Devil's Horsemen

The Mongols—13th Century

THE BATTLES OF:

The Indus (The Khwarazmian Persians; 1221)

The Kalka (The Russians; 1223)

Liegnitz (Eastern Europe; 1241)

Ayn Jalut (The Mamluks; 1260)

A GREAT BATTLES OF HISTORY GAME VOL. X

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a Richard Berg/Mark Herman design
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RULES BOOKLET

1.0 Introduction

The Devil's Horsemen (TDH) simulates, in game form, four of the major battles the Mongols fought in the West to exert their supremacy over the largest empire the world has ever known. TDH is the tenth volume in the Great Battles of History Series.

TDH uses the same "basic" system as *Cataphract* (Vol. VIII), including modifications from the "*Attila*" module, plus rule changes and additions that portray the Mongol's tactical concepts and advances in weaponry, especially archery. We also have changed the Rally rule to something more historical, and certainly more interesting. Any rules changes from *Cataphract* are noted with a << indicator.

We also have included historical notes so you can see what questions of military history arose from the individual battles. There is also the usual section on Terminology, all so that you can understand more fully where we are going—and where it all came from. Finally, there are indicators of how long and how well-balanced (in terms of having a chance to win) the battles are—all based on playtest experience and input. Your experiences, to be sure, may vary.

A Note for Players

The Devil's Horsemen, while not an overly difficult game to learn, understand or play, uses a tactical system which most rewards those who know what their men can do and how to exploit the capabilities of even the worst of them. This is a very cavalry-archery oriented style of warfare, much the same as in *Cataphract,* but with some interesting tactical refinements and better weaponry. To calmly blunder into battle with a "let's see what happens here" theory is to be invited to dinner by the Khan, and get to lie under the table, getting crushed to death (a unique Mongol form of dinner theater).

For Those Who Have Never Played a Historical Simulation Before: We wouldn't normally recommend this game for novices, but you've already unfolded your yurt, so you might as well give it a shot. Your main problem will be that war gaming, like most introspective systems in life, has its own language. That language is the main barrier to enjoyment, much like the first time you tried to use a computer (or set the clock on your VCR). Also, the rules use a "sectional" approach that, while makes reading them a somewhat disjointed process to the uninitiated, does help you find things a lot quicker when you need them. Above all, this is supposed to be Fun, so don't take anything we say too seriously, and sort of slide through the rules to see what those mysterious words mean. (The section on Terminology is most helpful in this case.) This will get you going, more or less. We then suggest you start with `Ayn Jalut; set it up (that means put all the designated counters in their assigned "starting" hexes), turn to the Rules Section called Sequence of Play (3.0) and simply start doing what that sequence tells you to do, referring to the rules when you don't understand what to do next. After about 20-30 minutes you'll be just as good at this sort of thing as we are.

For Those Who Have Not Played the System Before: Even if you are quite familiar with simulation gaming, we suggest that you set up the 'Ayn Jalut scenario and push the counters around for a turn or two before actually starting a game. This will reveal the various tactical strategies available, how the different types of weapons system may best be used and how best to (try to) protect against them. The one thing to remember is that the more you know about your units and how they act/interact, the better commander you will be.

For Those Who Have Played the System: TDH retains all the core rules from the earlier titles, except for those marked with <<. A number of familiar rules have been dropped, reflecting the changes history and the March of Time have wrought. You will note the increased effectiveness of missile units due to the use of the Composite Bow, so a thorough review of the Charts & Tables is heartily recommended.

2.0 Components and Terms

2.1 The Maps
Each battle uses game maps on which is overlaid a hex grid to regulate movement and combat. The effects of the different types of terrain on the map are covered in the rules and charts.

2.2 The Playing Pieces
There are three types of playing pieces, or counters: combat units, representing the various types of fighting troops; leaders, the individuals who command the troops; and information markers, used to note certain types of information necessary for play.

>>**2.21 Combat units:** All combat units are rated numerically for their Troop Quality (TQ) and Movement capability. Units capable of firing missiles also have a Missile Indicator, indicating the type of missile used (B = Simple Bow, C= Composite Bow, CB = Crossbow, etc.). The Missile Table gives the Ranges for these missiles. Each combat unit has two sides.

- When many non-Mongol units are flipped, the reverse side indicates they have "Moved" once that Turn and will suffer Cohesion penalties if/when they move again that turn; see 6.1.

- When a Mongol unit and certain other units (such as Mamluk LC) are flipped, it indicates it is Dismounted and fighting on foot. Mounted cavalry, other than Knights, that have a Dismounted side, do not suffer Cohesion Hits from "excess" movement while mounted. They do so while Dismounted, however.

HISTORICAL NOTE: This change to the reverse side of Mongol cavalry reflects two historical points. One is the hardiness of Mongol units, increased by the fact that Mongol horsemen campaigned with about 4–5 horses, and several sources indicate they stayed fresh in battle by changing horses during the fray. As for the "dismounted" side, see the Rout rules, below.
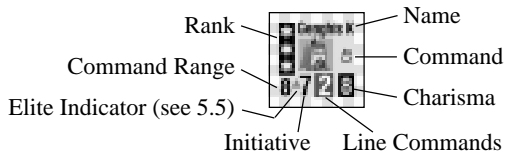
2.22 Each unit is a certain Type (HI, LC, etc.), the type being used to determine certain combat results and effectiveness vis a vis other types. Some types are subdivided by Class: (e.g., Cataphracts, Knights). The unit's "type" denotes the weapons it used as well as whether any armor/protection was worn. Type is important in determining Superiority (see 9.18).
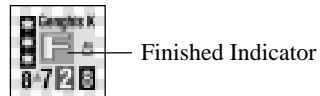
2.23 Examples of Units

Leaders have a variety of ratings, used to rate their Initiative and Command, as well as their fighting, capabilities—both as leaders and individually. These are discussed in §4.1.

