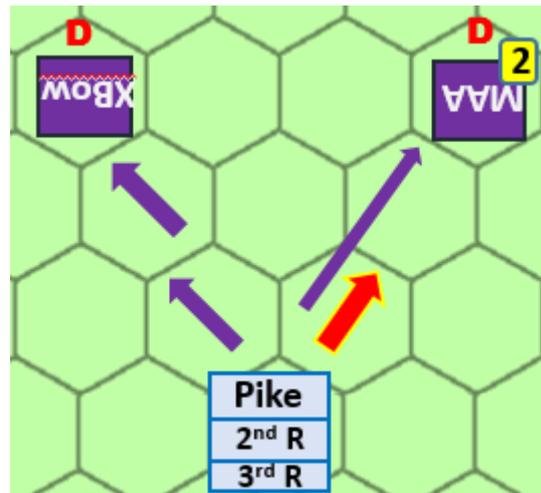
In a melee there is only 1 Battle Stand on each side. Other stands contacted are considered supporting stands to the Battle Stands. Both sides throw dice. A stand in melee always gets to throw at least 1D6.

If a stand charges into contact with more than one enemy stand it can choose which of these is the opposing Battle Stand. There are conditions on this:

- The opposing Battle Stand when you are pursuing a defeated stand will be the stand you are pursuing.
- If you contact a Combat Stand and a Support Stand the Combat Stand will be considered the Battle Stand.
- If one opposing stand is contacted on its front 2H and the other on its 4 flank/rear hexes the combat is with the facing stand. In this case the non facing stand does not count as a support stand and does not add to the combat. It does however have to retreat in disorder if the Battle Stand loses the Melee.



A block of Flemish Pike have charged into a French dismounted Men at Arms stand and a French Crossbow stand. The MAA stand HAS to be the defending Battle Stand as it is a Combat Stand. The XBow as a Supporting Stand will be a supporting stand in the Melee. The MAA are SP6 so they get 6D6, the XBows are 4SP, they add half of their strength 2D6 to the melee giving the defenders a dice roll of 8D6. [Note that before the melee begins the XBow stand would have got to use Supporting Fire on the Pikes at half strength]



The Flemish Pikes win the Melee and the MAA suffer 2 permanent SP losses and have to retreat in disorder. The XBow as a supporting stand do not take any losses but do become disordered and have to retreat.

The MAA retreat their maximum distance of twice their normal move which is 1MP times 2. If the Flemish Pike wish to pursue they must pursue the Battle Stand which was their main foe in the melee, they cannot choose to pursue the Shot. As non impetuous foot they can only pursue 1 hex.

10.3 Impact Factor

A Stand charging into melee or contacting an enemy when pursuing will add its impact factor from the army list. There are conditions on this:

- Infantry can only add this factor when fighting other infantry.
- Cavalry don't get Impact when attacking Pike or Long Spear armed infantry frontally, or if they hit these stands in a flank but started in front of their front base line.
- Some terrain removes the Impact Factor as detailed in the summary charts
- No-one gets impact attacking Longbows behind stakes.
- A stand must move at least one hex to get the bonus, just turning to face an adjacent enemy does not give an Impact bonus.

In most cases once a stand has lost one of its strength points then its impact is reduced to one only. Some stands maintain Impact Factors higher than one after losses. These are covered in the Army Lists and the scenarios.

10.4 Weapon and Terrain Factors

10.4.1 Pike

If they are attacked through their front face hexes Pike will get an extra 1D6 per extra rank when fighting foot. They get an extra 3D6 per rank when fighting mounted stands who attack them frontally.

10.4.2 Long Spears

If they are attacked through their front face hexes Long Spear Stands will get an extra 1D6 per extra rank when fighting foot. They get an extra 2D6 per rank when fighting mounted stands who attack them frontally.

10.4.3 Uphill Bonus

A stand that is on a higher hex than its opponent gets an additional 1D6, even if it is being attacked in the flank or rear from a lower hex.

Other terrain effects are detailed on the Summary Sheet Terrain Factors page. Specific scenario based factors will be included with the scenario notes.

