

ROYAL ARMIES OF THE HYBOREAN AGE

A WARGAMER'S GUIDE TO
THE AGE OF CONAN



WARGAME RULES & UNIT DESCRIPTIONS

BY LIN CARTER & SCOTT BIZAR



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A NOTE FROM LIN CARTER

This book of wargame rules is based on the prehistoric world invented by Robert E. Howard for his Conan stories. It is supposed to be our own planet during an imaginary historical period Howard called the “Hyborian Age.” The various countries detailed herein were conceived by Howard as the original prototypes from which the leading nations of early history evolved: Corinthia, for instance, is Greece before there was a Greece, Turan is prehistoric Persia, Vendhya is India, and so forth. Howard was the first writer in the fantasy tradition to think in terms of an entire world, rather than just a country or two. He wrote eighteen stories laid in this imaginary age, but after his death L. Sprague de Camp, Bjorn Nyberg and myself have fleshed out some of the outlines to some stories he left unwritten, completed some fragments he left unfinished, and have worked up between ourselves several brand-new stories and novels to fill in the larger gaps in Conan’s career.

In adapting the geographical and historical system of the Hyborian Age to the purposes of wargaming, my collaborator and I have gone straight back to the existing stories for facts, hints and information, where these stories contained them. But we have not scrupled to invent out of whole cloth, where something needed to be invented. This was particularly the case when it came to national emblems, flags and colors. When Howard began this series originally, he was not, of course, thinking of the peculiar needs and purposes of wargaming, hence we have often had to supply the data he did not bother to make up.

I would like to think that my collaborator and I have invented, where we had to invent, in terms harmonious to the whole of this imaginary world, and that none of the items of information we have added to the system are jarringly out of place. In most cases our additions to the body of Hyborian Age lore are unobtrusive and quite consistent with the whole.

In this collaboration I have served in the capacity of an authority on Hyborian Age lore, since I am one of the authors currently working on extensions of the Conan epic. My collaborator is responsible for reducing and systematizing this information in such a manner that it can be used by wargamers. But we mutually agreed, after considerable discussion, on every item of data which is included in this book. And in all instances our

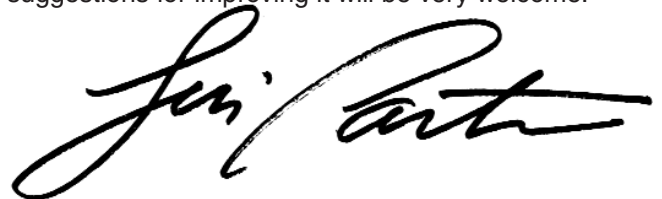
primary and overriding purpose was to make the system work in a wargame, to enhance the variety of tactical options open to wargamers, and to organize the information in such a manner as to make such wargames more enjoyable, more intriguing, and more fun.

I understand that those medieval wargames now in use and those which include real magic, are hampered and hamstrung by various unavoidable, built-in limitations or complexities. My collaborator is the expert in this area, but between us we have striven to open up the limitations, simplify the complexities, and to think our way around those problems which have heretofore made such games less than completely enjoyable. Without seriously, or even noticeably, altering the Hyborian Age world as it exists in the stories, we have arranged things so that wargamers may find their previous objections to this kind of fantasy medieval game no longer operable.

At any rate, we hope so.

Certain things have been left out of our version of Howard’s world. Khitai, or proto-China, is simply too distant from the stage of world events, to figure in Hyborian wargames. This is also true of countries like Zembabwei (Rhodesia), Angkor (Cambodia), and the rest of the Far East. We have also eliminated mention of the various nations’ capabilities for naval warfare, which includes the buccaneers of Zingara (prehistoric Spain) and the pirates of the Barachan Islands. And, when it comes to the matter of supernatural intervention into human affairs, we have simply left out the Gods, since to include them would needlessly complicate the power structure by the addition of another entire dimension; or so, at least it seemed to us.

We would enjoy hearing from wargamers and would like to know their reactions to our game. Any suggestions for improving it will be very welcome.

A stylized, handwritten signature in black ink that reads "Lin Carter". The signature is fluid and cursive, with the first name "Lin" and last name "Carter" clearly distinguishable.

Lin Carter
Hollis, Long Island, New York

INTRODUCTION

The intention of these rules is to make possible the recreation, on a table top, of the type battle described in Robert E. Howard's Conan stories. This immediately presents several problems in rule-making that are not ordinarily encountered in such a project. Robert E. Howard was not at all consistent in his descriptions of armaments and, in fact, some of the battles he describes are ancient period in flavor, while the majority of his battles are basically medieval. This requires a choice to be made for the general mood and flavor of the battlefield in the rules.

We have decided that the correct flavor for period is an early feudal period with the addition of well drilled infantry. The other obvious addition is the use of magic. This decision excludes the use of arquebusiers as such troops are from the Hundred Years War and are actually too late a period for the bulk of Conan stories. The purist might argue that arquebusiers appeared in "Conan the Conqueror" but we believe that one story with a late period flavor does not override the image of the Hyborean battlefield that was created in every other Conan story.

Another problem created by Robert E Howard's inconsistency is evaluating the importance of armor. Conan himself is described in several types of armor during the same combat sequence in some of the stories. This makes it clear that Howard was unsure of the differences between such things as scale and chain mail. What is of greater importance in the battles of the Hyborean Age is the use for which given troops were intended. As it is improper to rate troops on a detailed scale of armor type, shield size, weaponry use, etc., as has been done for the ancient period, we have elected to rate all troops in two simple ways. First, we rate them as light, medium or heavy, regardless of armor or shields. Secondly, to reflect their training and morale, we rate them as either elites (A class), regular (B class) or levies (C class). As many nations or units of nations appear in only a single Conan and some units have fluctuating armor types if they appear in more than one story, this technique of simplification allows for the role any single unit had to play within the army at war in the age of Conan.

Wargaming has come a long way in recent years toward properly evaluating the important of morale, as opposed to casualties, in determining the outcome of a battle. This new concept is a definite improvement in the

accuracy of historical simulation wargames and it cannot be overlooked. Yet, this is the only mention it will receive in these rules. This is just one more problem caused by Robert E. Howard's lack of understanding of what really goes on during a battle. Throughout the Conan stories, units fight to the last man in heroic tradition, and they often perform incredibly complex maneuvers to gain the advantage on their foes. This forces us to use a 1960's approach to wargame rules. Morale becomes secondary to casualties in the removal from action of units and more precise maneuvering is made possible than would be imagined in a feudal period scenario.

Wherever information does exist on unit descriptions we have followed Howard, but unfortunately such information is scarce in the Conan stories. Robert E. Howard was able to convey the tastes and smells of a battlefield by his forceful writing style, but he had no interest in the colors of the uniforms of the men who fought and died in the pages of his fantasies. In fact, units, which are described in given stories, will often change in later stories. An example of this is the Bossonian Archers, who are generally described as of a type with the historical English longbowmen. Yet in other stories Howard makes a point of telling us that these same Bossonian Archers found themselves outranged by Shemite archers who did not have a long bow.

Where detailed information on flags and uniforms does not exist in the Conan stories, the writers of these rules were in the enviable position of including one of the current writers of the Conan stories, Lin Carter. Thus our uniforms and flags are from the ideal source and will appear in future Conan stories.

For those who wish to see this type of study on trade patterns in the Hyborean Age, religious trends, or any serious discussion of the works of Robert E. Howard we strongly recommend the following magazines, both of which are of professional quality.

Amra
Box 8243
Philadelphia, Pa. 19101

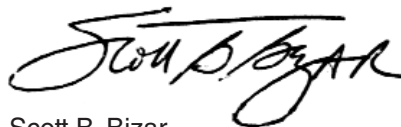
Anduril c/o John Martin
101 Eskdale
Tanhouse 5
Lancs, WN 8 6EB
England

The sizes of individual units are never specified by Robert E. Howard, though in some cases he did describe the types of units present at particular battles. All unit sizes were determined for play balance though some nations were characterized by larger size units than others by the historical model Howard used for that Hyborean state. Wherever possible we based our army breakdowns on Robert E. Howard. When such

information was not available, the breakdowns are courtesy of Lin Carter or based upon the historical model Howard had in mind in the judgment of Lin Carter. Thus, unit sizes are not to be taken as a serious treatise on Hyborean military organization as they are generally determined by playability. Army breakdowns, on the other hand, are as accurate as possible with the information provided by Howard and expanded upon by Carter.

These rules were play tested by the Greater New York Wargaming Assoc. and we wish to thank the wargamers in this group for their assistance and suggestions, especially Harold Thomas, Al Margolis, and Bryce

Sanders. In addition, we would like to acknowledge the cooperation of George Scithers in allowing us to reprint several illustrations that originally appeared in the pages of Amra and Roy Krenkel for making available to us the various illustrations, both previously published and previously unpublished, that have helped to complete this set of rules to true Hyborean tastes.



Scott B. Bizar

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ROYAL ARMIES OF THE HYBOREAN AGE

A battle in the Hyborean Age was a one day affair with all action taking place within the hours of daylight. To simulate this time limitation the wargame should last twelve turns as a maximum where each turn represents roughly one hour. As not all battles would begin precisely at dawn, players might agree, prior to beginning the action, to play for a lesser number of turns. At all times, it would be a good idea to attempt to simulate the time lost in arranging an army in the orderly array it took to begin to advance into action. In most cases an army would sleep near the battlefield and then take their battle positions in the morning after having sharpened and repaired their equipment in camp the night before. By rolling one regular die to determine the number of hours it would take to reach the prearranged battle positions and then deducting this die roll from twelve you can reach a realistic number of hours or turns of daylight available for military action.

As battles are won and lost by units of men and not individuals, unless they are in command, the battle is simulated by units of figures and not by single figures. The unit is an inseparable group of figures which goes through all movement and combat as a formed body of troops. It tests its morale as a single body and suffers all failings in its position or morale as a unit. The size and armament type of the unit is determined by the nation it is serving. Descriptions of the types and sizes of units available to the various nations can be found in Appendix I of these rules.

FORMATIONS

As units are, by definition, formed bodies of troops, they must always have a set formation. There are five possible formations that any unit may take. These formations are defined as follows:

Line – A line is formed whenever all stands in a unit are touching end to end and are facing in the same direction. The stands may not be greater than three ranks deep.

Positional Line – A positional line occurs whenever a unit is in a line formation but must bend to conform to terrain

such as woods or hillsides. Positional Line may only be taken to keep an entire unit within the same terrain and may never be formed in open ground.

Column – A column is similar to a line but must have the figures four or more ranks deep.

Road Column – A road column is simply a column with no more than three figures wide and as deep in ranks as is necessary. Only in such a formation can a unit travel on a road.

Ring - Ring is a formation not more than two ranks deep with no flanks or rear as all stands face outward from the center of this circular formation.

In addition to a formation, all units have a facing which simply refers to the direction that the figures are facing as all must face in the same direction unless they are in Ring Formation.

ORDERS

Orders are written between turns for each unit on the battlefield. These orders are followed as the turn begins and take place simultaneously – so that they cannot be changed after the player writing the orders has seen the movement of his opponent's forces.

Possible orders include:

Movement with a distance specified or to full movement allowance for the unit.

Change formation from one of the possible formations to another around a central figure in the unit.

Change facing or direction, again around a central figure in the unit.

Charge a specific enemy unit or in a specific direction. Charge with Breakthrough with Heavy Cavalry (breakthrough movement is only possible if written in orders).

Evade for Light Infantry units, which must be written to allow evasion if charged.

Units can be ordered to do any two of the above listed

actions in a turn and they must make the action ordered in the order in which it appears in the written orders for the turn. As each turn has two phases, the order of the actions is important in all cases. Orders for only one action take place in the first phase of the turn.

MOVEMENT

Movement is taken in turns of simultaneous action. Both sides write their orders for all units, as specifically as possible each turn, and then move all units as ordered. Movement takes place in two phases. A unit may do any two of the following three functions:

Change Formation (change from one to another formation)

Change Facing (change the direction the unit faces)

Move (advance or fall back up to its maximum movement distance)

It may perform one function in phase one and a second of these functions in phase two. It may not perform the same function twice in the same turn.

It sometimes becomes necessary to prorate movement when a unit is changing face or formation and is charged during the first phase of a turn and is contacted by an

enemy unit. For such purposes, a change of face or formation should be treated as 3 inches of movement – thus, a unit changing face or formation that is contacted within the first three inches of an opposing unit’s charge would be considered to still be in its original formation and facing direction. See the section on Melee.

Cavalry units have the unique ability of performing the change of face and change of formation together as a single function.

A change of face or of formation by definition may not move the unit closer to the enemy and it must be performed around the central figure in the front rank of the old formation and/or facing.

Orders must specify which function will take place in phase one and which in phase two. It only one function is being performed by a unit in a given turn, the phase in which it is to take place must still be specified.

Should one of the functions be movement the unit may move up to, but never exceed, its maximum distance listed. These distances are determined by the type of unit (Heavy or light, infantry or cavalry, etc.) and the formation it is holding. Unit types are listed in the appendices for each nation in the Hyborean Age. Maximum movement distances are indicated on the chart below.

UNIT TYPE	FORMATION				
	Line	Column	Road Column on Road	Charge	Forced March
Light Inf.	8	10	12	12	12
Med. Inf.	6	8	10	10	10
Heavy Inf.	5	6	8	8	8
Lt./Med. Cav.	18	18	24	24	24
Heavy Cav.	12	12	18	18	18
Mammoths	8	8	12	12	12
Heavy Chariots	10	10	15	15	15
Light Chariots	12	12	18	18	18

All distances are in terms of inches for 25mm figures or centimeters for 15mm figures.

All foot troops have a two inch move to the rear, without a change of face or formation.

Movement in Ring Formation is 1/2 of the maximum line move.

A forced march is a move in road column formation, when not on a road, that does not take the unit within 24 inches of the enemy during any part of the move. By definition, a unit may not forced march into a melee

situation. Should a unit using a forced march be charged or attacked by an enemy (which would be a forced march into melee), the unit’s movement must be reduced to its normal column move since the order for a forced march would no longer be possible within the rules.