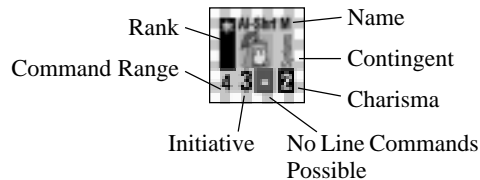Informational Markers, such as "Shock-Check TQ", "#'s" (repre-
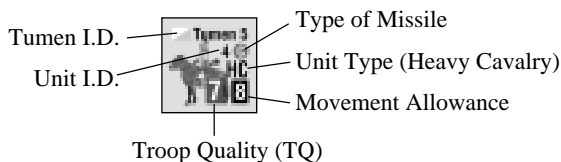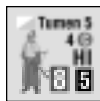
Sample Leader—Front (Activated Side)

Rank — Name
Command Range — Command
Elite Indicator (see 5.5) — Charisma
Initiative — Line Commands

Rear (Finished Side)

Finished Indicator

Sample Contingent Commander

Rank — Name
Command Range — Contingent
— Charisma
Initiative — No Line Commands Possible

Sample Combat Units

Tumen I.D. — Type of Missile
Unit I.D. — Unit Type (Heavy Cavalry)
— Movement Allowance
Troop Quality (TQ)

Cataphract Heavy Cavalry (Indicated by HC in a black box)

Knight Heavy Cavalry

Dismounted Knight/Heavy Infantry

Light Cavalry Triangle indicates Shower Fire Tactics (8.2)

Light Cavalry LC in a box indicates Feigned Retreat capability (6.7).

Heavy Infantry (Dismounted Mongol Cavalry)

Medium Infantry (front)

Medium Infantry (back). Stripe indicates unit has Moved.

Light Infantry

Mongol Artillery

Sample Markers
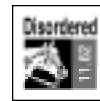
Disordered (11.61)		Standards (11.31)	
One Volley Remaining (8.14)		Smoke (see special rules)	
Out of Missiles (8.14)		Must Shock (7.32)	
Disordered with One Volley Remaining		Must Shock No TQ Check (7.32)	
Routed (11.13, 11.41)		Trumped (5.44)	
Moved (6.14)		Engaged (11.2)	
Rallied (11.52)		Cohesion Marker (11.1)	
No Line Command		Crossbow Fired	
In Column (6.41)		Leader Wounded	
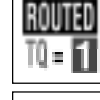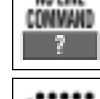
senting Cohesion Points lost), "Routed", "Missile Low", etc., are used to record certain game functions, as discussed below.

2.3 Charts, Tables, and the Die
The use of each chart and table is explained in the rules. The game uses a 10-sided die; the '0' is treated as a '0' (not a '10'), and is less than '1'.

2.4 Terminology
Knowledge of the following game terms will be useful for play.

Activated Leader = The leader who is giving Orders or Line Commands to his troops at any given instant. Only one leader may be active at any one time.

Class = Subcategory within type, used to differentiate between various weapons systems within a type. *EXAMPLE: Knight*

Cohesion = A unit's ability to remain in an organized, fighting formation. In the game this is measured in the form of Cohesion Hits.

Disorder = A formation-oriented status attained by cavalry units after shock combat, whether victorious or not.

Inactive Leader = A leader who has yet to be activated and is still eligible to be activated.

Finished Leader = A leader who has previously been activated that

turn and is Finished, and may not be activated again. Leaders may be Finished for other reasons, such as being Wounded, failure to Trump, etc.

Leader = Interchangeable with the word Commander. Leaders were the generals who commanded and influenced the troops.

MA = Acronym for a unit's basic Movement Allowance. It also represents a unit's maneuverability vis a vis the other units in the game.

Missile Volley = Friendly units shooting arrows at enemy units.

Momentum = The mechanic by which a leader can undertake more than one Orders Phase in a turn.

Noyan = Mongolian subordinate commander, usually in charge of a single tumen.

Orders Phase = The period during a turn when a Leader gives Individual Orders or Line Commands to his troops to move and fight.

Order/Line Command = The two methods leaders have of getting their troops to move. Orders apply to individual units; Line Commands to entire groups of units. In terms of whether a leader can/may issue an Order or a Line Command they are treated separately.

Orlok = Mongolian Army Commander, sometimes there were more than one at a battle.

Shock Combat = Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, melee.

Superiority = The relative capabilities and "killing" effectiveness of the opposing weapons/armor systems. Superiority, when achieved, will substantially increase an opponent's losses in Cohesion Hits.

Tumen = Mongol word for what we would call a division. It numbers approximately 10,000 men. The Mongol army was organized on a strict decimal level, with each tumen containing 10 minghans, or regiments, and so forth, down the decimal line. Units did not always (or even usually) have their full "paper" contingent.

TQ = Acronym for the all-important Troop Quality rating. The TQ Rating is, by far, the most important number a combat unit has. It will be consulted constantly throughout play—at almost any time a unit does something that will endanger its cohesion. The Cohesion Hit and TQ Check Charts summarize when a player uses the TQ Rating.

Trump = The mechanic by which an enemy leader can stop a friendly leader from undergoing an Orders Phase and transfer that phase to that enemy leader. It also can be used by a friendly leader to go before another, lower-rated friendly leader.

Type = General, categorical description of a combat unit, usually used to determine combat effectiveness and results. Examples: HI (Heavy Infantry), HC (Heavy Cavalry), etc.

Zone of Control (ZOC) = The hexes—usually directly to the front of a unit—into which that unit exerts, by its presence, enough "influence' so as to inhibit freedom of movement.

DESIGN NOTE: We are no longer using "Size" ratings. We know, to some extent, the overall army numbers. However, individual units within that army were often not "named" as we know it and, therefore, are, for game purposes, homogenous when it comes to size. To that extent, the number of men in an individual "unit" is not an issue.

Knowledge of the following types of combat units/terms will be useful for play.

 Heavy Cavalry (Cataphracted): Cavalry in which both horse and rider were covered with often spectacular lamellar layered armor and helmets, quite similar to that worn by the Japanese in later years. Some, mostly Russian and Polovtsian, included full face masks. These are elite troops, meant for the final blow, armed with bow, sword, mace, lance, and a whole host of weapons of messy destruction.

 Heavy Cavalry: Armored riders, unarmored horses. These were usually the second-tier of heavy cavalry, men who could not afford the spectacular protection afforded to the elite. Some carried bows and arrows, most used swords and mace, with occasional lances.

DESIGN NOTE: For years it was thought that the Mongol armies were comprised solely of poorly dressed, virtually unarmored light cavalry. Recent research and archaeological discoveries have shown just the opposite: Mongol armies usually contained about 40% heavy cavalry, with the elite units sporting extensive armor, some of it quite colorful, although not as visually spectacular as that of the Russians.