10.5 Rear and flank attacks

Stands contacted *and attacked* on one of four rear hexes automatically become disordered but only if the attacking stand started from behind the front face line of the defender and moved *at least 1H*. All attackers facing 1 of the four rear H get +1D6 for fighting flank or rear. Stands continue to get +1D6 in an ongoing melee if the attacked stand cannot turn to face them.

Heavy cavalry which contact the flank or rear hexes who started from behind the front face line of the defender and moved *at least 1H* get +2D6 on the turn they contact.

A stand which commences its turn in an ongoing melee with its flank or rear to an attacking stand can turn to face its attacker if there is no other stand attacking it from the front. It can automatically turn any number of faces to do this and will not disorder.

10.6 Hitting Skirmishers

Any formed attacking combat stand aiming to hit a formed enemy can push through enemy skirmish stands in the open. Sk who do not evade are automatically destroyed. They can stand and fire before destruction if attacked frontally. They can stand, defensive fire and fight in cover or difficult ground. If hit in the flank or rear by a battle stand they will be destroyed without fighting.

Even if the Sk are only a supporting stand to a stand which has been charged they must evade, or fire/die as above. Sk stands which start a turn with an enemy stand in their front face must break off.

Sk can stand and fight normally against LC who contact them frontally. Sk can fire defensive fire against LC if contacted frontally. If contacted on a flank/rear by LC the Sk will be destroyed immediately without firing if the charge commenced behind their front face hex line.

10.7 Supporting stands

If a stand is in contact with 2 or more stands only one of these will be the Battle Stand. The rest may be a supporting stands. To be a supporting stand in a melee the stand must have one of its front face hexes facing the enemy Battle Stand. A supporting stand can only support 1 Battle Stand at a time. If it is facing two enemy stands which are in combat with friendly Battle Stands the controlling player decides which melee they will support.

A supporting stands adds half [rounded up] of its adjusted Core Strength D6 value to the Battle Stand's dice. Supporting Stands do not take losses as a result of the outcome of the melee, but they will become disordered and retreat if the Battle Stand they are supporting loses the melee.

If a stand joins an ongoing melee later in the round the melee will reignite still using the original Battle Stand with the new stand being a supporting stand.

11.0 Melee Results

Melee results are determined like Firing by taking a Morale Test [Section 7.0]. Both sides work out their morale losses and compare the result. To determine the winner of the Melee you need to compare the morale losses. The side with the greater morale loss loses. If you lose a melee you can lose a maximum of 2 strength points from your Battle Stand and the winner can lose 1 SP. You will only take 2 SP losses if you lose a melee and your morale loss was at least 2.

11.1 Melee Result Exceptions

- Cavalry fighting infantry can only suffer 1 SP loss even if they lose the melee unless they are fighting pikes or long spears frontally when they can lose 2SP.
- LC fighting any will only lose 1 SP at most.
- Sk in combat can never cause more that 1SP loss.
- LC/MC in combat will bounce up to one normal move away from the melee in disorder if they do not win in one round maintaining facing. Where the combat involves stands of this nature on both sides it is the attacker who bounces. HC can choose to stay in contact or bounce.
- HC who started behind the front face line of infantry and contact the infantry in the flank or rear can cause up to 3SP damage if they win the melee in the turn they charged in.

11.2 Eliminated Stands

If it is the only stand in the melee a stand that loses enough SP to be eliminated always loses the melee regardless of the morale loss result. However, if there are support stands and with their support the eliminated stand causes more damage than its opponent then the result is as for standard melee results except that the support stands cannot pursue the beaten stand.

11.3 Ongoing Melee

If the morale loss in the melee is equal then all of the stands stay in contact [except cavalry as above] the 2 Combat Stands take a maximum of 1 SP loss each, and the melee is marked as an **ongoing melee**. [Use an indicator to show which of the stands are the primary Battle Stands]. The same outcome occurs if neither side hits the other so that there is no morale test, or if only one side has to test morale but passes the morale test.

11.4 Reigniting On Going Melees

Within the one turn an ongoing melee can be reignited several times in a variety of ways

- If a stand from another command charges into an enemy Battle Stand which is in an ongoing melee it will restart the melee and join it as a support stand
- If a stand which was in a separate melee defeats its opponent and is in front face contact with an enemy Battle Stand which is in ongoing melee it will restart the melee and join it as a support stand

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- If a stand contacts an enemy *support stand* which is supporting an ongoing melee without contacting the Battle Stand it will pull the support stand out of its current battle and start a new battle with the support stand as the new Battle Stand.