A charge is a move that gives impetus into a melee situation. The final one half of a charge move must be made in a straight line.

Although foot units may only perform two functions per turn their movement can approach three functions by the

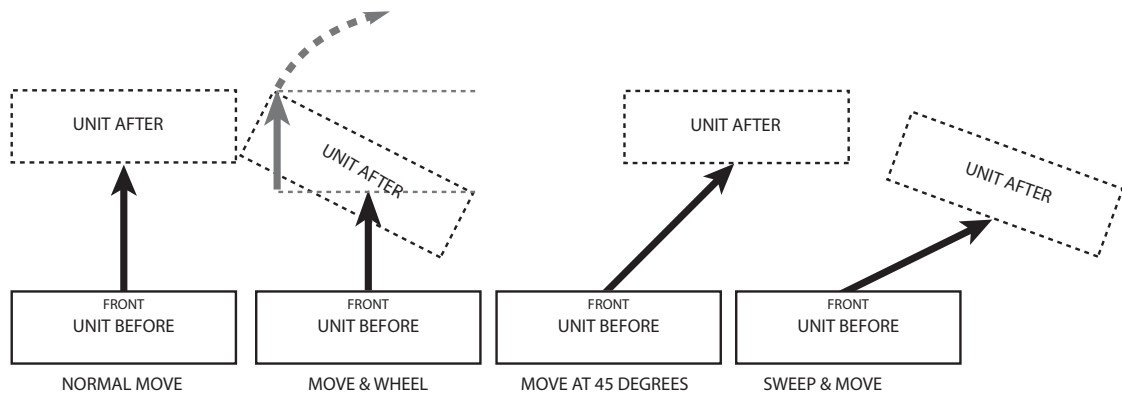
use of wheeling in their movement phase. A wheel is when one end of a given formation moves a greater distance than the opposite end, resulting in a change of facing.

Movement may be in a straight line, involve a wheel in a portion of its movement distance (up to one-half), or

move at an angle of up to 45° without changing face.

A charge move into combat that begins with a wheel, while continuing the charge for at least half of the movement or charge distance is termed “a sweep” or “sweeping movement.”

See diagram that follows.



Terrain also has an effect on movement. These effects can be found in the Terrain portion of these rules and on the summary sheet.

Units moving cannot “interpenetrate” or move through other units, friendly or enemy. Thus, movement orders should take the position of other units into account as a unit would have to stop part way through its move if it ran into another friendly unit. The only exceptions to this rule are Breakthroughs” for Heavy Cavalry, evading light infantry units, and routing units (discussed in the Morale section).

MELEE

Melee is the combat that results whenever two opposing units contact each other. Units may not change formation once melee has been entered. All expanding and contracting of formations in melee is limited to expanding a set number of figures per turn which varies by the morale class of the unit in question. Morale classes of all units are listed under the nation that has fielded the specific unit in Appendix I. Expansion and contraction limits are as follows:

- A-class 6 figures/turn
- B-class 4 figures/turn
- C-class 2 figures/turn

Thus, it might take several turns for a unit in a column that

becomes involved in a melee, to effectively become a line.

Combat results are determined by each side eliminating a number of the opposition’s castings which is based upon a percentage of the number of figures involved in the melee from both sides.

Side A rolls an average die to determine the casualties he inflicts upon his opponent. The die roll times ten is the percentage of his troops in the melee who score kills upon the opponent.

Side B does the same thing, before removing any casualties he may have received as the inflicting of casualties is simultaneous. The resulting percentage of your unit is the number of figures removed from the opposing unit as casualties.

Note that an average die or averaging die is a six-sided die without a “1” or a “6” and with those sides containing an additional “3” and additional “4.” Should average dice not be available, simply rule that any time a “1” is rolled on normal six-sided dice, it is read as a “3” and any roll of a “6” is read as a “4.”

To determine how many figures are involved in the melee, include all figures that are base contact with an enemy figure and if there are any overlapping the ends, the larger formation may count on either or both ends, two extra figures for footmen or one extra figure for cavalry.

Infantry includes one half of the second rank. There are some special cases which create exceptions to this basic rule which are best discussed later (see Pike-Armed Troops).

The basic die roll in melee is adjusted by a variety of factors which range from the formation the unit was holding to the terrain on which the melee is being fought. The first adjustment is based on the type troops involved in the melee. All units fit into one of the following categories:

Unit Type	Category
Light Infantry	1
Medium Infantry	2
Heavy Infantry	3
Light Cavalry	3
Medium Cavalry	3
Heavy Cavalry	4
Light Chariots	5
Heavy Chariots	5
Mammoths	5

Category five includes those units which have special melee features which are covered in the sections of the rules dealing specifically with these units.

In any melee involving units from categories one through four each side should determine its category. The lower category unit suffers a minus from its die roll that is equal to the number of categories it is below its opponent. For example, Medium Infantry would suffer a -2 from its die roll against a unit of Heavy Cavalry.

A unit can gain impetus in melee by charging into the melee situation. The advantage the charging unit would gain is simulated by the granting of a charge bonus to the charging unit. Both units may be charging units, in which case, both units would receive a charge bonus. Charge bonuses vary by the type unit charging as cavalry would gain a greater advantage from charging than infantry. These bonuses are listed below.

Unit Type	Charge Bonus	Post Charge Bonus
Light Infantry	1	0
Medium Infantry	1	0
Heavy Infantry	1	0
Light Cavalry or Medium Cavalry	2	1
Heavy Cavalry	2	1
Light Chariots	3	1
Heavy Chariots	4	1
Mammoths	5	1

The post charge bonus is the addition to the unit's die roll on the turns after the charge, while engaged in the same melee. Post charge bonus only applies if there was a charge bonus.

When cavalry charges infantry the cavalry unit receives a charge bonus of +2 unless the infantry is three or more ranks deep. The depth of the infantry formation would absorb and negate the charge impetus of the cavalry unit. In the opening round of melee, whether or not the cavalry has a bonus, when cavalry charges infantry, the infantry fights only one rank deep. The additional half rank only comes into play on the second round of melee.

Infantry cannot charge cavalry. Should infantry attempt to meet a cavalry charge while only one rank deep they suffer a minus one in melee that turn.

When a heavy cavalry unit charges infantry there is the distinct possibility of a breakthrough. Should the heavy cavalry inflict twice as many casualties as it receives in the first round of melee it is considered to have broken through the infantry if breakthrough is written in the orders for the heavy cavalry for that turn. The heavy cavalry may move the remainder of its charge distance through the infantry, and contact units to the rear of the original target. If its move in the breakthrough portion is in a straight line, continuing the original charge, it continues to receive a charge bonus.

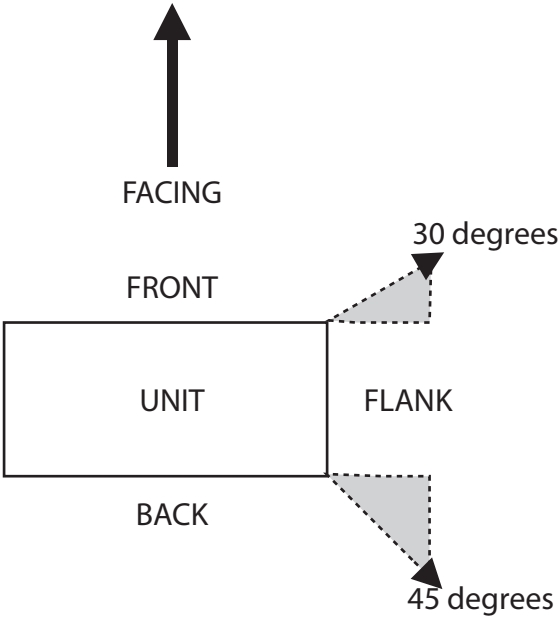
Medium cavalry may not breakthrough infantry in melee. It may have breakthrough orders hoping to totally eliminate an opponent or hoping that the opponent will fall back or rout prior to melee due to morale. The advantage that medium cavalry does have is that it receives a free turn around to fall back from melee. All other troops are locked in a melee once combat has been initiated. As long as medium cavalry has moved in a given turn prior to the initiation of melee, it has the option of breaking off the melee after one turn of combat. Thus a medium cavalry unit can order a charge and a fall back in the same turn. The charge would take place in phase one of movement. Movement back for phase two would be delayed until combat is resolved after all normal phase two movement.

After the first round of melee the medium cavalry would be allowed to turn around and move away from the melee with all movement remaining of its full movement allowance. This "split move" is only allowed for medium cavalry. Should the melee involving medium cavalry be initiated in phase two of any turn, the medium cavalry may break off melee and move away with the free turn about on phase one of the following turn. On phase two

the medium cavalry would be able to turn to face their opponents or change formation.

In any melee it is of primary importance to determine if a unit has been contacted in its flank or rear. Flanks and rear are strictly defined as indicated in the diagram that follows;

As melee on the flank or rear of a unit would play havoc with its morale there is a significant minus on their morale at this time (see Morale section). Should the unit attacked in the flank or rear pass its morale test, one rank automatically turns to face the attacker. This is the only time, outside of ring formation, that all stands in a unit will not face in the same direction. Melee proceeds as in the case of a frontal attack except that the attacker receives an additional plus one if he is attacking a flank or an additional plus two in melee if he is attacking the rear of a unit. These plus factors are for the first turn of melee only.

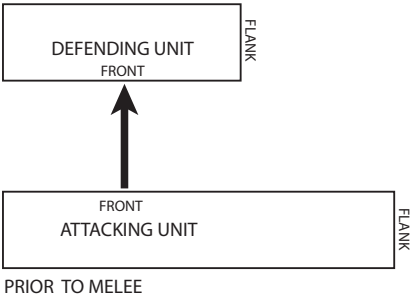


The unit that is attacked in flank or rear may only melee with one rank and may only increase the number of figures engaged in this melee by expansion. Turning additional figures to face the rear would be considered expansion as would the actual expanding along a flank. Note that formation changes are not possible when a unit is engaged in melee so that the number of figures in that unit changing face or formation is limited by the expansion rate appropriate to that unit type.

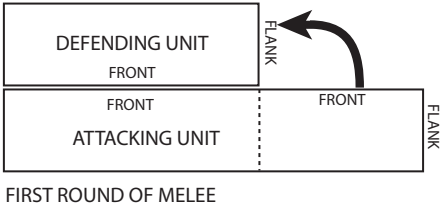
When an attacking unit strikes another unit on an angle, after determining whether the attack is to front, flank, or

rear, the attacker is allowed a final sweep to make for even frontage. Thus, a unit making a frontal charge that is ten degrees off from a pure frontal charge is allowed to sweep ten degrees and still retains its charge bonus. This is to simplify the determining of figures involved in the melee.

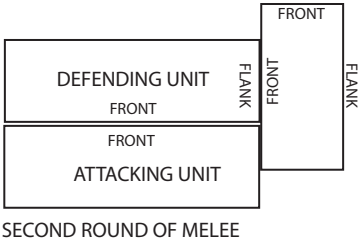
Should one unit in melee have a larger frontage than its



opponent, it will have an overlap. After the first phase of melee, in which this larger unit must maintain a straight line, the larger unit may lap around its opponent to have more figures involved in the melee. This act of overlapping will seem to create a new flank and a second, additional, rear for the unit doing the lapping. However, a unit can only have one rear so that the unit that does the lapping continues to have its original flanks and rear for morale purposes.



Thus a unit which has lapped its opponent could be charged in turn by a fresh unit that would seem to hit it in a newly created flank. Although this is visually a flank it is treated as a frontal attack. The unit that did the lapping could only place additional figures in this new melee by the usual expansion procedure. Lapping can be done as movement, even while in melee, and is not expansion.



Note that when one unit laps around another to place additional figures in melee, it does not create a new flank and rear but maintains its original flank and rear, despite appearances.

Note that a unit may change formation or face in phase one and then have orders to charge in phase two. However should this unit itself be charged and contacted in phase one, it is not then considered a charging unit and it would not receive a charge bonus.

The effects of terrain on melee, as on movement, are important but are to be found in the Terrain section of these rules.

When prorating movement—a change of face or formation is equal to 3 inches of movement. Thus, a charge of less than 3 inches would make it impossible for the defender to change face or formation.

MISSILE FIRE

Missile fire falls into several categories. These are fire from bows, hand thrown weapons, and crossbows. They will be discussed one at a time.

Bows

Missile fire from bows is to have a maximum range of twelve inches. Ranges over nine inches are to be treated as long range. Archer units fire two ranks deep but are not allowed to fire over other friendly units unless they are at least one contour above such friendly units and the friendly units are closer to them than the friendly units are to the target unit.

Such archer fire may be taken each turn and a unit may both move and fire. Firing is not a function like movement or change in face or formation. Archer fire does not have to be specified in written orders as it is always available to the firing unit should a target be or become available.

Archer fire is basically determined by rolling an average die and multiplying the result roll by the number of figures firing. Missile units may never split fire and must all fire at the same target. Thus a roll of three on the average die would be multiplied by twelve archers firing. Casualties are on a 1:20 scale so that the result of thirty-six kills would remove two figures from the target unit. Note that this is not a roster system and that kills are not carried into the next turn. Round kills of ten or greater to the full twenty and round kills of less than ten down to zero.

There are various modifiers that will affect the basic die roll by the archer unit. These modifiers are listed below.

Archery Fire Modifiers

- Range greater than nine inches -1
- Firer moved or changed face/formation this turn . . . -1
- Target moved this turn -1
- Target is uphill of firer -1
- Target is in woods -2
- Firer is Bossonian Archer +1
- Target is Infantry in 3 ranks or deeper
and not charging this phase -1
- Firing unit in fall back status -1

If either the target or firer moved in phase one they are considered as moving in both phase one and phase two. A change of face or formation is treated as movement for the firing unit but not for a target unit as their location has not changed.

The Shemite bow use by Shemite archers has a longer range than other bows in the Hyborean Age and its long range will extend to fifteen inches.