 Knights: Heavy European cavalry, where the rider was protected by plate armor and driven by the European code of battlefield chivalry, a form of channel-vision aggression that served little purpose in a large battle. Most of the weaponry was sword, with the occasional lance.

 Light Cavalry: As heavy infantry was to the Romans, and hoplites to the Greeks, so was bow-armed Light Cavalry to the Eurasian steppe tribes that formed most of the armies in the game. Sporting a composite bow or great capability, wearing some felt (and for the Mongols, silk underwear) protection, and not much else, the steppe LC could ride and fire, ride and fire, all day long. Some did it better than others, but they were all pretty much derived from the same theories and practices. They were not partial to shock combat, at all.
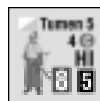
 Heavy Infantry: There are no Heavy Infantry units, per se. However, Heavy Cavalry may dismount, and when they do, they become Heavy Infantry … armored, shields and swords delineating that status.

 Medium Infantry: Most infantry of the era and area, when there was any – the Russians did use large infantry contingents – was what the game would treat as "Medium". Medium Infantry were sword and spear-armed, with a metal helmet but body armor of leather or another non-metal substance. Russian infantry could be effective against cavalry because they were quite adept in using their spears to best effect.
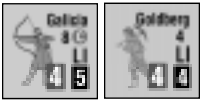
Light Infantry: This class denotes archers, crossbowmen and other similar troops, used solely for fire capabilities. They were neither armed nor trained for shock combat and had to be protected against same by other units. There also are some rabble-level conscripts herein, so poorly armed and trained that we have relegated them to Light Infantry status.

Artillery: Ranges from the large spear-throwing crossbow-like mechanisms of the Polovtsian to the primitive gunpowder tubes the Mongols adapted from their years of warfare with the Chinese.

2.5 Game Scale
Each foot unit represents about 500 men. Each mounted unit represents about 350 men.

Each hex is approximately 100 yards from side to side. Each game turn covers about 20 minutes of real time, although gamers should not take that too literally.

2.6 Game Length
There is no Turn Record Track, although there are game turns. A battle is fought until one side withdraws/routs—so there is (usually) no need to keep track of how many turns have passed. We have provided a variety of battles in terms of size: 2 small (1/2 map), 1 medium (full map), and 1 large (2 maps). The half-map battles will take 3-4 hours to play while the larger two will go twice that.

3.0 The Sequence of Play
Players activate each of their leaders in the order determined by their Initiative Rating per 5.1. When a leader is activated he gives orders which allow units within range to move and conduct combat. After all leaders are Finished, each player checks for Army Withdrawal after which that game turn is concluded.

A. Leader Activation Phase
The player with the lowest-Initiative-rated leader, who has not yet been activated, activates that leader. If that Leader wishes to issue a Line Command, he rolls for the ability at this point [4.23]. That player may attempt to by-pass that Leader's turn by Trumping his own leader [5.41].

B. Orders Phase
1. Movement and Missile Fire Segment.

a. For each Individual Order issued by an activated leader the player may perform any one function listed [5.22] with one combat unit or leader. OR,

b. For each Line Command issued, a number of units within range of the leader may Move and/or Fire Missiles [5.23]. OR,

c. Perform a Standard Rally which requires all units adjacent to the leader's Standard to make a Rally die roll (see 11.54).

Units capable of Orderly Withdrawal [6.5], Feigned Retreat [6.7], and/or Reaction Fire [8.4] may do so throughout this segment.

2. Shock Combat Segment. After a leader has finished issuing orders, eligible units engage in Shock combat, using the following sequence [9.1]:

a. Shock Designation: all non-moving, eligible units that choose to Shock are given Shock-No Check markers.

b. The Charge (Pre-Shock TQ Check)

c. Resolution of Possible Leader Casualties

d. Resolve the Shock.

e. Check for possible Collapse

C. Momentum Phase OR Return to "A".
The player whose leader was activated in the immediately preceding Orders Phase may attempt a Momentum die roll to give that leader another Orders Phase (Phase "B"), or, play returns to Phase "A" for any leaders that remain un-activated.

D. Rally Phase
1. Remove "Rallied" and "Disordered" markers.

2. Rout Movement: Routed units must undergo Rout Movement [11.42].

3. Reload Segment: Eligible missile units may get more missiles [8.15]

4. Army Withdrawal Check: Each player checks to see if his army has reached its Withdrawal level.

5. Flip all "Moved" units and "Finished" leaders back to their front sides. Remove any Moved/No Line Command markers.

At the conclusion of the Rally Phase that game turn is concluded and another game turn begins. There are no set number of turns. The battle continues until one side withdraws.

4.0 Leaders
Combat units may not move or missile fire without getting either an Order or a Line Command from a leader. Those combat units that receive such Orders during a turn, or that are within Command range of that same leader, or executing an Uncontrolled Aggression, may conduct Shock Combat. Each leader counter has two sides: "Active" and "Finished". A leader who has not yet been or is now activated uses his Active side. A leader who has concluded its activation is flipped to his Finished side.

Leader—Front (Activated Side)

Rank — Name
Command Range — Contingent
Elite Indicator (see 5.5) — Charisma
Initiative   Line Commands
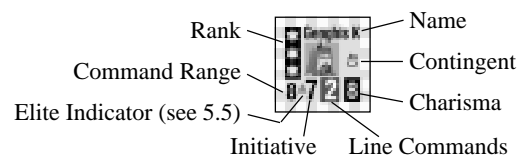
4.1 Leader Counters
Each leader possesses several ratings:

Initiative (Activated Side only): Denotes his basic ability to control forces and make rapid decisions. Initiative is used to determine the order of leader activation and the chances of that leader being able to use Momentum. It also defines the number of Individual Orders that leader may issue per Orders Phase. The better leaders have higher ratings.

Elite Commander Initiative: This refers to leaders with a red

triangle next to their Initiative; see 5.5 for use.

Line Command (Activated Side only): The number to the right of the Initiative Rating indicates that, if eligible [4.23], that leader-instead of issuing a series of orders to a given number of units—may issue a Move and/or Fire order to all units in that number of Lines. Contingent Commanders may not issue Line commands and, therefore do not have this rating.