12.0 Retreat

The stand/s that lose a melee retreat up to double their normal forward movement distance maintaining facing and moving away from attacker [including going forwards if beaten from the rear]. Any support stands retreat also as above becoming disordered.

Stands will retreat into a hex with the following preference

[1] A clear H without an enemy ZOC

[2] Through a friendly stand disordering it. A stand will continue to retreat through occupied friendly hexes until it is clear of them. Retreating stands can land in the same H as friendly Sk pushing them back. Stands that can interpenetrate friendly stands can retreat and be retreated through without causing disorder.

[3] Through an enemy ZOC. A stand forced to retreat through an enemy ZOC loses 1 strength point for each enemy ZOC it passes through.

[4] Move sideways around enemy stands or impassible terrain losing 1 SP for each sideways move.

Artillery who are defeated in melee are always destroyed even if they are just supporting stands. A stand that retreats off the board is counted as destroyed.

12.1 Retreat and rear attacks

You cannot retreat through an enemy stand [except sk], and stands are destroyed if beaten when surrounded by enemy battle stands on all 6 sides.

A stand which is pushed back which has enemy stands facing both of its 2 rear hexes, whilst being attacked on one of its front face hexes will retreat sideways to escape losing extra strength points for sideways movement **and** moving through an enemy ZOC. If it is only attacked on 1 rear H whilst being attacked on one of its front face H it will take the avenue of retreat through the open rear H losing 1 extra strength point.

12.2 Retreating off of the board.

A stand that is beaten adjacent to a board edge where that is the way it has to retreat is removed from play and the points lost.

Only a stand that commences its retreat turn adjacent to a board edge is forced to retreat off. Unless it is an elephant where its mandatory retreat distance will carry it off. If a stand is defeated and has behind it one or more stands and then the edge of the board it is not forced to retreat through them and then off of the board. Instead it can move sideways after retreating 1 hex, but will lose an extra strength point for every sideways move it is forced to take [as well as any for moving through any enemy ZOCs etc] until it is clear.

13.0 Pursuit

Combat Stands that win a melee may pursue in some circumstances, some stands *must* attempt to pursue. A D6 is rolled to determine this. Only the main Battle Stand in the melee can pursue, support stands do not.

Impetuous stands must pursue. They will pursue 1H on a roll of 2-3, 2H on a roll 4-6, 3H on 6 if they can move that far in a normal move. Other stands with a positive impact factor can choose if they wish to attempt to pursue. Throw a D6. Infantry will pursue 1H on 4,5,6. Cavalry will pursue 1H on 2-3, 2H on 4-6 and 3H on 6 if they can move that far in a normal move.

A stand can pursue when the enemy stand they were fighting is eliminated. Impetuous stands must attempt to pursue when they eliminate a stand.

Infantry will not attempt to pursue cavalry, or pursue a stand if it would bring them into contact with MC or HC even if they are able to attack such a stand in their normal move.

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A stand will not pursue if its movement would cause one of its flank or rear Hs to enter an enemy ZOC [skirmish infantry don't count].
 A stand that pursues off of the board is lost, although it does not count as lost points for the side that loses it.

13.1 Mechanics of Pursuit

The pursuing stand moves into vacated H and continues to pursue along the line of hexes taken by the retreating stand without changing facing. A pursuing stand will not move sideways in pursuit even if the retreating stand was forced to. If the enemy was destroyed continue forward in as straight a line as possible.

If a pursuing stand contacts the stand it is pursuing or a new enemy stand then another melee is fought. The pursuing stand gets Impact.

If a stand is not able to move because it is in front face contact with an enemy stand in a separate melee then the stand joins that melee rather than pursuing.

14.0 Victory Points and Winning the Battle

Every stand is worth a number of points 1, 2 or 3. These are known as the Break Points [BP] for that stand. Before the battle add up the total number of BP in each army. As stands are destroyed their points are removed from the armies total. In multi stand units each stand is worth points [eg A Swiss Pike block has 3 stands each worth 2 points, each time a stand is removed from the Pike block 2 points are removed]. Once a proportion of the total points has been lost the army will break and be beaten. The scenarios will include what proportion of points can be lost from an army before it will break. Usually between a third and a half. The first side to break loses the battle.