Archer fire, like all missile fire can take place at the end of phase one or at the end of phase two. A target that has orders to move in phase two can be fired upon as a stationery target at the end of phase one. A target that moved in phase one is considered to be a moving target in phase two. Pass through fire can be taken on units that pass through an archer unit's firing range or that charge an archer unit. Such units may not be fired upon if they are moving away from the archer unit and finish their move beyond the range of the archer unit. Pass through fire requires that the firer moved less than 3 inches or only changed face or formation. Pro-rate movement to determine pass through eligibility.

Should an archer unit become involved in melee in a turn in which they have fired they will be penalized an additional minus one in their melee die roll for having fired in that turn.

As most missile firing troops on foot are light troops this is an appropriate place to discuss the special abilities of light infantry units. Such units may fall back two inches like any other unit and fire, taking the movement minus factor. They may fire normally and then, in phase two, they can fall back two inches and not change face, like any other unit. In addition, light archer units have the ability to evade when they are expecting a charge. They then receive a free change of face, directly to the rear. After changing face they fall back their full movement distance, directly to the rear. In such a situation they may interpenetrate friendly units. This is the only time that interpenetration can take place without penalty as it does when one unit may rout through another. When taking

this optional evade move, the move must be specifically written in the orders for the unit that phase. The evading unit cannot fire at any time during a turn in which it has or will evade. Note that such "evasion" is a conditional order and only comes into play if the unit is charged, otherwise the normal orders for the unit are followed as written.

Should an evading light unit interpenetrate units behind it, such units may not charge in the same phase as the evasion takes place. They may charge in the following phase. An example of this in operation is a light unit falling back on an evade order in phase one which interpenetrates a unit of heavy infantry. The lights might have been fearful of being charged but the heavy infantry can not order a countercharge for that phase because it is being interpenetrated. On the following phase the light unit can again change face to face front (though it cannot fire that turn) and the heavy infantry can carry out a charge if it has been so ordered.

When light infantry evades and interpenetrates another light infantry unit, the interpenetrated unit cannot fire that phase.

Foot archer units may fire in a forty-five degree angle to either side. Horse archers may fire in a forty-five degree angle to their right side and to a one hundred and thirty-five degree angle to their left side. No unit may fire and charge in the same turn.

Horse archers are like any other medium cavalry with the addition of the bow for missile fire. They suffer no

minus for being mounted and are able to split their move, even when they are not entering melee. This type of split move does not include a free turn around. Thus, a unit of horse archers can ride along the front of enemy units, fire at them at the end of phase one, and then continue to ride away from the enemy in phase two. In this function they may use the forced march move of twenty-four inches, even though they are within two feet of their opponents. The horse archers cannot ride directly up to the enemy in line, fire, and still ride away as they would then be forced to spend phase two changing face.

Horse archers may fire only one rank deep when in line but they may fire three ranks deep to the side when in column. Thus, the horse archer unit may sweep out and back behind its lines in road column and every figure could be able to fire.

In buying troops the bow costs one additional point. Thus, a medium cavalry horse archer costs as much as a heavy cavalryman. Though the medium cavalry horse archer is minus one in melee to the heavy cavalry, the two are of equal value as the horse archer should be able to shoot one or two figure from the heavy unit in one turn. On the following turn it would be able to charge the heavier cavalry with an even chance of winning the melee.

Hand Thrown Weapons

Some armies equipped their troops with throwing weapons. These would include the Picts, the Northern Barbarians, and the Kushites. Such troops may use missile fire with a range of three inches where all such



fire is treated as long range archery fire. Only one rank may fire.

Crossbows

Certain Conan stories include crossbows. Such weaponry is definitely out of flavor to the majority of the stories and certainly not in keeping with these rules. Though we strongly recommend against using crossbows we realize that some purists will wish to use them.

Crossbows will have a range of eighteen inches with ranges greater than twelve inches treated as long range. Crossbow units, like archer units will fire two ranks deep. To simulate the slower and more difficult reloading of the crossbow, only one half of the figures in a crossbow unit may fire in any turn. Crossbows are only available to the western kingdoms and to Khitai.

Note that infantry that is three or more ranks deep is considered capable of forming the Roman style tortoise formation with their shields for protection from missile fire. This deducts one from the die roll by the firing unit. The tortoise could not be formed if the infantry unit were charging and taking pass-through fire.

Units in melee are not legitimate targets. If any portion of a given unit is in melee, the entire unit is considered to be locked into melee, and it may not be fired upon.

Example: A unit of twelve Bossonian Archers moves into long range of an enemy foot unit which is in positional line on a hill. The Bossonians roll a four on the average die. There are minuses because the Bossonians have moved and because the defender is uphill. There is a further minus because the fire is at long range, which leaves a plus one on the die. To this we add plus one because the firing unit is Bossonian for a final result of two. Multiply the two times twelve archers for a total of twenty-four or one casting killed. Had the Bossonians been able to fire without moving they could have fired in phase one without the minus for movement and then moved in phase two. Movement by the firer in phase one counts as movement in phase two.

Missile fire can be taken through gaps greater than 3 inches at units behind the front line. Gaps smaller than 3 inches block missile fire.

TERRAIN

The effects of terrain on combat, morale, and missile fire cannot be overemphasized. It is important to

remember that most armies in the Hyborean Age would seek battlefields that are flat and clear of obstacles and most battles would be fought in such terrain where there might be a few single contour or smoothly sloping hills. Some of the armies discussed in these rules were specifically designed to be able to fight effectively in the relatively rough terrain of their homes. Armies of this sort would seek battlefields with difficult terrain and are therefore not generally recommended for wargaming except in campaign situations where a campaign type map will allow for areas of rough terrain.

Examples of these type troops are the Corinthians, who would seek to defend the relatively narrow passes leading through the mountains to their homeland and therefore have no effective way to defend their flanks in an open field. Another set of examples is the Kushites and the Picts who were capable of melee in woods and swamps and also would not show well in the usual open field battle.

The more common type of hill is a single contour hill which will cause missile firing troops to take a minus one when firing at units atop such a hill. All units will move at half speed through such terrain and all will suffer a minus one in melee with the exceptions of light foot units, Kushites, and Picts.

The less common two contours or steeper hill will, in addition to the minus one in melee on one contour hill, deprive all units of their charge bonuses. Light infantry, Picts and Kushites will continue to receive their charge bonuses, but will now move at 1/2 speed.

It becomes apparent that light troops can effectively defend hills against heavier foes in melee. The same holds true of forests and swamps. Only foot units may enter forest or swamp areas and their movements will be at one half their normal speed. No charges are possible in such terrain and all troops will suffer a minus one in melee with the same exceptions as were found on hills.

Missile fire into a swamp is treated as missile fire onto a hill. Targets must be within three inches of the edge of the swamp to be fired upon. Missile troops within a swamp may only fire out if they are within three inches of the edge of the swamp. Woods are identical to swamps except that missile fire at a unit in woods is taken with a minus two adjustment to the die roll.

Units defending terrain positions may bend the usual straight line to take the positional line formation. Their defensive position will also give them a morale

advantage as is indicated in the morale portion of these rules.

Units on the edge of a second contour or on the edge of woods may charge out of this terrain area and claim their charge bonuses. This is not the case for units charging defenders on the edge of a second hill contour or in the edge of woods. Units may not charge out of a swamp and claim their charge bonuses or additional move distance for charging as the soft ground of the swamp is not firm enough to permit properly launching a charge.

Missile troops who are up a contour over intervening friendly units can often claim fire over such friendly units at targets beyond the friendly units. Such overhead fire is allowed only when the distance between the firing unit and the intervening friendly unit is less than the distance between the intervening unit and the target unit.

Roads permit faster movement by all types of troops but such troops must be in road column formation to use the road and claim the extra movement granted to a unit when it is in road column. Road column alone does not increase the movement of any troop type except horse archers. It is the combination of a road and a unit in road column which increases the maximum movement distance.

Forced marches on a road are at one and one half times the normal road column move distance. Forced marches off a road are at the road column move distance without modification.

MORALE

Morale plays a far less important role in these rules than one would expect in a medieval type game. This is due to the type of events described in the Conan stories.

The first thing to be determined is when morale tests must be taken. Basically they are taken whenever a unit enters melee with another unit. The entry of a new unit into an ongoing melee will force a morale test by the new attacker and by the defender prior to that round of melee. After melee the loser of the round of melee (the side with the greater number of casualties) will be required to take a morale test. All units will take morale tests upon losing 1/3, 1/2, and 2/3 of their original strength. Thus the winner of a melee will also have to test morale if the winning unit has been driven to 1/3, 1/2 or 2/3 casualties in melee that turn. No unit will ever have to test morale



more than twice in a given turn, once for pre-melee if entering a melee and once after all melees has been completed.

In addition, unit not involved in melee will have to test their morale if they take missile casualties that bring their total losses to 1/3, 1/2, or 2/3 of their original strength. They will also have to test morale if another unit falls back or routs within six inches of them due to a morale failure on the part of the unit routing or falling back. Such a test is not required if the unit routing or falling back is behind the unit which would not have to otherwise take a morale test that turn.

The use of magic against a unit or against a unit within six inches of the unit in question will cause a morale test to be taken after all melee is resolved for that turn. Units which begin a turn within six inches of a unit attacked with magic will have to test, while units that move from beyond this distance into such proximity of the unit

victimized by magic will not have to test for this reason as magic takes affect at the start of phase one.

All units have a basic morale which is determined by the class of the unit (A, B, or C). This morale reflects the percentage of times that such a unit will stand in combat without other modifying factors. The basic morales of these classes of troops are as follows:

- A Class 100%
- B Class 85%
- C Class 70%

Morale tests are taken by rolling two twenty sided percentage dice. One die represents the first digit of a number and the second dice represents the second digit. A roll of higher than the percentage indicated for a given unit will be a morale failure.

The basic morale of any unit will have a great many modifying factors to be added or subtracted to determine the percentage chance of that unit standing in any given combat situation. These modifiers are listed below:

- For each 10% lost thus far- 5%
- If you are at full strength+10%
- For losing melee this turn.....-10%
- If you are charging (pre-melee)+10%
- If you are infantry charged by cavalry this turn (pre-melee).....-10%
- For winning melee this turn+10%
- If charged by mammoths or chariots (pre-melee) -10%
- You are uphill+10%
- If you are attacked in flank this turn (pre-melee) ..-20%
- If you are in woods+10%
- If you are attacked in rear this turn (pre-melee) ...-40%
- If you are charging downhill (pre-melee)+ 5%
- If you are in Fall Back status-10%
- Hero with unit+10%
- If a friendly unit falls back past you-10%
- Commander or King with unit.....+10%
- If you are in rout status.....-20%
- Superhero with unit+20%
- If a unit routs past you within six inches.....-20%
- Northern Barbarian and meet magic use requirements-10%
- Infantry broken thru by Heavy Cavalry-10%
- Magic used against you or a unit within six inches of you at start of phase one-10%

Whenever a morale test is taken adjust the basic morale of the unit in question by the above modifiers to obtain the percentage change of that unit standing at that particular time. A roll on the percentage dice higher

than the morale of the unit in the given situation indicates a failure in that unit's morale.

As soon as a unit's morale fails, a roll for severity of the failure is immediately required. Percentile dice are used for severity rolls and the result is obtained as indicated on the chart below. There are no modifiers to the severity roll.

Die Roll	Result
0-35	Unit falls back one move facing the enemy.
36-70	Unit falls back two move facing the enemy.
71-100	Unit routs and loses 20% of remaining figures.

Fall back one indicates that the failing unit must fall back one normal move in their current formation to the rear. They finish this move facing the enemy and are unaffected by terrain considerations unless they may not enter a given type of terrain. In this case they stop at the edge of the terrain area. All units falling back should fall back, directly away from the enemy and seek gaps between troops to their rear. The unit falling back is allowed a free formation change to take advantage of such gaps. They may also fall back within 45° of the line of retreat that would be straight back if this allows them to fall back through a gap.

When no gap exists between friendly units to the rear of a unit falling back the unit in fall back must interpenetrate the friendly unit directly to its rear. Any units that are interpenetrated may not charge in the first phase of the following turn.

Units that fall back one turn remain in fall back status during the following turn and they may not move. Should they be forced to take a morale test they deduct 10% for being in fall back status. Should they become involved in a melee they suffer a -1 on their melee dice for being in fall back. After standing still for one full turn they regain their full unit integrity and morale and may move normally.

All units within six inches of the path of a unit falling back, unless they are in advance of the unit that fails its morale, must test their morale with a minus ten percent for the proximity of a unit in fall back.

Fall back two is identical to fall back one except that the unit that suffers such a morale failure falls back two full moves and remains in fall back status for two turns.

In the case of a rout, the unit which suffers the reverse must fall back two moves at charge speed and remain facing away from the enemy. At the start of each subsequent turn the routing unit may attempt to reconstitute its morale status by testing its morale at a minus twenty percent for being in rout status. Should the unit pass this morale test, it immediately turns around and remains in fall back status for two turns. Should the unit not recover its morale it must continue to rout toward the rear at a speed of twice its charge speed until it exits from the board.

Routing units automatically suffer a loss of twenty percent of their remaining figures when they enter rout status. This loss is to reflect the severe loss of unit integrity suffered by any unit which routs.

All units within six inches of the path of a routing unit that are not in advance of this unit must test their morale at a minus twenty percent for their proximity to a routing unit.

Routing units are not entitled to a free formation change as they are no longer true units in terms of organization. They must fall back in their existing formations and interpenetrate units to their rear if no gap large enough for their passage exists within 45° of the path directly to the rear.

Routing units that must test their morale do so at minus twenty percent and if they are caught in melee they deduct 2 from their combat die roll because of their rout status.

Should a unit in rout be forced to rout into contact with the enemy the routing unit must melee at minus two. It is also possible that a unit in rout status will be attacked and, thus, forced to enter melee in turns after its original failure of morale. In such cases it must take a pre-melee morale test and should it pass it will melee in fall back status with a minus one on its combat die roll. Should it fail the pre-melee morale test it must automatically continue to rout and lose another twenty percent of its effective personnel due to the second rout.