Command Range (Activated Side only): The base range in hexes over which that leader may exert his Initiative. Denotes his overall presence on the battlefield, as well as the presence of his aides and the effectiveness of his abilities.

PLAY NOTE: Some armies have more than one "Overall" commander. The individual scenarios cover this situation.

>>**Charisma:** Denotes his ability to Rally his troops and aid them in Shock Combat.

The Movement Allowance (MA) of a leader is not printed on the counter. Rather, the number of Movement Points a Leader may expend in a single Orders Phase is nine (9) for all leaders.

4.2 Leader Capabilities

There are three types of leaders in **TDH:** Overall Commanders, Subordinate Commanders, and Contingent Commanders. Section 4.3 describes the Command System, while this section describes the general capabilities of all leaders. When activated, a leader may issue either Individual Orders or Line Commands. He may not do both.

4.21 A leader may give Individual Orders to any friendly combat units within his Command Range (subject to Command Restrictions), which is an unobstructed path of hexes equal to or less than the range traced between leader and unit. Count the unit's hex, but not the leader's. A path is obstructed by hexes occupied by enemy units, a hex in an enemy Zone of Control (ZOC), or terrain a leader could not cross or enter. Friendly combat units negate enemy ZOCs for purposes of tracing order paths. All other paths are considered unobstructed. Command Ranges are calculated at the instant the Order is given.

4.22 An Individual Order allows one friendly unit to conduct movement and/or missile volley, rally a unit, etc., as per 5.22. In a given Orders Phase a leader may issue a number of orders equal to his Initiative Rating. Once a leader can give no more Orders and cannot be activated again, flip him to his Finished side.

>>**4.23** A leader, instead of issuing Individual Orders, may issue Line Commands (most leaders can only issue one) if he is eligible to do so. Units issued a Line Command may Move and/or Fire; see 5.23. A Line consists of units only of the same type and organization as denoted in the individual scenario Command//Leaders and Lines rules. All units comprising a given Line must be within twice the Command Range of the leader involved. The path is traced as if he were giving an order (see 4.21). Units in a Line do not have to stay together when they move, and all eligible units do not have to take part.

PLAYER NOTE: Line Commands are handled differently than in prior games in the series. Experienced players should read the

above and the Line eligibility requirements given in the scenario instructions carefully and refrain from adding exceptions and conditions from prior games that are not there. For example, there is no requirement that the leader be within any specific distance from the units in the Line as long as the units are within twice his Command Range. All eligibility requirements are determined at the instant the Line Command is issued. See also 5.24 #3.

4.24 In order for a leader to move, that leader must either issue an Individual Order to himself, receive an Individual Order from the Overall Commander, or move at the same time as the Line to which he issued a Line Command. See, also, 6.15.

4.25 A leader, other than the Overall Commander (see 4.3), who is in an enemy Zone of Control may not issue Orders or Line Commands—either to combat units or to himself, and thus may not move out of that enemy ZOC—unless and until he is moved out of that ZOC by an Order from the Overall Commander.

4.26 A leader who is "Finished" [5.15] may not issue Orders or Line Commands. However, he may move, but only if ordered by an Overall Commander to do so.

4.3 Command System

4.31 Overall Commanders: Overall Commanders (OC) function like other leaders except that, when activated, an OC can:

1. Leave an enemy ZOC by issuing an Individual Order to themselves (this costs two (2) orders);

2. They may issue Individual Orders to other, friendly leaders (one leader per Orders Phase) to move them. If the leader to be moved starts in an enemy ZOC it costs the OC two (2) Orders to move that leader. Note that an OC in an enemy ZOC may not issue an Order to move another leader; he must first leave that ZOC;

3. Automatically issue Line Commands;

4. Use their Command Range to allow subordinates to issue Line Commands.

5. Use an Order to replace an eliminated leader

PLAY NOTE: An OC in an enemy ZOC can only perform item #1 above—leave an enemy ZOC. Immediately upon leaving an enemy ZOC, an OC can again issue individual Orders and, if applicable, use its Command Range to allow other subordinates to issue Line Commands. The OC cannot issue Line Commands immediately after leaving an enemy ZOC, but could issue Line Commands during subsequent activations if it meets the conditions to do so.

>>**4.32 Subordinate Commanders:** Subordinate Commanders (SC) function like other leaders with respect to Individual Orders, but to be eligible to issue a Line Command they must start their Activation Phase, as follows:

1. If within the Overall Commander's Command Range, the subordinate may automatically issue a Line Command (no die roll necessary). That ability to issue a Line Command stays with that leader for that turn, into any immediately succeeding Momentum activation. Or,

2. If a Subordinate Commander is not within his Overall Commander's Command Range the player may still attempt a Line Command for that leader by rolling the die and comparing

it to his Initiative:

- If the DR is the same as or lower than that leader's Initiative, the Line Command may be issued.
- If the DR is higher, the Leader is Finished.

In either case, the Subordinate Commander must meet the requirements listed in [4.23]. In certain scenarios, Subordinate Commanders may be further restricted as to the nationality/types of units that they may command.

PLAYER NOTE: Other than the above, there is no restriction when the Subordinate Commander may issue a Line Command.

EXAMPLE: At the Indus River Emir Timur Malik can give Orders and Line Commands only to the Khwarazmian Right Wing units. If Timur Malik is outside Shah Jalal ad-Din's Command Range of 7 hexes, he would have to roll his Initiative (5) or less to issue a Line Command.

3. For the first turn of the game (only), all subordinates may issue Line Commands without a die roll.

PLAY NOTE: #3 accounts for orders issued pre-battle by the OC.

4.33 Contingent Commanders: Contingent Commanders (CC) function like other leaders with respect to Individual Orders. However:

- They may issue Orders only to the units in their contingent (noted on the counter).
- The may not issue Line Commands
- They may not use Trump or Momentum,

PLAY NOTE: Some Subordinate Commanders are really Contingent Commanders but without the last two restrictions.

DESIGN NOTE: Players will soon realize that Line Commands are a very efficient way to move large numbers of units. However, LCs do restrict what a leader may do. For example, a leader issuing a Line Command to move may not rally units in that Orders Phase.

4.4 Leaders and Combat

This section covers general rules relating to leaders and enemy combat units. For specific rules for casualties during Shock, see 9.15.