15.0 UNIT TYPES and EXAMPLES

Stands are classified in a variety of ways which determine how they fight, how they move and how they are affected by terrain. The army lists with the scenarios detail all of the categories which apply to each stand in the scenario.

The primary distinction between stands is whether they are Combat Stands or Support Stands. Combat Stands represent the troops whose primary role is to come into contact with the enemy and fight hand to hand.

Support Stands fulfil a number of ancillary roles, including skirmishing and missile combat. They are not generally interested in coming into close combat with the enemy. Combat Stands and Support Stands are broken up into a number of sub-categories.

15.1 COMBAT STANDS

All of the following sub-categories of stand are Combat stands. The troop types listed are only an indicative sample of the types of stand covered by each sub-category. As can be seen, within each sub-category there are different types of troops who will have their own distinct attributes. The sub-categories are particularly relevant when reading the Summary Sheet as the rules for Terrain Effects and Combat Factors are determined on the basis of the major sub-category.

HI	Heavy Infantry Dismounted men at arms, halberdiers, Feudal infantry	LI	Light Infantry Irish kerns
LSp	Long Spears Scottish, Italian militia	Pk	Pike Swiss, Low Country
		WB	Warband Vikings, Highlanders
HC	Heavy Cavalry Knights, "Archers", Mounted Sergeants	MC	Medium Cavalry Border horse, Spanish Lancers

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15.2 SUPPORT STANDS

All of the following sub-categories of stand are Support Stands. This is not a prescriptive list of stands covered by each sub-category.

Art	Artillery Cannon, catapults	Sk	Skirmishers Arquebusiers, X-Bows, handguns
Sh	Shot Bowmen, Cross-Bow Men, Early hand-guns	LC	Light Cavalry Mounted X-Bow men, Genitors, Stradiots

As can be seen, within each sub-category there are different types of troops who will have their own distinct attributes. The sub-categories are particularly relevant when reading the Summary Sheet as the rules for Terrain Effects and Combat Factors are determined on the basis of the major sub-category.

16.0 Reading the Army List

Knights have 3 Movement Points the first time they move in a turn, and 2 MP for any additional moves

The front rank of the Foot has 5 Strength Points, the back rank 4 SP. Impact Factor if charging is 1.

ARMY LIST -

English Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
<u>Knights_C</u>	CS, HC, Imp P	3/2	7	4					3
Mounted Sergeant B	CS, HC	3	6	3					3
Mounted Crossbow B	SS, LC, <u>XBow</u>	4	3	1	0	-1			1
English Foot B	CS, HI, various weapons	2	5/4	1					2
<u>Archers_B</u>	SS, Shot, Longbow	2	4/4	0	0	0	-2		2

The Mounted Crossbows are a Support Stand, Sub-Category Light Cavalry and they are armed with Crossbows

At the range of 4 hexes the Archers lose 2D6. So assuming they are at full strength and not disordered they will fire 2D6 with the front and 1D6 with the rear at this range

Appendix - Game Play Examples

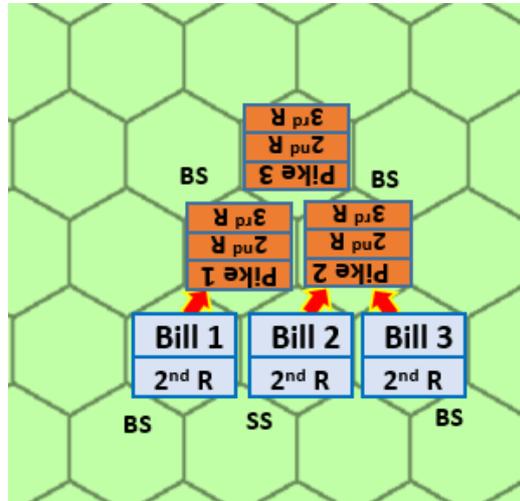
These examples are from the Proconsul ancient combat rules, but the mechanisms covered are identical to those in these Charles the Bold medieval and early Renaissance rules.

A1 - Battle and Supporting Stands Example

Three Blue French Double Bill stands have made a group move into 2 triple stands of Low Country Pikes.