Woolly Mammoths and chariots may not interpenetrate friendly units to their rear. See the sections dealing with these specialized units for a full description of what results from their routing.

Flank attacks cause the attacked unit to test its morale in the pre-melee morale test at a minus twenty percent. Units attacked in the flank always fight one and one half ranks deep on the flank and cavalry may never exercise

the break through option when melee attacking or charging infantry in the flank. Additional figures may enter the melee on a unit's flank by expansion. Such expansion may force the unit to take on a formation other than one of the accepted formations as all stands would no longer face in the same direction. This is permissible but after all melee has ended and there is no longer an attack on their flank, the unit must spend the next phase changing formation to a legitimate field formation.

Attacks on the rear of any unit will cause a deduction of forty percent from their pre-melee morale test. If this test is passed the rear rank of the unit attacked automatically turns to face their attacker. Further ranks may turn by expansion in future turns or by turning the entire unit to face the rear attack on the following turn. This is a change of face while in melee and is the only situation in which such a change of face is permitted.

Units attacked in flank or rear suffers a morale penalty in the pre-melee morale test only. As they automatically turn to face their attackers with at least one rank they do not suffer this penalty in any other morale test while the melee continues unless they should be charged in flank or rear by a new attacker.

Note that units that fail their pre-melee morale tests due to attacks in the rear might be forced to fall back or rout into melee with opponents to their fronts. All such melee does not require pre-melee morale tests by either side, though tests are taken, where necessary after melee has been completed. Units that fall back or rout into melee suffer the usual minuses from their melee die rolls.

Units attacked in front and flank at the same time that fail their morale tests should fall back or rout in a line 45° from the route directly to their rear as this would take them away from both opponents to an even degree.

Units attacked on both flanks or simultaneously from front and rear that fail their morale tests are considered to have surrendered and are removed from the table. If such units are Free Company mercenaries they will change sides and suffer no morale penalty. In this case no severity roll is required and the mercenary unit will simply come under the command of their former opponent.

In multiple unit melees it is important to determine which units are winners and which are losers for that turn of melee. Each unit should compare the total number of casualties it has inflicted upon its opponents. If this number is greater than the number of casualties it has suffered that turn it will be considered to have won the

round of melee. If its own casualties are greater than those it inflicted it is considered to have lost the round of melee on the morale roll. An even melee only requires

a morale roll if the unit in question has lost sufficient figures to require such a test or if the test is caused by surrounding conditions on the battlefield.



HEROES

The armies of the Hyborean Age included individuals who could affect the outcome of any melee and who would set an example that would inspire the members of any unit with which they are serving. These heroes would add to the morale of any unit they serve with and would melee better than the average member of any such unit. Each nation will be able to purchase one hero for every 750 points they have fielded on the table. A hero will cost five times the cost of an A-class heavy infantryman if he serves on foot or five times the cost of an A-class heavy cavalryman if they serve mounted. No two heroes may serve in the same army in the same

type of unit so that any army that buys two heroes would have to have one serving with the infantry on foot and the second with the cavalry as a mounted hero.

A hero will melee like three figures though he takes up the frontage of a single figure. The hero may serve with any unit and is the last figure in that unit to be killed. Should a unit containing a hero rout, the hero may stay with the unit to increase the chance that it will be salvaged or he may immediately leave the routing unit to avoid the chance that he will be forced to leave the board.

In addition to heroes there were also superheroes like Conan himself. Such superheroes will replace two heroes when purchasing an army so that an army must field fifteen hundred points to be entitled to a single superhero. Superheroes will act as heroes and will have an even greater affect on the morale of units to which they are attached. The superhero will cost twice as many points as a comparable hero and will melee like five figures while having the frontage of a single figure.

COMMANDERS

Each side in any battle would have a commander who might be an Emperor, a King, or simply a general. Such commanders would inspire their troops to greater perseverance than would normally be expected. In a given battle either side would possibly be composed of several allied contingents. In such a case only the supreme commander in chief of the allied army would rank as a commander.

Commanders are represented by a single figure that adds to the morale of any unit to which they are attached. Commanders move at the road column speed of light infantry if they are on foot or at the road column speed of light cavalry if they are mounted. They may move from unit to unit to inspire their troops by their presence at times they believe may be crucial.

As in the case with heroes and superheroes, commanders may stay with or leave units that rout. They may not be killed in melee but may be captured or forced off the board if they decide to stick with a routing unit. In either case all troops under the command of the commander who exits from the table or who is captured must test their morale at a minus twenty percent.

A commander is captured if he is contacted by enemy units while he is not attached to any friendly unit.

Though the commander is represented by a single figure, he is not capable of melee. The presence of the commander with a unit adds to its morale but not to its ability in melee. For this reason commanders should be attached to the rear of units so as not to take up any frontage that could be better used by figures capable of melee.

WOOLLY MAMMOTHS

The use of the woolly mammoth as a weapon by the army of Vendhya was unique in the Hyborean Age. These mammoths were fearsome in frontal attack but prone to routing and trampling their own reserves. The use of woolly mammoths in Vendhya caused the Vendhyans to overlook the importance of cavalry and for this reason they had trouble guarding their own flanks. Cavalry can go around the flanks of the Vendhyan army and attack the woolly mammoths in the rear.

Woolly mammoths were use in units of three mammoths, each with a crew of four. This crew would include two archers, one spearman or standard bearer, and one mahout. The mammoths each count as a single figure for purposes of their percentage of the Vendhyan army as indicated in Appendix I. In melee each mammoth counts as four figures and is removed from play when the four figures of its crew are killed. Casualties are inflicted on one crew at a time and are inflicted in the following order: the spearman or standard bearer, the two archers, and finally the mahout. Should mammoths rout the mahouts would be expected to kill the beasts after the first turn of the rout should their position endanger friendly units in the area.

Woolly mammoths charge with a charge bonus of plus five and remain in melee with a post charge bonus of plus one. All troops melee against mammoths at a minus two so that light troops can melee against mammoths as well as heavy troops.

Woolly mammoths may not change face as a function and all such changes of face must be accomplished by wheeling as part of movement. The archers in the crew may fire as food archers and they receive no split move like horse archers. All missile fire at mammoths is at a minus one as the crews are considered to be uphill of any firing unit.

Mammoths may never enter woods or marshes but are affected by hills like all other unit types.

Cavalry suffers a minus two on their melee die roll when they are within six inches of a mammoth unit due to the affect the smell of the mammoths had on the cavalry mounts. Cavalry may never charge mammoths but it may attack them. In such a case the cavalry would melee at a minus four, minus two for their mounts unreliability and minus two for being a unit in melee with a mammoth unit. Despite these minuses, a cavalry

attack to the flank or rear of a mammoth unit will cause the usual minuses from the morale of the mammoth unit in pre-melee morale tests.

Mammoth units may never breakthrough infantry or cavalry as such an option exists only for heavy cavalry charging infantry.

Finally, when a mammoth unit fails a morale test, it may not inter-penetrate friendly units but must trample such units that block its path. It may never receive the free formation change that other units receive in the case of a fall back. Any units that it passes through suffer as many casualties from trampling as there are crew members left alive in the mammoth unit at the time of the morale failure. Thus, should a mammoth unit rout, the casualties on any trampled unit are based upon the strength of the mammoth unit prior to its automatic loss of twenty percent of surviving figures due to the rout.

The morale of all mammoth units is C-class and the cost of each mammoth with its crew is forty points. Heroes and commanders can serve with mammoth units as with any other unit type.

CHARIOTS

Chariots fall into two categories and are only used by two of the nations in the Hyborean Age. These would be the heavy, scythed chariots of Koth and the light chariots of Stygia. These two types will be discussed one at a time.

Heavy chariots appear in units of five chariots, each with a crew of two men. The percentage breakdown for the army of Koth refers to the percentage of the army that can be heavy chariots where each chariot is considered to be a single casting.

In melee each chariot fights as the number of crew figures still remaining in the chariot casting. Casualties must be taken in one chariot at a time so that a chariot casting is removed whenever two casualties are suffered by such a chariot unit. Heavy chariots have a movement rate of ten inches and a charge move of fifteen inches. Though the chariots carry archers, these archers are not allowed the split move allowed to horse archers. They fire like foot archers.

Heavy Chariots have a charge bonus of plus four and a post charge bonus of plus one in subsequent turns of melee following a charge. All infantry melees against Heavy Chariots at a minus two on their melee die.

Infantry always fights one and one-half ranks deep against chariots and the chariots may never breakthrough the infantry. The chariots will receive their charge bonus as all times, regardless of the formation taken by the unit they are charging. Chariots are treated like cavalry when they are operating against woolly mammoths so that the horses become harder to control if the chariots are within six inches of mammoth units and they may not charge woolly mammoths and claim a charge bonus.

As with mammoths, heavy chariots may not change face as a function so that they are forced to wheel to change face as part of movement. Should chariot units be forced to fall back or rout, they react as mammoths and are not allowed a free formation change to fit through any gaps in troops behind them. In a fall back they will stop upon contacting a friendly unit and remain stationary in fall back status. In the case of a rout, they will first lose twenty percent of their remaining crewmen and any chariots now without crews. The routing chariot unit will then ride over and trample friendly units they are forced to interpenetrate. Such interpenetrated units will suffer casualties due to trampling as if they had been charged by the chariots. Should they be required to take a morale test due to these casualties they will suffer a deduction of minus ten percent as if they had been broken through by cavalry.

Heavy Chariot units are B-class and heroes and commanders may serve with such units. The cost of each chariot with its crew is twenty points.

Light Chariots in the Stygian army are similar to Heavy Chariots except that they move faster with a rate of twelve inches and a charge of eighteen inches. The charge bonus for light chariots is a plus three and a post charge bonus of plus one. All infantry melees at a minus 2 when fighting light chariots.

The morale class of light chariots is B-class and they cost fifteen points apiece. Light Chariot units are made up of six chariots, each with a crew of two. The percentage of chariots listed for the Stygian army refers to chariots, not crew members so that each chariot for percentage of army purposes counts as a single casting.

Light chariots are not permitted to change face as a function so must wheel in the movement portion to change face. When they fall back or rout they are not permitted the free change of formation allowed to other troop types and they react like heavy chariots.

PIKE ARMED TROOPS

Some nations in the Hyborean Age adopted the use of the Pike, which gave their foot units a longer reach in melee with enemy non-infantry units. The national descriptions in Appendix I clearly indicate which units are pike armed.

All units equipped with Pikes will gain an additional one half rank when they are charged by units other than infantry. Thus, should a Pike unit be charged by cavalry, it will fight with its front rank and one half of its second rank in the first turn of melee. In subsequent turns it will add one half of its third rank as the length of the Pike enabled more figures to become involved in melee.

When pike units melee with other infantry units they are treated as regular infantry and the pike makes no difference. There is no additional cost in points for the pikes.

MAGIC AND MAGIC USERS

The use of magic in the Hyborean Age was limited to certain types of specialized magic users who served particular nations and had constant feuds with other groups of magic users. These types of magic users are described in Appendix II of these rules.

In general terms, magic was very seldom used on the battlefield. Stygia was probably the only nation to regularly use magic, in conjunction with its army, as a military tool. In the other nations, a given magic user might be employed by a given monarch to gain a set end, much as mercenary troops would be used. The Hyborean Age was not characterized by battles between magicians or wizards.

Magic should be employed in wargaming to add variety to the type scenarios in the Hyborean Age, not as the chief purpose for the given game. In campaign situations the suggestions in Appendix II for the use of magic users should be strictly followed.

Wizards are bought in terms of points at the point cost indicated in Appendix II for the given type magic user that would be available to a given nationality. This point cost also indicates the number of points in spells that the wizard has available to him during a battle. Spells may be used more than once in a battle as long as the wizard has points still available for magic use.

In melee, the wizard figure is treated as a light foot figure though it may not be attached to any other unit. Wizards move at the forced march speed of light foot troops and may never be used to charge or attack.

Spells are written when all other orders are written for units for the coming turn. The spell goes into affect on the following turn, or one turn after all to other orders written at the same time. It may be directed at a unit or at a geographic locale (which must be clearly indicated in the orders). When a spell is directed at a unit, the target unit must be in the front line or must be visible through a gap of at least three inches, as is the case with missile fire. Geographic area targets cannot be behind the front rank or line as such targets would be blocked from the visibility of the wizard casting the spell. Wizards cannot see through their own troops so there must be a gap, at least three inches wide, between the wizards and the target, or the wizard must be uphill of the target and use the overhead missile fire requirements. The range of spells is the depth of the table.

Wizards can be killed in melee or by missile fire. All missile fire at wizards is at a minus one due to the haze around the wizard that all wizards create prior to any battle. This haze does not cost any magic points and is automatically surrounding the wizard.

Whenever a spell is cast, there is the possibility that the spell will not be spoken properly so that it will not take effect or that it might backfire. To simulate this, each time a spell is cast, a die roll with percentage dice is required. A roll of ten or less will indicate that the spell has backfired and will take effect at the facing side of the nearest friendly unit closest to the magic user. Thus, a backfired spell will often take effect on the rear or flank of a friendly unit.

A roll of 11 to 30 will indicate that the spell was spoken improperly but that the error was minor. The spell will have no effect though the points in terms of magic were already used.

All magic users are thoroughly familiar with the spells that enable them to move rapidly through the air and that defend them with invisible walls from missile fire. These spells never fail or backfire.

The following is a list of spells available to magic users and their cost in magic points.

THE SHIELD OF AIR: Creation on an invisible wall to block missile fire on the wizard without blocking his visibility. Wall lasts for three turns10 pts.

FLYING SPELL: Spell to enable a wizard to move twenty-four inches in any direction, either by flying or teleportation10 pts.

SWORD OF FIRE: Hurling a lightning bolt at a given target unit. Bolt has the power of a charge by three heavy cavalymen with no loss of charge bonus. The target unit must be visible when the spell goes into effect . . .25 pts.