4.41 Leaders may enter enemy ZOCs only if stacked with a friendly combat unit or that ZOC already contains a friendly combat unit. Like combat units, leaders, too, must cease movement for that Order upon entering an enemy ZOC. A leader may leave an enemy ZOC by himself, but only if he receives orders from the Overall Commander; see 4.3.

>>4.42 A leader stacked with a friendly combat unit that undertakes an Orderly Withdrawal (6.5) may withdraw with that unit. The instant any enemy combat unit moves adjacent to a leader, that leader may conduct an Orderly Withdrawal if stacked with a friendly combat unit. However, if at that instant the leader is alone in the hex or stacked with a non-combat unit, one of the following happens:

1. If the enemy combat unit is a foot unit, simply place that leader with the nearest friendly unit; if there are no friendly units on the

map the leader is eliminated.

2. If the enemy combat unit is a mounted unit, roll the die. If the die roll is higher than that leader's Initiative Rating, the leader is eliminated (Captured/Killed). If the die roll is the same as or lower, place the leader with the nearest friendly unit, as above.

In either case, if the leader cannot trace a path to the nearest friendly through passable terrain that is clear of enemy units and their ZOCs (friendly combat units negate enemy ZOCs for purposes of tracing this path), it is eliminated instead.

>>4.43 Leaders, other than the Overall Commander, may be Replaced when eliminated by the OC issuing an Order to Replace a fallen subordinate with a Replacement leader. Eliminated Mongol Noyan and other specifically designated leaders are simply placed back on the map. The OC does not need to be within range of any particular unit; simply place the Replacement leader in any hex containing a unit he is capable of commanding. The Replacement leader is considered "Finished" for that turn; he may not give orders, nor initiate shock combat for units within range, until the next turn. The number of Replacement leaders provided is a design-intent play limitation. If there are no Replacement leaders available, a dead leader may not be replaced.

DESIGN NOTE: A single, "named" Subordinate Commander counter actually represents more than one "man", in terms of their presence on the field.

>>4.44 Unless indicated otherwise in the individual scenario, an Overall Commander that is eliminated is not replaced; no other leader takes over. If a replacement is available per the scenario, that replacement is treated as a Subordinate Commander (4.32), not an Overall Commander.

5.0 Leader Activation and Orders

Leaders issue Orders or Line Commands in the Orders Phase. Leaders may not issue any orders until they are Activated. Players may use the Momentum rule to give an activated leader up to two additional Orders Phases. They may also use the Trump Option to activate a Leader sooner than usual.

An Important Note: For the sake of brevity, the word "order" will also mean a Line Command (LC), unless the rule specifically uses the term Individual Order (IO) to distinguish it from a LC.

5.1 How To Activate Leaders

5.11 All leaders start the turn Inactive, and each has the opportunity to become Activated and issue Orders. After they complete issuing orders, they are then Finished.

5.12 Each game turn starts with one player activating one of his leaders. Leaders are activated in the order of their Initiative rating, starting with the lowest to highest. In case of ties, roll a die; high roll goes first, with players then alternating amongst the remaining, similarly-rated leaders. If two leaders on the same side have the same Initiative Rating the owning player decides which one goes first. See, however, 5.4.

5.13 Only Inactive leaders that have not previously been activated in that turn are eligible for activation, with the exception of the Momentum Rule (5.3) and Elite Commanders (5.5).

EXAMPLE OF ORDER OF ACTIVATION: At Liegnitz, the Order of Activation, exclusive of possible Trump attempts, would be Boleslaw, then a die roll to see which of the '4' Initiative leaders goes first, with the players alternating among the similarly rated leaders, then a die roll to see if the Hvy Cavalry Noyan or Wenceslas/Henry go next, and finally a die roll to see whether Poppo or Baidan/Kaidan go next.

5.14 A leader may be activated a maximum of three (3) times in succession in a single game-turn (using Momentum for the last two times). An exception is in reference to the "succession" requirement with respect to Elite Initiative [5.5].

5.15 A leader is Finished when one of the following occurs:

1. The leader has completed an Orders Phase and does not (or cannot) make a Momentum attempt; or
2. The leader is Trumped by an enemy leader; or
3. The leader fails a Trump or Momentum attempt.
4. A player declines to use that leader when it is his turn; i.e., he "passes".
5. The leader fails a Line Command attempt (see 4.32).

5.16 When a leader is Finished, flip his counter over to so indicate. A Finished leader cannot undertake any further Orders Phases that turn.

5.2 The Orders Phase

5.21 Once activated, a leader can give a number of Individual Orders equal to his Initiative rating to units OR, he can issue a Line Command(s), OR he can conduct a Standard Rally as per 11.53.

EXAMPLE: Thus, when Subudei is activated he can either issue up to seven (7) Individual Orders or two (2) Line Commands for that activation. He may choose to issue less (or none); he may not issue more in that Orders Phase.

5.22 Each Individual Order allows the player to

1. Move any one unit. Missile units may fire a missile volley at any time during their movement [8.1]; or
2. Individual Missile Fire with any missile unit (without Movement); or
3. Remove two Cohesion Hits [11.14]; or
4. Attempt to Rally a Routed unit [11.51]; or
5. Replace an eliminated leader (Overall Commander only) [4.53]

>>5.23 Each Line Command allows all the units of certain types that are within twice the leader's command range and meet the Line Eligibility requirements [4.23] to Move/ Missile Fire as if they were just given an individual order.

5.24 Leaders may move under the following conditions:

1. An activated leader may issue an Individual Order to himself and move alone.
2. An activated leader may issue an Individual Order to a unit with which he is stacked and move along with it. The leader must remain with the moving combat unit and end up in the same hex.

3. An activated leader may issue a Line Command and move along with that Line as long as he starts in the same hex as a moving unit from that Line. However, he does not have to remain with that unit/line, as long as he ends movement in normal Command Range of one unit in that Line.
4. The Overall Commander (OC) may issue an Individual Order to move another leader (which is helpful if that leader is in an enemy ZOC, which requires two such orders). He may use a LC to move another leader only if that leader is stacked with a combat unit in that Line.
5. A leader may move with a unit undergoing Orderly Withdrawal [6.5] if he is stacked with that unit.