The Blue player can decide which stands are the Battle Stands and which the Supporting Stands. There must be one Battle Stand for each enemy stand.

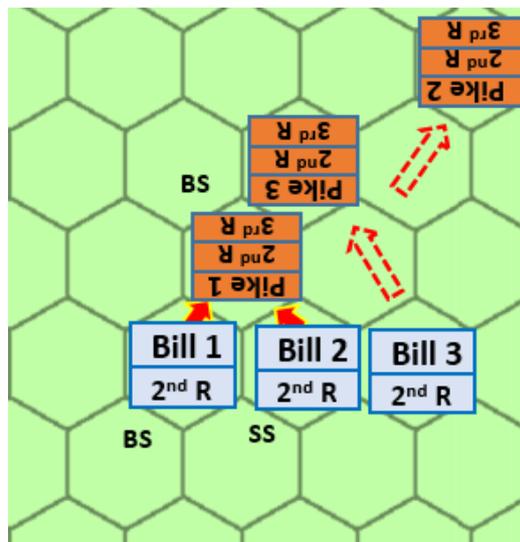
Bill1 attacks Pike1 whilst Bill3 attacks Pike2 with Bill2 supporting. The Blue player decides to attack with Bill3 first. This gives him 5D6 for Bill3s Strength Points plus 2D6 Impact giving 7D6 for his Battle Stand Added to that will be the dice for the Supporting Stand Bill2. Bill2 gets half of its strength added, in this case that is half of 7D6 = 4D6. So the Blue player gets 11D6, hitting on 6 or double 5 in total for this first fight.



Pike2 is defeated in the first fight and retreats. Bill3 attempts to pursue and fails. In the second fight Bill1 has 7D6 and Bill2 is now a supporting stand for Bill1. Bill2 does not get an impact bonus this time as that was used up in the first fight. Consequently Bill2 adds half of its base 5D6 = 3D6 to the fight giving L1 10D6 in the fight.

If the first melee had been a draw leading to an ongoing melee Bill2 would not have been able to support Bill1 as it would have been caught up in the ongoing melee and can only support one melee at a time.

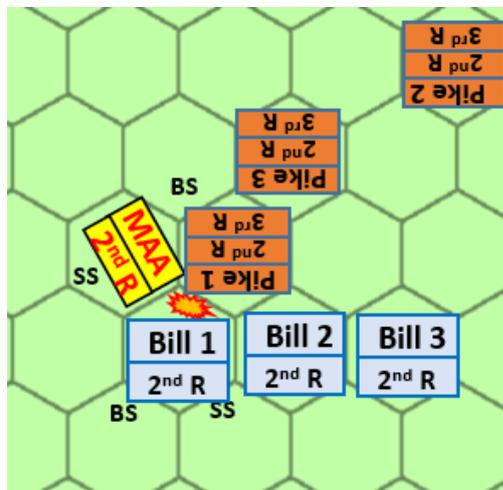
We will assume in this case that the second melee is a draw, both sides stay where they are and an ongoing melee marker is placed to indicate an ongoing fight between Bill1 and Pike1.



A2 - Reigniting Combat Example

The French Blue Command has all moved and been given Moved markers. There is an ongoing melee marker to show the fight between Bill1 and Pike1. Note that the Low Country Brown Pikes, even though they have been in combat have not moved yet. Both sides throw for the initiative and the French win again, they decide to move their Yellow Command..

A Yellow dismounted Men at Arms stand charges into the flank of Pike1. This does not start a fresh fight instead it reignites the fight between Bill1 and Pike1. Bill2 and the Yellow MAA will both be supporting stands adding half of their D6 totals to the melee.



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Bill1 wins the melee and Pike1 retreats with losses in disorder. Pike1 has to retreat through Pike3 disordering it on the way.

Even though the Blue Command has already moved and the Yellow Command is currently moving Bill1 as a victorious stand in a combat can test to pursue. If successful they will move into the hex Pike1 vacated and start a new Melee with Pike3 which will be fought immediately. If successful in that new combat they may pursue again, potentially contacting Pike1 yet again for another fight.

This tit for tat style of reactivation can continue for some time. And remember the Brown stands haven't had their move yet. They will probably start a whole new set of dynamic attacks and reactivations.