COMMANDING THE RAIN DEMON: Creation of a cloud burst or small rainstorm. The rain will last one turn and will cover a geographic area of one square foot. This spell does not cause units in the rain to test their morale20 pts.

THE EARTH-SHAKER: Causing earth tremors which inhibit charging across the line of the tremors. Cast at a geographic area and affecting a straight line with a length of two feet. All units within six inches of this line must test morale50 pts.

THE WALL OF FIRE: Creation of a wall of fire one foot in length with no real depth. This wall will block missile fire and stop all charges short. Like the earth tremors, this spell will last for one turn and will cause morale tests by all units within six inches. Should the wall of fire enter a wooded area, the woods will catch fire. The fire will spread at a rate of two inches each subsequent turn and will destroy fifty percent of all figures caught within the burning section. A rain storm spell can put out this fire . .50 pts.

RAISING THE ARMY OF GHOSTS: Creation of a phantom unit which is capable of melee. Such a unit can appear in any geographic location and will remain in existence for four turns. This unit will melee as light infantry and will be twenty-four figures. It may not charge or attack during the first turn it is on the table. Phantom units have A-Class morale75 pts.

COMMANDING THE EARTH-DEMON: Causing a landslide in mountainous areas. This spell can affect any hill of two contours or higher and will actually extend the hill three inches in the direction the land slides. Any troops caught in the landslide will receive casualties as if they were charged by twelve heavy cavalymen, always with the charge bonus. All units caught in landslides must test their morale125 pts.

THE BLACK SLUMBER: Spells are available to put heroes or super-heroes in a trance-like sleep. Such spells last for one to six turns. The hero or super-hero rolls a regular die to determine the duration of his sleep. This sleep is only available to Thoth-Amon if it is to be used against a super-hero75 pts.

COMMANDING THE WIND DEMON: Creation of a demon wind to reverse the direction of a flight of arrows causing them to hit the firing unit. This wind only lasts one turn20 pts.

Additional spell types are available to particular types of magic users and are listed in Appendix II with the descriptions of the wizards.

Magic causes the unit that is the target unit to test its morale at a minus ten percent. All units within six inches of the target unit will also have to check their morale. Northern Barbarian units were especially fearful of magic so that when magic is used against them they will test at a minus twenty percent, and Northern Barbarian units within six inches of magic use will also test.

These morale tests take place with all pre-melee morale tests. The spell takes effect at the start of phase one but the morale tests take place in phase two.

BUYING AN ARMY OR THE POINT SYSTEM

The basic point system in buying an army is quite simple. It is necessary to buy an army by points to be sure of a relatively even contest on the playing table. Despite points it must be realized that certain armies, by their national characteristics, cannot hope to defeat other armies unless the terrain is suitable for them. Such armies should only be used in a campaign context and are not recommended for general gaming purposes.

The basic cost of all figures is for B-class troops. To buy A-class troops where it is indicated in Appendix I, add one point to the cost of each figure. C-class troops cost one point less than the basic B-class figure for each figure bought. There is no cost for unit command or unit integrity.

Light infantry costs two points, medium infantry costs three points, and heavy infantry costs four points. In addition to this simply add one point for a bow or crossbow and two points for a horse in the case of mounted troops.

Woolly Mammoths cost forty points with their crews. Heavy chariots with crews cost twenty points and light chariots fifteen. This is all summarized in the table below.

Commanders have no cost in points but are limited to one to each army or group of armies on a given side. Heroes cost the same as five A-class heavy foot (25 pts.) when on foot or the same as five A-class heavy cavalry when they are mounted (35 pts.). A super-hero costs twice what a hero costs.

Please note that the class and type of all units is indicated in Appendix I as is the maximum size of the unit by nationality. The size of the units may vary in that one unit on any side may serve under strength to allow an army to have the proper troop type percentages and still meet the point requirements for a given game.

Figure Type	A-Class	B-Class	C-Class
Light Archer	4	3	2
Medium Foot	4	3	2
Medium Archer	5	4	3
Heavy Foot	5	4	X
Heavy Archer	6	5	X
Medium Cavalry	6	5	4
Horse Archer	7	6	5
Heavy Cavalry	7	6	5
Light Chariot w/crew	X	15	X
Heavy Chariot w/crew	X	20	X
Wooly Mammoth w/crew	X	X	40
Hero on Foot	25	X	X
Mounted Hero	35	X	X
Super-hero on foot	50	X	X
Mounted Super-hero	70	X	X
Wizards	See Appendix II		



CAMPAIGNS

The possibility of a Hyborean Age campaign cannot help but intrigue any wargamer as the number of nations is limited but large and diversified enough to offer interesting game scenarios. Any campaign should first and foremost involve gamers who have gamed together and who can compromise with each other. The primary reason for the failure of many campaigns is the idea that every country must have a gamer to represent it from the outset of the campaign. Any group is far better advised to assign major countries to their regular members or gamers and only fill the less important countries as new gamers become acceptable to the group as a whole.

In Appendix I there are point totals given for each nation or tribal grouping. These points are the relative strengths of these nations for campaigning purposes. The strongest nations have been somewhat downgraded for play balance, while the weakest nations have been strengthened to increase their role in a campaign. These points are only guidelines as it is the proportion of points between the nations that really matters.

It would be foolish to expect any gamer to wish to paint three thousand points for any army so that it is recommended that an army of roughly fifteen hundred points be painted which could be used in two placed simultaneously by the power with three thousand points. Such an army would not be allowed to use guard units, which are limited to one such unit to the army, in two places.

In general, a map should be devised based upon the Hyborean Age map contained in these rules. Armies should be represented by counters where each counter represents a given group of units which is recorded with the campaign secretary in a sealed envelope. Thus, all campaign movement is movement of counters upon a map or map board. Movement may be in terms of inches with deductions for terrain in rougher regions or it may be in terms of hexes should a group decide to add a hex pattern to their map.

Each map movement should equal roughly one week so that a given year of campaigning would be represented by roughly thirty-five map moves, after which time all troops would retire to winter quarters. During this period of inaction due to winter each nation would raise fresh forces to continue the campaign into the next year of game time.

Whenever counters come within a set distance or are on adjacent hexes the two armies represented by the

counters should retire to a gaming table to resolve their combat. It is recommended that they use four feet of table length for each five hundred points available to each side. Thus, a battle involving fifteen hundred points on each side would require a table twelve feet long. As few tables will exceed this length it is not recommended to mass more than fifteen hundred points in a single army. For this reason we have advised the using of a single fifteen hundred point army to represent a power of three thousand points as the same army could be used to fill two campaign armies with multiple counters.

After the battle is resolved the winner should get back three quarters of his losses and the loser one half of his losses. The loser would then be required to fall back away from the winner. Commanders should receive back a portion of their losses as many of the figures removed in a battle represent wounded men no longer able to fight in that one battle, or units that have routed or fallen back off the table that would rejoin the army after the battle had ended. During the winter period of inactivity each power could rebuild its armies up to its point allowance and thus replace troops lost in battle. Such new units would be raised in the capitals and would have to move to the winter quarters of exiting field armies.

Some form of conquest of territory should be written into any campaign so that an invader can conquer territory from the invaded and in so doing force a deduction in the points allotted to the invaded power while increasing his own point total. One way of doing this is by dividing each power into provinces where each province has a set number of points assigned to it. Capitals should have more points than outlying provinces. The capture and holding of any province for ten turns for pacification should add the point total of the captured province to the invader while the invaded power would lose the points (until it could recapture its province or gain territory of equal value elsewhere). All such point calculations would come into affect at the start of the new year's campaigning.

Should any group wish to use crossbows, such weapons would be available to the Western Kingdoms only. This same rule should apply to siege equipment as the Western Kingdoms were the most advanced in terms of technology in the Hyborean Age. It must be remembered that most battles would take place in the open as commanders did not wish to take heavy casualties by attacking heavily fortified positions. In general, a siege rule that would make it possible for an attacker to starve out a defender in a fortified position would force the defender to seek battle and to seek aid

in lifting the siege. Thus, the difficult situation created by attempting to accurately simulate assaulting a fortified position can be avoided. The siege rule should make it easier for a Western Kingdom to starve out an opponent than for the other type powers due to their possession of a siege train and better technology.

To cover the terrain for any given battle the following procedure is recommended.

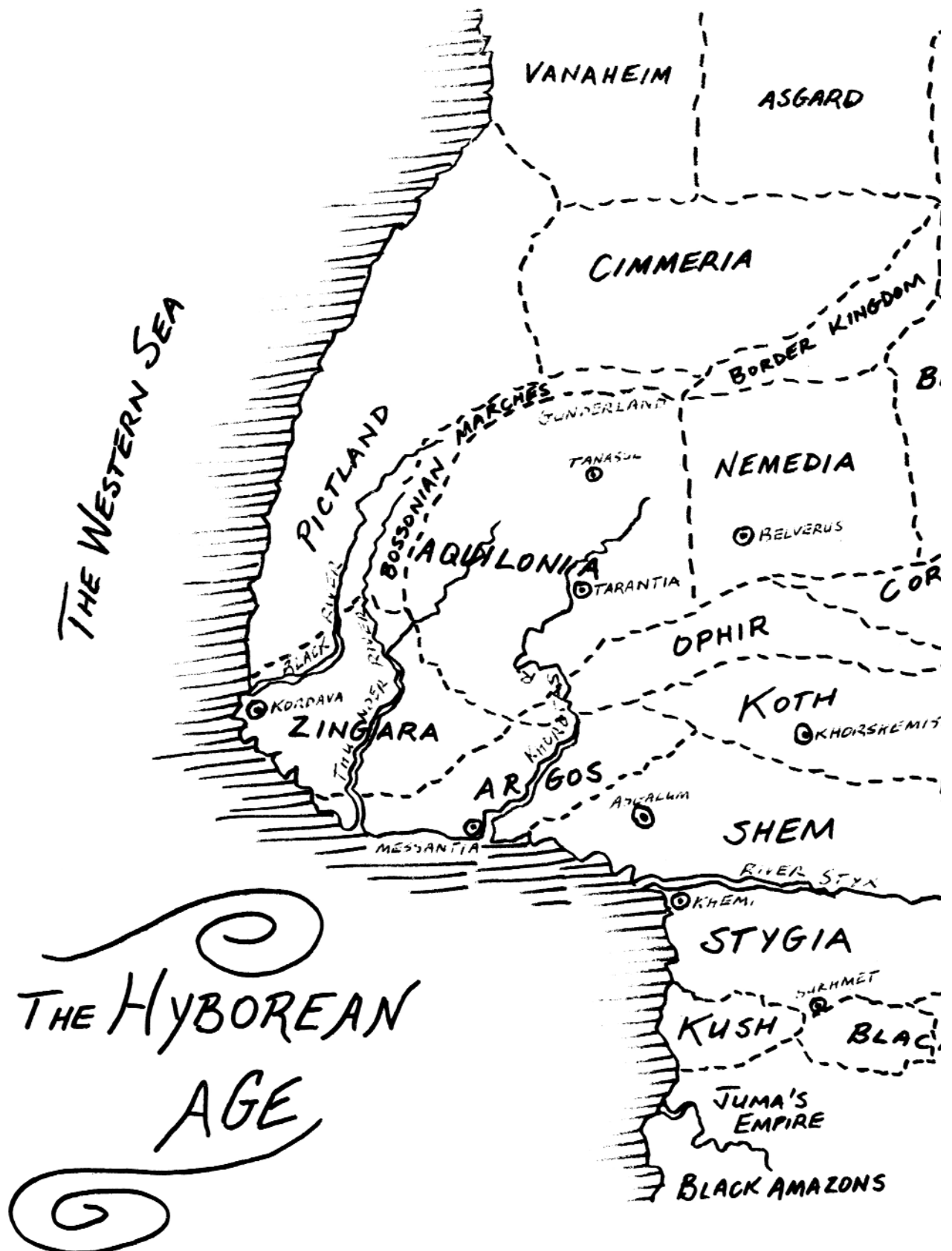
Create a set of one hundred possible terrain situations on index cards and number each card. Twenty cards should roughly approximate mountainous terrain, twenty more should indicate marshy or wooded areas. The remaining cards should indicate generally clear terrain with small wooded areas or low hills. Rivers or streams can be included but their affect must be ruled upon by the group and such rulings must be recorded on the back of the card.