5.25 Although a given combat unit may be ordered to move more than once per game turn, it may not move (and/or Missile Fire) more than once per Order Phase [6.11, 6.12].

EXAMPLE: At Liegnitz, if a Mongol HC unit is ordered to move by the Hvy Cavalry Noyan it may not be ordered by the Hvy Cavalry Noyan to move again in that Order Phase. It may, however, be so ordered by the Hvy Cavalry Noyan if he gets a second (Momentum) activation.

5.26 Orders/Line Commands are not used to directly precipitate shock combat, which occurs in a subsequent Segment [9.1]. Individual orders can be used for Missile Fire, however [8.1]. Reaction Fire does not require orders; it occurs in response to enemy actions.

5.27 Any leader—other than the Overall Commander—who starts an Orders Phase in an enemy ZOC can not issue orders (as per 4.25). However, his Command Range may still be used to designate units to engage in Shock Combat in that segment of the Orders Phase (See §7.31), so he is not entirely useless. Moreover, unless he comes under 5.15, or he has used his Range to allow his combat units to fight (as above), he is not "Finished" simply because he is in an enemy ZOC; just "otherwise occupied." If, later in the turn, he becomes eligible to issue orders, the player must activate him before any higher-rated leaders. However, leaders so activated "out of order" may not use Momentum. [See 4.24, 4.31 and 5.24 for moving leaders in an enemy ZOC].

EXAMPLE: At Liegnitz, Poppo starts the turn in an enemy ZOC. He cannot issue Orders or Line Commands, but can use his Command Range to enable his Teutonic Knights to Shock Attack. Poppo would be Finished for the turn. Henry can use an Order later in the turn to move Poppo out of the enemy ZOC, but Poppo remains Finished.

DESIGN NOTE: The ability of leaders in an enemy ZOC to allow units in their range that are already in contact with the enemy to Shock—even if that leader cannot do anything else—is more a function of the units' proximity to the enemy than the leader's ability, range, awareness, etc. The Leader ZOC limitation is simply that—a "play" limitation that keeps this sort of thing under control.

5.28 After a leader has issued all of the orders he wishes (or can), friendly units engage in Shock in the ensuing Shock Segment, as delineated by the Introduction to 9.1.

5.29 After Shock combat has been completed, that Orders Phase is finished. Two things may now happen:

1. The player may attempt to gain a Momentum Orders Phase [5.3]

for the leader who just finished the Orders Phase; or

2. The next, eligible leader with the lowest Initiative Rating is activated (subject to Trumping), returning to Phase "A".

When all leaders are Finished the players proceed to the Rally Phase.

5.3 Momentum

PLAYER'S NOTE: Momentum (and Trumping, below) are highly useful and powerful gambits, especially for the Player with superior leadership. However, there is usually a 20-40% chance of backfiring; when that occurs, Momentum can often provide the opponent with major possibilities.

5.31 At the conclusion of the Orders Phase, if the leader who issued orders for that Phase

• is not in an enemy ZOC, and

• was not previously Trumped or Bypassed (5.44)

may attempt to undertake an additional Orders Phase with that same leader. In order to do so, that leader must pass a Momentum die roll.

5.32 The player rolls the die and compares the result to the leader's Initiative Rating. If it is the same or less than the rating that leader starts another Orders Phase (Phase B); if it is more than the rating that leader is Finished for the turn.

EXAMPLE: Thus, Poppo, Grand master of the Teutonic Knights would need a die roll of 0–6 to gain Momentum; a 7–9 would Finish him.

5.33 If the Momentum die roll is a '9', then the die is immediately rolled again.

1. If the second die roll is a '9' then no further leader activation may occur this turn, and play goes directly to the Rally Phase.

2. If the second die roll is a '0' or '1', Paralysis occurs. That player may not activate any further leaders for the turn, but his opponent is still eligible to activate remaining eligible leaders.

3. If the second die roll is a '2–8' the leader attempting Momentum is Finished. Go Back to Phase "A".

5.34 Momentum die rolls apply only to a leader who has just finished an Orders Phase. You may not apply Momentum to a leader who Finished several phases ago.

Exception: A leader first activated by the Elite rule [5.5], then activated again—later in the turn—may still roll for one additional Momentum.

5.4 The Trump Option

DESIGN NOTE: This is a game mechanic that is intended to simulate the effect of superiority in the area of command. As such, it is likely to be used almost exclusively by the player with palpably better leaders (such as Subodei). The "inferior" player will often find that, for him, its best application is when it backfires on his supposedly better opponent. To that extent, players should be aware that, simply because this option is available doesn't mean it should be used indiscriminately.

Prior to each leader's activation, both players are given one option to trump that leader's activation.

5.41 Active Player Trump Option. The player whose turn it normally would be to activate his lowest-rated leaders may, instead, attempt to activate any other inactive leader with a higher Initiative rating. To do this the player must roll the latter's Initiative rating or less on the die. If successful that leader is now activated; if unsuccessful, the originally designated leader is activated and the one who is attempting the Trump is Finished. Contingent Commanders may not make Trump attempts.

EXAMPLE: At the Indus, the Khwarazmian player, instead of activating the Emir Malik, could attempt to activate Shah Jalal ad-din by Trumping. A roll of 0–6 would be successful, but on a 7–9 the Trump would fail. If the attempt succeeds, Shah al-Din activates instead of Emir Malik. If the attempt fails Emir Malik activates, and Shah al-Din is Finished.

5.42 Inactive Player Trump Options. The opposing player has two Trump options, each usable under different circumstances.

• **Trumping the Trump.** If—and only if—the Active player is successful with his trump (5.41) the opposing player then has the option of attempting to trump that first trump activation with his own leader—if that leader has an equal or higher Initiative rating. If successful this leader is immediately activated; if unsuccessful the initial trump activated leader activates and the leader attempting the trump is Finished.

EXAMPLE: Using the example in 5.41, if the Khwarazmian player is successful, the Mongol player then could use Genghis Khan to attempt to Trump the trump. If the Mongol player rolls a 9, the Shah would remain activated and Genghis would be Finished, otherwise Genghis is activated.

• **Momentum Trump:** If the active player is successful attempting a Momentum die roll, the opposing player may attempt to trump in the same fashion as in Trumping the Trump, above.