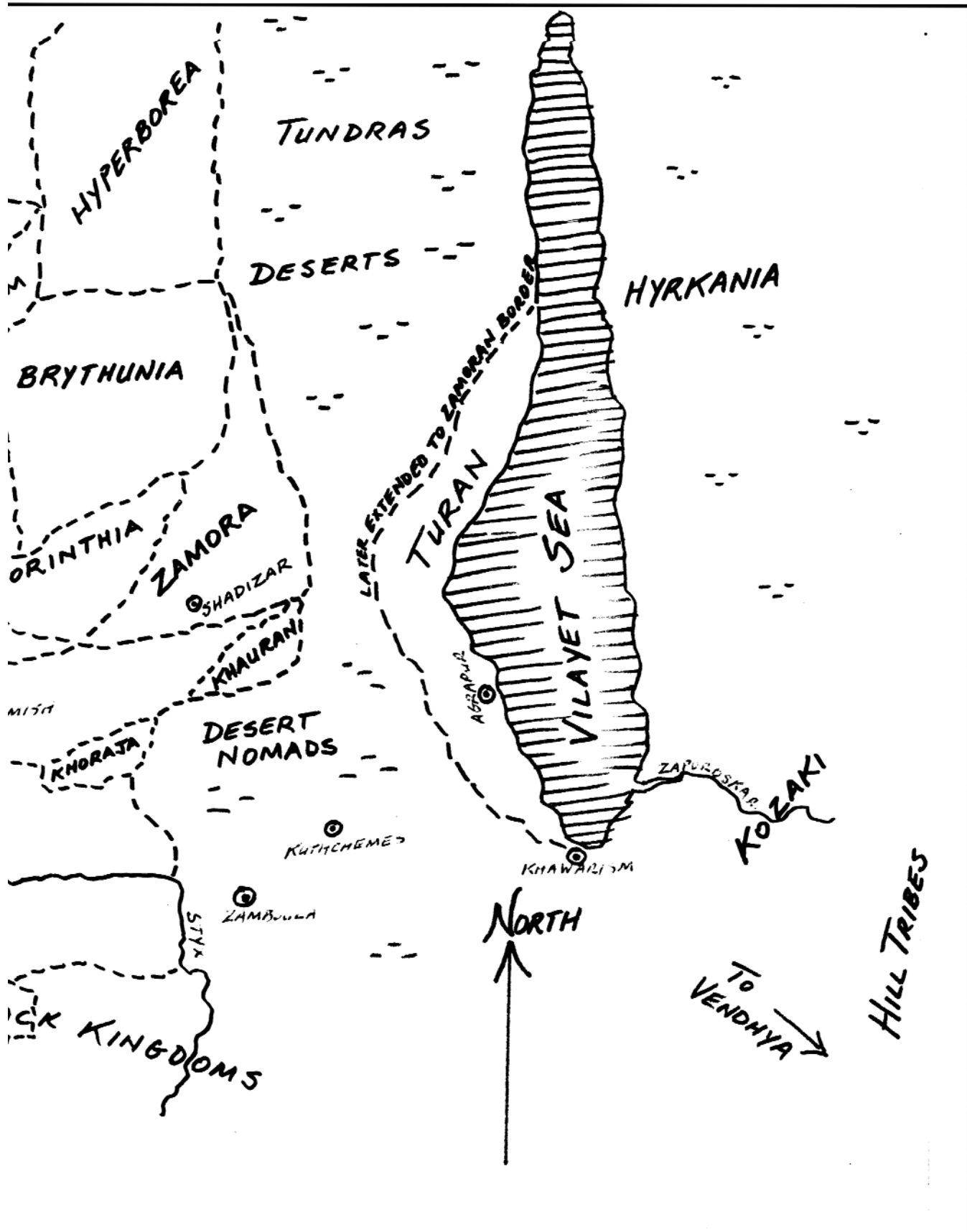
Whenever a battle situation occurs, the participants should roll a set of percentage dice to determine which card to use as their terrain for the battle in question. If the map board indicates wooded or mountainous terrain

the participants should continue to roll until they find an index card of this type. As each card will have north and south indicated and the map movement will indicate from which direction each player entered the board the terrain will be set and there will be no possibility of arguments over terrain.

In the campaign context, all mercenary units that switch sides in a given battle will remain under the new commander for the balance of the campaign year and will then rejoin their original army. Regular units that surrender are to be treated as casualties of the battle.

It would be advisable to have campaign members assigned several hundred points of Free Company mercenaries and allow them to make any deals with other powers they wish. The points attached to provinces could be assigned to a mercenary commander in return for his services for a set time period. In such a manner, the mercenary commanders could increase the size of their forces by adding forces that are linked to given provinces and are not a part of their initial point allotment which is permanent and not dependent upon any geographical points.





APPENDIX I

NATIONAL

DESCRIPTIONS

The following pages are descriptions of the uniforms, banners, and types of troops in use in the various national armies of the Hyborean Age.

The unit breakdowns give the percentages of an army that could be of a given type. These percentages are in terms of figures, not points. For this purpose both elephants and chariots count as one figure each and their crew is not counted in the percentage.

Each unit is described as being of a given type. These types are abbreviated as follows:

LI	Light Infantry
MI	Medium Infantry
HI	Heavy Infantry
MIP	Medium Infantry, Pike Armed
HIP	Heavy Infantry, Pike Armed
MC	Light or Medium Cavalry
HC	Heavy Cavalry
HCH	Heavy Chariots
LCH	Light Chariots
WM	Woolly Mammoths

Please note that armament does not matter in melee unless the unit is pike armed infantry. All such units are specified. Though many units are referred to as spearmen, it is not necessary to paint all figures in the unit as spearmen. This choice is left up to the painter as the term "spearmen" is used for convenience. In fact, many of these units would have as many swordsmen as spearmen. By mixing similar figures to create a unit you can achieve a more realistic appearance. Two exceptions to this general rule are Pike Armed troops, which should all have pikes, and Vendhyan foot, which should all have spears as true spearmen.

The class of the units described is the morale grade mentioned in the rules. These gradations also affect ability to expand and contract while in melee and the cost in points of the figures as have been explained in the main body of the rules.

AQUILONIA

3000 points

Banner: Gold lion on black field

Probably the major power of the Hyborean Age. An Aquilonian army in the field could include up to 20% mercenaries. The following descriptions refer to the native portion of an army.

The Poitainian knights were the levy of Poitain and were known for their use of a two handed broadsword. These mounted knights would carry the heraldic device of Poitain on their shields and banners. This is silver leopards rampant on a red field.

The Aquilonian knights are the barons of Aquilonia and their mounted men-at-arms. These men would have their own coats of arms or would be in the coat of arms of a unit sub-commander who would be their own baron. They would use the Aquilonian banner.

The Black Dragons are the mounted portion of the Aquilonian Royal Guard and would be characterized by black uniforms and plumes, silver armor and shields, and by a regimental device of a black dragon on their shields. They would have this dragon on a white field as their banner unless Conan is serving with the unit, in which case they would use the Aquilonian national banner.

The Bossonian Archers are the elite border guard from the Pictish frontier. They would wear green or brown earth tones and plain steel. No banner for this unit.

The Gundermen are pikemen from the province of Gunderland and would all be blonde. They would tend to wear dull colors and plain steel helmets and armor. Their banner would be the Aquilonian Lion.

Aquilonian foot is the bulk of the infantry and it is made up of the men-at-arms of the various barons. There might be contingents from more than one baron in a given unit. These troops would wear the coats of arms of their baron and carry his banner. In those units composed of troops from several barons the Aquilonian banner would be carried.

The Black Legion is the Royal Guard on foot and would have uniforms like the Black Dragons.

Cavalry is 25-40% of the army. Its composition is as follows:

Unit Designation	Type	Class	Figures	% of Cav
Poitainian Knights	HC	A	12	0-50
Aquilonian Knights	HC	B	12	40-100
Black Dragons	HC	A	12	1 unit

Infantry makes up 60-75% of the army. The following is a breakdown of the units:

Unit Designation	Type	Class	Figures	% of Foot
Bossonian Archers	A	MI	24	0-25
Gunderman	A	HIP	30	0-30
Aquilonians	B	HI	24	40-100
Black Legion	A	HI	30	1 unit

ARGOS

1500 points

Banner: Purple Field with three gold balls up and down center of flag.

Most units in the army of Argos are hired from Ophir, Koth and Shem as there are very few native units. These mercenary units should be treated as native as opposed to hiring Free Company Mercenaries which could be 20% of an army for Argos.

As all cavalry was hired abroad their uniforms would be similar to similar units in their countries of origin. The same applies to the infantry with the exception of the Royal Guard, which was seldom used in battle. All units use the banner of Argos.

The Royal Guard was a unit composed of members of nobility who favored the use of gold armor and shields. Their golden shields would have three purple balls as a device.

Cavalry is all hired and is B class heavy cavalry in units of twelve figures. Cavalry was 25-33% of the army.

Infantry is broken down as follows:

Unit Designation	Type	Class	Figures	% of Foot
Hired Spearmen	HI	B	24	50-90
Shemite Archers	LI	B	18	10-25
Royal Guard	HI	A	30	1 unit

BLACK AMAZONS

500 points

No Banner

Though not a true nation, the Black Amazons could field a force large enough that it should not be overlooked. Their army would be all infantry and it would include elite light archers. The Black Amazons would have uniforms in the sense that all women in a given unit would wear the same animal skins or colors. Below is the breakdown for their army:

Unit Designation	Type	Class	Figures	% of Army
Regular Infantry	MI	B	36	50-100
Light Archers	LI	B	18	25-50
Elite Archers	LI	A	18	0-25

Black Amazon Medium Infantry would be able to move as lights in rough terrain and would not suffer the usual medium penalties.

BRYTHUNIA

1500 points

Banner: Black horizontal bar in Red field.

Brythunia is not a true nation in terms of having a capital city or a true national currency, but it could field large forces in times of war. It is rich in cavalry but very poor in archers. There would be no guard units, but the Brythunians have adopted to a limited degree the phalanx of the Corinthian military.

There would be no real uniforms as a nation but individual units might adopt a uniform under a given war leader. The only general information suggests that all Brythunian troops would favor the color red.

A Brythunian army would not include any mercenaries.

Cavalry would make up 50 to 100% of the army.

Unit Designation	Type	Class	Figures	% of Cav
Medium Horse	MC	B	12	60-100
Heavy Horse	HC	B	12	0-40
Heavy Horse	HC	A	12	0-20

Infantry would make up 0-50% of the army as follows:

Unit Designation	Type	Class	Figures	% of Foot
Medium Spearmen	MI	B	24-30	60-70
Medium Pikemen	MIP	B	36	10-20
Heavy Pikemen	HIP	A	36	0-10
Levy Archers	LI	C	12	0-10

CORINTHIA

750 points

Banner: Varies by city state.

Corinthia is actually composed of independent city states which league together in time of war. Each city state would contribute entire units to the army and these units would carry the banner and shield device of their own city. Examples of such devices are a stylized horse head, a wolf's head in profile, and a hawk in profile with wings folded.

The Corinthian army depends upon heavy infantry which is armed with a pike to compensate for the small numbers of cavalry in the army. The army of Corinthia totally refuses to use the bow as this is considered an unmanly weapon.

The cavalry makes up 5-15% of the army and is all heavy B Class cavalry in units of 12 figures.

The infantry is entirely native and is 85-95% of the army. Its breakdown follows:

Unit Designation	Type	Class	Figures	% of Foot
Civic Militia	HIP	B	36-48	67-100
Elite Infantry	HIP	A	36	0-33

DESERT NOMADS

500 points

No Banner

The desert nomads are organized in tribal units and are not a true nation. Like the Black Amazons, they are useful only in campaign situations as they are not a true army. They would be capable of fielding a force composed solely of medium cavalry which demonstrates their need for allies in large battles. They would tend to wear white and off white shades.

Unit Designation	Type	Class	Figures	% of Army
Medium Cavalry	MC	B	12	25-100
Elite Cavalry	MC	A	12	0-25
Horse Archers	MC	B	12	0-50

HILL TRIBES

500 points

No Banner.

Like the Desert Nomads, the Hill tribes are not a true nation and they too are a cavalry force. The hill tribes would rely solely on horse archers and the breakdown by class as follows:

Unit Designation	Type	Class	Figures	% of Army
Horse Archers	MC	A	12	0-20
Horse Archers	MC	B	12	47-90
Horse Archers	MC	C	12-18	10-33

HYRKANIA

1000 points

No Banner.

Despite its large size, Hyrkania is sparsely populated and does not have a true national organization. Yet it is more a nation than the various barbarian groups. There would not be any mercenaries in a Hyrkanian force and the army would generally rely on cavalry. The Hyrkanians most resemble the Huns or Mongols.

There would be no uniforms though Hyrkanians favored bright colored silk trousers and dull colors elsewhere. Individual units might carry colored banners chosen by their chief.

Infantry would only be present in Hyrkania for defense. Infantry would never be more than 50% of a Hyrkanian army and would never leave Hyrkania. Infantry types are as follows:

Unit Designation	Type	Class	Figures	% of Foot
Garrison Spearmen	MI	B	24	67-100
Levy Archers	LI	C	12	0-33

Cavalry would be the entire force used outside of Hyrkania and at least 50% of any army within Hyrkania. Below is the breakdown of Hyrkanian cavalry types.

Unit Designation	Type	Class	Figures	% of Cav
Horse Archers	MC	A	12	0-33
Horse Archers	MC	B	12	0-33
Horse Archers	MC	C	18	33-100

KHAURAN AND KHORAJA

500 points

Banner: Khauran—solid green

Khoraja—pink field with a diagonal bar of silver

Khauran and Khoraja are two Arabian Nights city states that band together in time of war. Their armies are virtually identical and each city should have 250 points. They are capable of hiring mercenaries but these would be Shemite archers or Desert Nomad cavalry and should not exceed one unit of each.

As in most organized nations, the troops of Khauran and Khoraja favor the colors of their banners for their dress. They would wear white and off white tones with the trim in the colors of their banners.

Cavalry would make up 60-75% of their armies and its composition is as follows:

Unit Designation	Type	Class	Figures	% of Cav
Mailed Nobles	HC	A	12	0-15
Mailed Lancers	HC	B	12	0-20
Regular Cavalry	MC	B	12	33-50
Horse Archers	MC	C	12-18	33-50

The infantry would be 25-40% of the army and would have the following organizations.

Unit Designation	Type	Class	Figures	% of foot
Regular Spearman	MI	B	24	67-75
Levy Archers	LI	C	12	25-33

KOTH

1500 points

Banner: yellow field with a black triangle in center

The army of Koth is traditionally strong in archers and relies on these archers, heavy chariots, and the Royal Mailed Cavalry to deliver its punch. The infantry is of average quality and not as heavily armed as the kingdoms of the West.

Troops all favor white and off white shades with yellow as the most common trim color. Plumes and shields are yellow and shields would bear the black triangle of Koth.

The archers of Koth would all be Shemites with the long range Shemite bow. There would also be a Shemite archer in each of the heavy chariots. These chariots carry a crew of two (one spearman and one archer) and would have scythes attached to the wheels. The chariots themselves would be of heavy wood with steel wheels and trim.

The army of Koth breaks down as follows:

Unit Designation	Type	Class	Figures	% of Cav
Shemite Archers	LI	B	18	40-60
Regular Spearmen	MI	B	24	40-50
Royal Cavalry	HC	A	12	0-10
Heavy Chariots	HCH	B	5	0-10

KOZAKI

500 points

No Banner

The Kozaki do not compose a true nation but are formed in bands under their own chieftains. They would form together in an army in time of war, often to harry the Hyrkarians. Though there is no national banner, the individual units might carry a colored standard in a color chosen by their own leader.