EXAMPLE: At the Indus, Shah al-Din has been successful with a Momentum attempt. The Mongol player will have none of that so uses Genghis Khan to attempt a Trump. He rolls a '7', and instead of the Shah activating, Genghis activates instead, and the Shah is Finished for the turn.

After the successfully Trumping leader has finished his set of Orders/LCs, play reverts back to the standard, lowest-available-leader-goes procedure.

5.43 Each side is allowed only one Trump attempt per activation.

>>5.44 A leader who fails a trump attempt, or has been trumped when either trying for Momentum or attempting a Trump, is Finished. An inactive leader who has not yet been activated and has an Initiative Rating less than or equal to that of the Trumping leader, or was subject to an Active Player Trump, is still eligible for activation. However, this "Bypassed Leader" may not use Momentum that turn. (Use the "Trumped / No Momentum" markers to indicate this).

PLAYER NOTE: Bypass applies to both players units. So if the Shah is successful in Trumping Emir Malik (see 5.41 example), not only will all Khwarazmian leaders be unable to use Momentum, but also the Mongol leaders Kutuku, Tului, Bela, and all the Noyans.

5.45 A leader may be activated only once per game-turn, although that activation may be extended by Momentum. Finished leaders may not be activated again that turn.

5.46 A leader that successfully trumps cannot pass. He must issue an order to a unit to move or fire, or he must use his Range to order units to Shock attack. A unit is considered to have moved for the purpose of this rule if it ends the phase in a hex different from the one in which it started (a change of Facing is not enough).

5.5 Elite Commanders
This rule simulates the marked superiority of certain commanders—such as Genghis—especially in their ability to "get going" before their opposition.

A player with an Elite Overall Commander (indicated by the triangle next to his Initiative Rating) has the option to start each turn with a single Elite Initiative Orders Phase. This E-I Orders Phase may be undertaken by the OC or by any one subordinate leader who is in his Command Range, regardless of Initiative Rating, as designated by the player. That leader may not use Momentum to continue this EI Phase. After that Phase is completed, the chosen leader or OC reverts to inactive (but not Finished) status. He has undergone only one Orders Phase for purposes of 5.14 and may be activated again, using normal activation rules.

If both players have an elite OC, at the start of each turn each player rolls a die, to which he adds his Elite Commander's Initiative Rating. High roll wins the Elite phase. If the adjusted die roll is a tie, neither player can use the E-I Phase.

6.0 Movement

6.1 Movement Allowances
DESIGN NOTE: Movement Allowances simulate not only the time it takes a unit to move from point 'a' to point 'b', but also its maneuverability relative to other, different-type units as well as the tactical doctrines applied to deploying those units.

6.11 A combat unit's printed Movement Allowance is the basic allowance for a single order. A combat unit receiving an order may move up to its printed MA. Units may move less than their printed MA [see 9.31 Uncontrolled Aggression for an important exception].

6.12 There is no limit to the number of times a combat unit may move in a single turn; however; it may move only once per Orders Phase.

6.13 After the first time a unit moves in a turn, flip it to its "Moved" side (but see 6.14 below). "Moved" units may use their full MA. However, each time a "Moved" unit is moved, it suffers a Cohesion Hit [11.1]. This hit penalty does not apply to advances after combat or units using Orderly Withdrawal [6.53]. (Compare this to the "terrain-mandated" hits in [9.21]). Firing without movement is not movement for the purposes of this section.

>>6.14 Certain mounted units are not affected by 6.13; they do not flip to a "Moved" side. In fact, they have no Moved side, which is the way you recognize which units this includes. Knights, even though they do not have a "Moved" side, are affected by 6.13.

Dismounted units are affected by 6.13.

PLAY NOTE: We have provided some "Moved" markers to help remember who has/hasn't moved.

6.15 Activated Leaders may move any number of times in a turn or Orders Phase, but they may not exceed their allotted nine MA per phase. See, also, 6.64 and 6.76. Leaders move using cavalry costs. Leaders have no facing and do not pay any cost to change facing.

6.2 Movement Restrictions
6.21 As a unit moves it traces a path of contiguous hexes through the hex grid, paying the cost of each hex entered. One unit's movement must be completed before another can begin.

6.22 A unit may be moved in any direction or combination of directions. However, a unit may only enter a hex which is to its front [7.11]. In order for a unit to change direction it must first change facing [7.12] by pivoting in the hex it occupies.

6.3 Natural Terrain
DESIGN NOTE: Because these were cavalry-oriented armies, virtually all battles were fought on as flat and clear a piece of ground as could be found. Some care was also taken in using natural barriers, such as rivers, to secure flanks.

There is always a cost in Movement Points to enter/cross each type of terrain. In addition, there may be a possible Cohesion Hit penalty to do so, depending on the unit and/or terrain type.

6.31 A unit expends Movement Points for each hex it enters and for some hex sides crossed. Most units also pay extra Movement Points to move into a hex of higher elevation.

>>6.32 A unit usually receives a Cohesion Hit whenever it changes elevation or enters Rough/Woods terrain. All Cohesion Hits due to movement, including all advances after combat and facing changes, are applied the instant they occur. Leaders never suffer cohesion penalties.

DESIGN NOTE: Unlike many other games in this series, there is almost no "Rough" terrain here, the exception being the elevated terrain around Ayn Jalut.

6.33 A hex containing two types of terrain uses the "majority" terrain. Thus hex 1325 at Liegnitz, while it does contain some Clear, is a Woods hex in game terms.

6.34 Certain hexes are impassable: no unit may enter such a hex.

6.35 A moving unit must have enough MPs to pay the terrain cost of entering a hex; if it doesn't, it cannot enter that hex. Units also pay movement point costs to change facing; [7.12].

>>6.36 Elevation and rivers may also affect shock combat results by adjusting the column under which the players roll to determine losses, as per the Shock Combat Results Table.

6.37 The Movement Costs Chart. This chart gives the Movement costs and Cohesion Hits for each type of unit moving (or changing facing in) into/across a specific type of terrain.

6.4 Column Movement

DESIGN NOTE: On the battlefield, infantry, and some cavalry, moved in a battle formation that would, in later centuries, be called "Line." They were capable, however, of using a much looser, more mobile formation (in modern terms, "Column") for more rapid movement. In addition, because the units were not in an extended line that constantly needed dressing to be effective, the effects of movement upon a unit's "cohesion" were not as drastic.