This is an all cavalry force with the saber as its chosen weapon. The Kozaki would wear lacquered leather armor and their equipment would be plain leather. This clothing could be any color as they would have no uniforms.

Unit Designation	Type	Class	Figures	% of Army
Mailed Cavalry	HC	A	12	0-10
Veterans	MC	A	12	0-40
Regulars	MC	B	12	50-100

NEMEDIA

2500 points

Banner: Scarlet field with a gold dragon in center.

Nemedia is one of the Kingdoms of the West and is fairly medieval in flavor. The knights would be somewhat more ornate than the Aquilonians, perhaps like the Teutonic knights. The infantry would be well drilled and they would include regular archers (as opposed to levies).

The infantry, like the Aquilonian foot, is made up of the

men-at-arms of the various Nemedian barons. They would favor brown and green in their dress and would bear the shield device and banner of their own baron.

Nemedica would have a unit of guard infantry attached to the throne. This unit would wear gold armor in the Roman style with gold helmets and red plumes. The guard would wear red and would carry the Nemedian banner and shield device.

The archers would be light infantry but very professional. Like the infantry they would tend to wear green and brown.

The knights would be the barons and their mounted men-at-arms. Several figures in each unit would wear the shield pattern of their own baron. Heavy cavalry units would carry the Nemedian banner unless they were totally from the force of a single powerful baron, in which case, they would carry his personal banner.

There would be one unit of Peers or guard cavalry which would wear red and carry the Nemedian banner.

In addition to the regular army there was in Nemedica a class of professional soldiers called the Adventurers. This class was composed of second sons of noblemen who chose a professional military role as opposed to assisting their elder brothers in a secondary role. As they held no formal titles of nobility, they distained personal shield devices and banners and all carried plain steel shields and tended to wear plain steel armor. They all wore sky blue clothing as a mark of honor and were known for the use of two handed broadswords.

Cavalry would make up 25-40% of the army and its breakdown follows:

Unit Designation	Type	Class	Figures	% of Cav
Nemedian Knights	HC	B	12	75-100
Royal Guard	HC	A	12	1 unit
Adventurers	HC	A	12	0-20

The infantry would comprise 60-75% of the army and would be organized as follows:

Unit Designation	Type	Class	Figures	% of Foot
Regular Foot	HI	B	24	40-90
Regular Archers	LI	B	12	10-25
Royal Guard	HI	A	30	1 unit
Adventurers	HI	A	24	0-20

NORTHERN BARBARIANS

750 points
No Banners

The Northern Barbarians break down into three tribes or races. In a campaign situation one player might represent all three groups. In reality they constantly warred on each other and should have 500 points each. Their military organizations were identical and they all shared a deep rooted fear of magic.

All three races most closely resemble the Vikings of recorded history. They had tremendous morale and could fight heavy infantry man to man. They had no cavalry but made good use of the bow. The war bands of the Northern Barbarians had no uniforms and each warrior had his own shield pattern. The following is a description of the three tribes of races of the north.

The Cimmerians were darker than the other tribes. They have black hair and like the other northerners, favor the sword.

The Vanir have red hair and favor horned helmets. Some figures in their units should wear horned helmets and none would wear winged helmets.

The Aesir are blondes and favor winged helmets. They would not wear the horned helmets of the Vanir who are their perennial enemies.

Archers compose 20-30% of the armies of the Northern Barbarians. They would include units of veterans and some units of battle trained but not tried youths. Their organization follows:

Unit Designation	Type	Class	Figures	% of Bow
Veterans	HI	A	12	50-75
Young Archers	HI	B	12	25-50

The balance of a northern army would be heavy infantry organized as follows:

Unit Designation	Type	Class	Figures	% of Foot
Veterans	HI	A	30-36	50-75
Youths	HI	B	30-36	25-50

OPHIR

750 points

Banner: Royal blue field with scarlet disc in center

Ophir would field a well balanced army that would make use of infantry, cavalry, and archers; all of good quality. There would be regular trained infantry in both the medium and heavy category. The archers would be Shemites with the long range Shemite bow. The cavalry would be composed of knights as in Aquilonia. As a true nation Ophir would also have a unit of Royal Guard Infantry.

The regular troops would favor wearing scarlet and would use the shield device and banner of Ophir. The knights would have some units composed of individual nobles with their own shield devices and other units which would use the scarlet disc on a blue field as their shield device. All cavalry would carry the banner of Ophir.

The Royal Guard would wear Royal Blue with a Red disc on their chests, shields, and banners. They would also have gold armor.

The cavalry would all be heavy and mailed and would be organized as follows:

Unit Designation	Type	Class	Figures	% of Cav
Elite Knights	HC	A	12	0-20
Mailed Knights	HC	B	12	80-100

The foot troops would make up 67-75% of the army as follows:

Unit Designation	Type	Class	Figures	% of Foot
Shemite Archers	LI	B	18	33-45
Royal Guard	HI	A	30	1 unit
Regular Foot	HI/MI	B	24	55-67

The Regular Foot should be half Medium and half heavy units.

PICTLAND

1500 points

No Banner

The Picts most closely resemble American Indians without feathers. They can fight even up against formed infantry but would be able to move and fight better in difficult terrain. To cover this, the Picts are considered

to be Medium Infantry for combat purposes but they do not suffer the same penalties that other mediums suffer in rough terrain. They are to move as lights in rough terrain and not suffer combat subtractions to their die roll or lose their charge bonus in such terrain.

In addition, the Picts all carried throwing axes or javelins so that they will be allowed missile fire like archers with a range of three inches. All fire being taken like arrow fire at maximum range.

Picts wear animal skins and simple materials in earth colors. They would paint their faces, chests, and upper arms with blue woad. Their shields would be of animal hides or wood.

Though the Picts are organized loosely and are not a true nation they do have a King and could field a sizeable army which would be organized as follows:

Unit Designation	Type	Class	Figures	% of Army
Elite Foot	MI	A	36	20-40
Regular Foot	MI	B	36	20-40
Archers	MI	B	18	30-40

SHEM

1500 points

Banner: Varies by city state. One is a sky blue field with a gold stylized sun in center.

Shem is a geographic area composed of well organized city states that would band together in time of war. As they all share a common culture and military structure their armies are identical and individual units would carry the banner and use the shield device of their own city.

The Shemites are best known for their excellent archers who are sought after as mercenaries throughout the Hyborean age. Their bow has a longer range than any other bow in use and they have the solid morale of regular troops. In addition to archers, the various city states maintain forces of well equipped infantry in the tradition of the historical Greek hoplites. These heavy spearmen would favor white clothing with red trim.

Each city state would maintain a unit of elite Guard spearmen which would wear red tunics trimmed in white. A Shemite army, to be representative, should have only one guard unit as each city would have only one unit of this type. The army as a whole might include contingents from several city states.

Shemite cavalry would resemble Saracen mailed lancers and would be made up of the nobility of the various city states. Each unit would carry the banner of their own city and they would favor red clothing. There would also be one unit of guard type elite mailed lancers in a typical Shemite army though these would look like any other cavalry unit.

A typical breakdown for a Shemite field army is below:

Unit Designation	Type	Class	Figures	% of Army
Mailed Lancers	HC	B	12	30-40
Elite Lancers	HC	A	12	1 unit
Heavy Foot	HI	B	24	30-60
Guard Foot	HI	A	30	1 unit
Shemite Archers	LI	B	18	10-30

STYGIA

2000 points

Banner:Black Serpent on a green field.

Stygia most closely compares to a stylized version of ancient Egypt with a strong dose of magic. A Stygian army in the field is the only army that would almost invariably include a unit of magicians. The following is a description of the more conventional parts of the Stygian army. Information on the magicians or wizards can be found under Wizards in the appendices.

The army of Stygia relies upon three types of troops. These are medium spearmen, archers, and units of light chariots. There would not be any mercenaries or any cavalry in a Stygian army.

The medium infantry were spearmen who wore green tunics. Archer units were composed of regular light infantry who also wore green. The light chariots were pulled by two zebras and each carried a crew of two, a driver and an archer. Chariot crews wore white with green trim. The chariot itself was constructed of wood and painted in elaborate designs in pastel colors. The zebras would often have plumes attached to their heads and elaborate harnesses.

The following is a breakdown for a typical Stygian army:

Unit Designation	Type	Class	Figures	% of Army
Medium Spearmen	MI	B	24	45-60
Light Archers	LI	B	18	20-30
Light Chariots	LCH	B	6	10-15

TURAN

3000 points

Banner:Medium green field with silver cursive writing across the center horizontally.

Turan was a major power in the Hyborean Age and in many ways the greatest rival to Aquilonia. It can best be compared to the historical model of Moslem or Sassanid Persia. With a powerful military force of its own, Turan often used mercenaries of the elite free companies for heavy infantry and cavalry. Such mercenaries could make up 25% of a Turanian force in the field.

The following types are the Turanian native element of the type armies fielded by Turan.

Mailed Cavalry was heavily relied upon and it was similar to the heavy Saracen cavalry that fought the Crusaders in historical times. The units wore uniforms in the green tones and favored plain steel shields. They carried the banner of Turan into battle.

The basic infantry unit was regular medium spearmen who favored pale green dress and plain shields. These troops would generally carry a plain green banner.

The royal guard, called The Immortals, was heavy infantry and it was known to wear medium green trimmed in silver. Their shields were silver and they carried the Turanian flag.

A Turanian army also included levies as both foot and horse archers. The foot archers wore no uniforms but tended to wear dark green and earth tones. They, like all archer units, would have no banners.

The horse archers were levies and wore no uniforms. They could wear whatever colors the individual men chose to wear into battle and they had no banners.

Below is a percentage breakdown of troop types in a Turanian army. The cavalry was 30-50% of the army.

Unit Designation	Type	Class	Figures	% of Cav
Elite Mailed Cav.	HC	A	12	0-25
Reg. Mailed Cav.	HC	B	12	25-90
Horse Archers	MC	C	12-18	10-50

The infantry composed 50-75% of the native portion of the Army of Turan. Its breakdown follows:

Unit Designation	Type	Class	Figures	% of Foot
Regular Spearmen	MI	B	24	66-75
Immortals	HI	A	30	1 unit
Levy Archers	LI	C	12	25-33

VENDHYA

2500 points

Banner: Color varies by which prince is leading the army but all would have the national emblem in the center. This emblem is a stylized mammoth's head with gold balls at the ends of the tusks.

Vendhya is a mythical prehistoric India. As would be expected the army depended heavily upon the Woolly Mammoth. These fearsome creatures were "tamed" to carry war howdahs and used extensively in the armies of Vendhya.

Due to the crushing impact of charges by the mammoths the military in Vendhya totally neglected the development of a cavalry arm. Thus the bulk of the army is made up of medium spearmen who were well trained regulars. Extensive use was made of archers, both in the Mammoths' howdahs and on foot.

All Vendhyan troops wore yellow uniforms with unit distinctions being in the color of their sashes and turbans. Their shields were the same color as their sashes and turbans and bore their regimental insignia. These regimental insignia were generally not terribly warlike, as was often the case in European coats of arms. They were often stylized flowers or stars. The insignia was always yellow. The insignia would also appear on the regimental banner which would be the color of the units sash and turban.

Each unit of archers and each unit of mammoths was generally assigned to a given unit of spearmen and would wear the same sash and turban colors. The archers would have no banner but one of the mammoth crews would carry a regimental banner. Each woolly mammoth has a crew of four. The crew includes a mahout, one spearman, and two archers. This regimental system was based on the custom of having regiments raised and maintained by prestigious noble families so that the regimental insignia compared to the family crest carried by men at arms in the Western Kingdoms.

Whichever of the royal princes was leading the army would bring along his personal guard. This guard unit was heavier infantry and it would have the special

privilege of wearing purple as a sash and turban color. The shield would also be purple with the Royal emblem (Mammoth's head) embossed on the shield. Their banner color would vary but it would always have the royal emblem in its center.

The following is a breakdown of a Vendhyan Army:

Unit Designation	Type	Class	Figures	% of Army
Regular Infantry	MI	B	24	50-85
Archers	LI	B	12	10-25
Royal Guard	HI	A	30	1 unit
Woolly Mammoths	WM	C	3	5-8

ZAMORA

1000 points

Banner: Red Field with a white crescent in the center.

Zamora is relatively Arabic in flavor and its reliance on cavalry as a striking force reflects this. The infantry is primarily medium but due to the influence of the western kingdoms the use of heavy infantry is gaining importance.

Zamoran troops favor white and white trimmed in red. The heavy infantry might wear red. Some units carry plain steel shields while others carry a red shield with a white crescent.

The mailed cavalry is the pride of the army and some units would be more flamboyant than the infantry. They would still tend to wear red or white but might have silver shields or red plumes.

The Zamoran archers are of regular quality and would wear a white uniform with red trim. The archers would not have a banner, though all other Zamoran troops would carry the Zamoran banner.

As a well organized state Zamora might make use of free company mercenaries. These would never make up more than fifteen percent of a Zamoran force.

The cavalry would be 25-50% of a Zamoran army and it would be broken down as follows:

Unit Designation	Type	Class	Figures	% of Cav
Elite Lancers	HC	A	12	0-33
Mailed Cavalry	HC	B	12	67-100

Infantry makes up 50-75% of a Zamoran force in the field and its composition is below:

Unit	Designation	Type	Class	Figures	% of Foot
Archers	LI	B	12	20-30	
Regular Foot	MI	B	24	45-60	
Heavy Foot	HI	B	24	15-35	

ZINGARA

1500 points

Banner: Field divided into 4 sections. Sections at upper left and lower right are orange while upper right and lower left are white. In the center, where sections meet, is a black three pointed crown.

Zingara compares to medieval Spain at its height of power. Its organization is very similar to that of Aquilonia. Zingara is more centralized than Aquilonia so that the bulk of its infantry is not from the nobility's men-at-arms but is based on regular units in the national uniform of orange.

The regular infantry would have shield patterns identical to the flag or solid orange shields with the black crown in the center. They would carry regimental banners to match their shields. Some of their units might have Moorish style armor, though the bulk would be similar to the European style of the Aquilonians.

Zingara would have a unit of Royal Guard infantry which would wear orange with purple trim. They would use the pattern of the Zingaran flag for their shields and would carry the Zingaran banner with a purple fringe.

The cavalry of Zingara is composed of knights but it is from two sources. There are regular units of heavy knights in uniforms of orange with shields like the infantry which are maintained by the king. There are also units made up from the nobility in which each noble might wear his own colors and have his own shield device. Both types of cavalry unit would carry the Zingaran national banner.

In addition, there would also be a unit of Royal Guard cavalry which would be identical to the Royal Guard infantry except that it would have gold armor.

The cavalry would compose 25-40% of the force and it would have the following elements:

Unit	Designation	Type	Class	Figures	% of Cav
Regular Cavalry	HC	B	12	66-80	
Noble Cavalry	HC	A	12	20-33	
Royal Guard	HC	A	12	1 unit	

The infantry would be 60-75% of the army in the following categories:

Unit	Designation	Type	Class	Figures	% of Foot
Regular Foot	HI	B	24	65-100	
Royal Guard	HI	A	30	1 unit	
Archers	LI	B	12	0-25	

FREE COMPANIES

The Free Companies were regiments of mercenaries who were hired as complete regiments. These were experienced veterans who were well equipped and well drilled so that we consider them to be elites or A-class troops.

The closest thing to the Free Companies in history is the regiments raised by the Condotieri in Renaissance Italy. The chief difference is that the Free Companies do actually fight and don't decide battles between themselves by elaborate maneuvers without actual combat.

Commanders of Free Companies might command one or several regimental units. In a campaign situation several players might be assigned from 75-200 points each to raise independent armies of Free Companies. These players could then sell their services to the highest bidder.

The men in the Free Companies tended to wear plain steel helmets without plumes. They would wear plain leather tunics over their mail and if they wore a cloak it would be red. They would have a unit shield device to match their banner which would probably be the coat of arms of their commander. If the commander had more than one unit, each unit would have identical banners and shield devices.

The Free Companies were recruited from all races and nationalities in the Hyborean Age. Each unit would include a variety of racial types and a variety of types or armor. Free Companies would include both heavy infantry and cavalry.

If several Free Companies under the same commander are present on a battlefield they will always serve in the same portion of the battle line and can never be used to

bolster weak points throughout the battlefield as they are, in reality, a single unit, though divided into several units for gaming purposes.

The distinction between Free Companies and regular mercenaries must be clear. Shemite Archers often serve as regular mercenaries and regular mercenaries are

present in many units from any country. These regular mercenaries are not elites but are regulars. The Free Companies are independent military bands for hire and are not available to all countries. Only those countries which can hire mercenary units (this does not include the hired army of Argos) as indicated in the national military descriptions may hire independent Free Companies.

APPENDIX II

MAGIC USERS

The various types of wizards and magic users who practice the arcane arts in the Hyborean Age fit several basic categories. Each of these categories will be discussed with descriptions, abilities and point costs.

ORDER OF THE WHITE HAND was the witches and wizards who ruled Hyperborea. As a nation, Hyperborea is an empty and desolate land populated by magic users. The witches ruled the land and the wizards were their associates. No army dared to enter Hyperborea as there were no agricultural lands to support an army in the field in Hyperborea and the witches would raise legions of the dead to oppose any invasion.

All members of the Order of the White Hand were powerful magic users. They would all have dead white skin, blonde hair, and would wear skin tight, black clothes. The emblem of their order was a white hand with spread fingers which would appear on their chests.

Members of this order were able to, in addition to the regular spells, raise legions of the dead in units of twenty-four figures. These units cost ninety-six points in magic per unit and melee as light infantry. Such units never need test their morale and cavalry suffers a minus two in melee against them as the smell of their rotting flesh panics the cavalry mounts.

The legion of the dead would include warriors from all nations who had died in attempts to pass through or invade Hyperborea. The magic users buy these legions with magic points so that they can be fully replaced in future battles unless one of the magic users would have been slain in a given battle. The Order of the White Hand is reluctant to go far from Hyperborea, but none dare invade their homeland. These magic users cost 250

points each and they would tend to work in teams.

WIZARDS OF THE BLACK CIRCLE was an order of magic users in Stygia. They were often involved in political intrigues against each other, but were still able to assist the Stygian military. They worked their magic in teams and would all wear green robes with a black disc on the front and back of the robe. They were generally bald and clean shaven.

Each individual wizard from this order will cost 75 pts. so that they will work in tandem if they wish to have a major effect on a battlefield. They may only serve with a Stygian Army.

WHITE DRUIDS most resemble the traditional Western image of a wizard. They wore the traditional wizard hats and long white robes. White Druids would have long beards and would carry either plain wooden staffs or golden sickles. They are resident in the Pictish wilderness and in the Bossonian marches so may serve with the Picts or the Aquilonians. Due to their hatred of the Wizards of the Black Circle, they could often be induced to serve against Stygia.

The White Druids should have a separate gamer to control them in a campaign as they would not often help Aquilonia but would more frequently aid the Picts. They were dedicated to the natural order of things, much like the historical Druids of Western Europe.

The White Druids could work singly or in groups and were generally quite powerful magic users. The chief problem with them in military terms was that they had to drink themselves into a holy ecstasy to be effective. Unfortunately, they did not know when to stop drinking so that they were often too drunk to be of any use in battle. White Druids will cost 150 pts. Each, but will roll percentage dice to see if they are too intoxicated to do any good. A roll of under fifty will indicate that the White Druid is too inebriated to function effectively.

In addition to the regular spells the White Druids were able to make use of "The Calling," which was a spell to summon the animals of the forests, skies, or plains to assist them in battle. They could call on hawks, wolves in the woods, or serpents in grassland areas. The animals come as units of twenty figures that melee as light infantry but need never take morale tests. Such beasts will enter at the specified side edge of the board and will attack the nearest enemy unit, with no possible charge bonus. They will attack whichever side on the enemy unit is nearest to them. Wolves must enter the table from a wooded area, which need not be at the edge of the table. These beasts will continue to fight until they have been eliminated. This spell costs 75 points and may only be used once in a given battle.

PRIESTS OF MITRA were actually priests and also magic users. They were present in almost every Hyborean Age nation and would always be willing to oppose their deadly enemies, the Worshipers of Set. As the worship of Mitra was the state religion in most Western kingdoms, they would tend to support their national monarch if the capital were threatened.

The Priests of Mitra wore linen headdresses like the ancient Egyptians and these tended to be sky blue. Their sky blue robes were embroidered with a golden disc with rays to symbolize the sun. Such magic users cost 100 points each and they could work as teams.

WORSHIPPERS OF SET were found in virtually every nation but their services would come expensive. They were always in conflict with their religious rivals, the Priest of Mitra. These powerful wizards dressed in black robes with a green snake (symbolized by a backwards "S") embroidered on their chests.

Worshippers of Set cost one hundred points and they may work in teams.

THOTH-AMON was the Arch-Wizard of the Hyborean Age and he was as powerful alone as any other group of

wizards. He was willing to serve any nation that would oppose Aquilonia in return for the Heart of Ahriman, which was well guarded in Tarantia, the capital city of Aquilonia. Should Thoth-Amon succeed in gaining this magical talisman, his power would be virtually unlimited so that a campaign would come to an end if this were to occur, as his points would reach 3,000.

Thoth-Amon could work with the worshippers of Set or with the Order of the Black Circle, though he would not need their assistance. He was able to use all of the regular spells and also use "the Black Slumber" against a super-hero. In addition to these spells, he used a spell called "The Helm of Darkness," which would temporarily blind and immobilize a commander. The blindness would last for a set number of turns determined by rolling one regular die. While blinded, the commander will not add to the morale of any unit with which he is in contact. This spell costs 75 points.

Thoth-Amon should be represented by a gamer in any campaign and in point terms he costs 500 points. His influence in a campaign situation would be significant as he would always seek to weaken Aquilonia.

The various groups of magic users were very jealous of their powers and would not consider working in tandem with any of the other groups. Most groups had long standing enmities with groups of similar stature. No gamer should buy wizards of more than one type to serve with the same army.

Though magic users had the ability to teleport themselves, for safety on long distance travels they would travel by conventional means. Long distance teleportation was dangerous and mentally exhausting. In campaign situations, the map movement of wizards should be roughly the same as the movement of any other counter.

APPENDIX III

MOUNTING AND

BASE SIZES

All infantry, regardless of type and class, are mounted with a frontage of fifteen millimeters. The depth of infantry stands should be one inch. It is recommended to use three man stands as this width will fill the requirements of road column. At least one stand should be broken down into two stands to make the removing of casualties simpler. Casualty rings suffer the disadvantage of blocking space in melee where another figure could get in the melee. For this reason it is best so split one three man stand into a two man stand and a one man stand.

All cavalry is mounted with a frontage of twenty millimeters and with a depth of two inches. Once again a three man stand is recommended as this will meet road column requirements and even horse archers can fire three deep to the side. Cavalry should also have some stands broken down to facilitate removal of casualties without resorting to casualty rings or caps.

Woolly mammoths are mounted one to a stand with a frontage of sixty millimeters and with a depth of four inches. As crewmen are all on the same base and there is no overlap by mammoth castings it is convenient to use casualty caps or rings for the crewmen in a woolly mammoth unit.

Both heavy and light chariots should have a frontage of forty-five millimeters and their stands should have a depth of three inches. All chariots should be mounted one to a stand and casualty caps can be used as they have no overlap in melee.

The frontages for all troops conform closely with existing sets of rules for the ancient and medieval periods so that many already painted units can be used by the gamer. The chief difference is that all infantry is mounted with the same frontage. This will chiefly affect light archer units that have previously been mounted for other rules where lights would have a larger frontage. Such figures can be used without remounting by simply allowing such archers, when, so mounted, to fire three ranks deep to allow for extra frontage. In melee simply remember that all infantry would have the same frontage so equalize the number of figures the archers would have in the melee to that of their opponent.

Similar adjustments are possible for other type units if the ratios of troops in contact are maintained to the intention of these rules. The basic idea is that in the same space one could have three mounted figures or four foot figures of any type. Mammoths have the same frontage as four foot figures while chariots have the frontage of three foot figures. Depths of bases are not as important as frontages and they would not have a major effect on the outcome of any battle if either or both sides had troops with slight variations on these base depths.

MORALE

For Each 10% Lost This Far	-5	Unit at Full Strength	+10
For Loss of Melee This Turn	-10	For Winning Melee This Turn	+10
In Fall Back Status	-10	You Are Uphill	+10
If Friendly Unit Falls Back Past You and Within Six Inches	-10	You Are in Woods.....	+10
If Rout Status	-20	Hero With Unit.....	+10
Infantry Broken Through By Cavalry This Turn	-10	Commander With Unit	+10
Magic Used Against Your or Any Friendly Unit Within Six Inches At Start of Phase One.....	-10	Super-Hero With Unit	+20
Northern Barbarian and Meet Above Magic Requirements	-10		

PRE-MELEEE ONLY

Unit is Infantry Charged by Cavalry This Turn	-10	You Are Charging	+10
Charged by Mammoths or Chariots	-10	You Are Charging Downhill	+5
Attacked in Flank This Turn	-20		
Attacked in Rear This Turn	-40		
Charging Unit Lost 10% to Missile Fire This Turn	-10		

SEVERITY

0-35	Fall Back One Move, Facing the Enemy.
36-70	Fall Back Two Moves, Facing the Enemy.
71-100	Lose Twenty Percent of Remaining Figures and Rout.

MISSILE FIRE

Firing Unit Moved or Changed Formation This Turn	-1
Target Unit Moved This Turn.....	-1
Target Unit is Infantry Three Ranks Deep or Greater and Not Charging This Phase	-1
Target Unit Is at Long Range	-1
Target Unit Is Mammoths or Uphill	-1
Target Unit Is in Woods.....	-2
Firing Unit Is Bossonian Archers.....	+1
Firer in Fall Back Status	-1

MOVEMENT

Formation Unit Type	Line	Column	Road Column On Road	Charge	Forced March	Ring
Light Foot	8	10	12	12	12	4
Medium Foot	6	8	10	10	10	3
Heavy Foot	5	6	8	8	8	3
Medium Cavalry	18	18	24	24	24	X
Heavy Cavalry	12	12	18	18	18	X
Light Chariots	12	12	18	18	18	X
Heavy Chariots	10	10	15	15	15	X
Woolly Mammoths	8	8	12	12	12	X

MELEE

Unit Charged	Add Charge Bonus Where Applicable
For Each Category Lower Than Opponent	-1
Infantry One Rank Deep Facing Charging Cavalry	-1
Foot Unit in Melee With Chariots	-2
Unit in Melee With Woolly Mammoths	-2
Missile Unit Which Has Fired This Turn	-1
Attacking a Unit in Flank (First Round of Melee Only)	+1
Attacking a Unit in Rear (First Round of Melee Only)	+2
Unit in Road Column	-2

CHARGE AND POST CHARGE BONUSES

	Charge Bonus	Post Charge Bonus
Light Foot	1	0
Medium Foot	1	0
Heavy Foot	1	0
Medium Cavalry	2	1
Heavy Cavalry	2	1
Light Chariots	3	1
Heavy Chariots	4	1
Woolly Mammoths	5	1

TERRAIN

Terrain Type	Effect on Movement	Effect on Missile Fire	Effect on Melee
One Contour Hill	Half Speed*	Minus One at Targets Uphill	Minus One*
Second Contour	Half Speed	Minus One at Targets Uphill	Loss of Charge Bonus*
Marshes	Half Speed	Treat as Hill	Treat as Second Contour
Woods	Half Speed Only Foot Can Enter	Minus Two At Targets Within Three Inches of Edge	Treat As Second Contour

*See Terrain Rules for Exceptions