>>6.41 On being given a move order, any infantry unit that is not in an enemy ZOC or Routed may change to (or from) "Column" at the conclusion of its Movement. It costs one MP to change formation, either in or out of Column, so the unit must have at least one MP remaining to do so. In order for a unit to use Column Movement it must start the Orders Phase in Column. Use the "In Column" markers to indicate this status.

6.42 Units In Column increase their MA by one (usually from '5' to '6'). In addition, the only Cohesion costs a unit In Column pays are the ones marked with a "COL" on the Terrain Chart.

EXAMPLE: Units In Column pay the Cohesion cost for moving through steep banks (Kalka), but they do not pay such for crossing a Stream.

6.43 Units in Column must face the hex side (not the vertex) and only the hex directly in front of them is frontal. The change in facing is effected when the change to (or from) Column status is an-nounced. When changing formation from column to normal, the unit is always faced to the vertex on either side of the hex side. There is no cost to do so.

6.44 Column units move into either their frontal hex or the flank hexes adjacent to the frontal hex. There is no cost in MP's to change facing to move into a frontal-flank hex; there is to move into any other hex.

6.45 Units In Column have their TQ ratings temporarily reduced by two (–2). Units in column may not use Missile Fire nor conduct Shock combat. The only thing they do is move. If Shock attacked by an enemy unit, the attacking unit is automatically Attack Superior, regardless of Position or Weapon system.

6.46 If an In Column unit is shock attacked, at the conclusion of that Orders Phase the unit automatically goes back to its normal combat formation at the cost of one additional Cohesion Hit, even if that hit were to cause it to Rout!

6.47 In Column units may not use Orderly Withdrawal, nor may they move through other units.

>>6.5 Orderly Withdrawal

Orderly Withdrawal is a form of retreat carried out during the Movement Segment, in the face of an approaching enemy, in which "lighter", but faster and more maneuverable, units can avoid getting crushed.
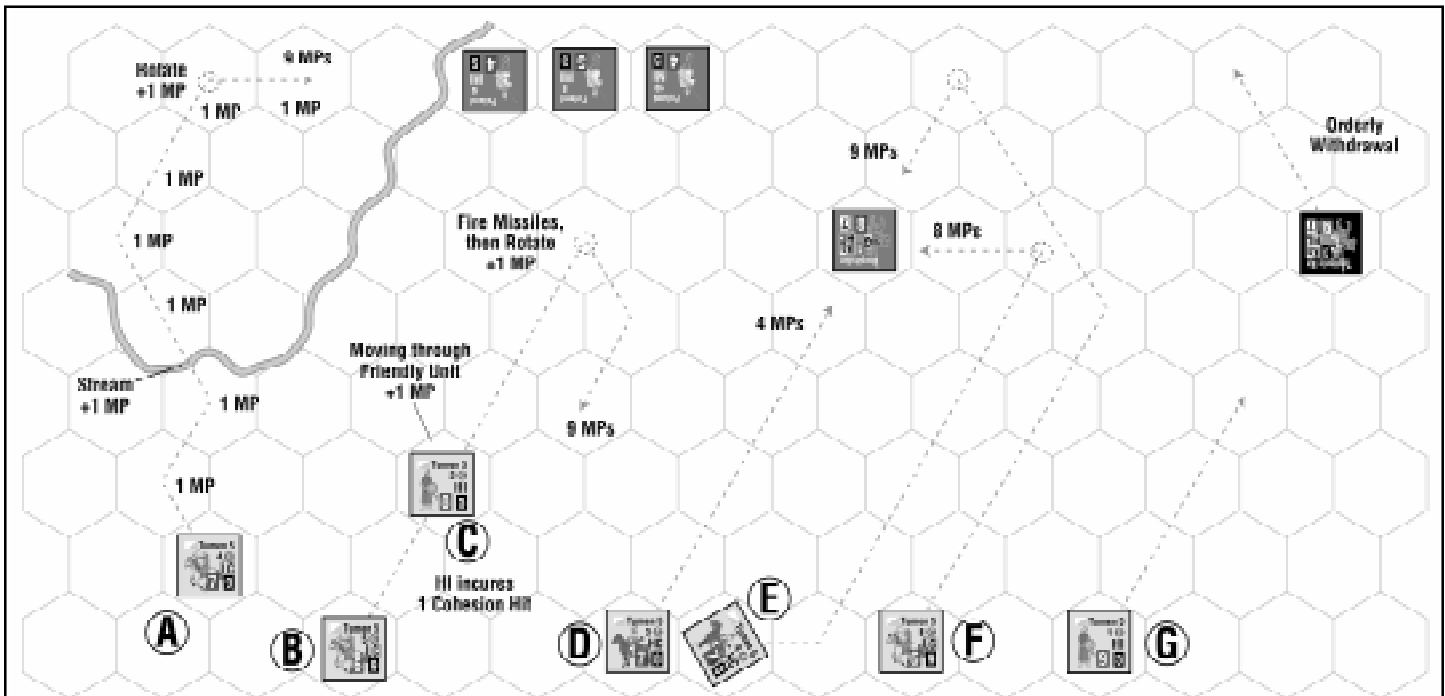
EXAMPLE OF MOVEMENT: Unit A moves 9 MPs paying one extra MP (+1 MP) to cross the stream and +1 MP to rotate. Unit B moves 5 hexes, paying +1 MP to move through a friendly unit, fires its missiles (at no MP cost [8.11]), rotates (+1 MP) and then moves back two hexes—at a total cost of 9 MPs. Unit C is a heavy infantry unit which incurred one cohesion hit when Unit B moved through it. Unit D moves adjacent to the enemy unit at a cost of 4 MPs and must cease movement (7.21). No Orderly Withdrawal is possible from the knight HC because the Mongol HC unit has a higher Movement Allowance than the knight. Units E and F spend their entire MA to surround the enemy knight unit. Note that both units rotated before they moved adjacent because changing facing is normally not allowed in an EZOC (7.13). Unit G moves within two hexes of the Teutonic Knight unit allowing it to exercise its Orderly Withdrawal option—which it does moving backwards two hexes (2 MPs).

DESIGN AND PLAY NOTE: OW is an extremely valuable maneuver. Therefore, we have gone to great lengths to explain this rule.

6.51 During an enemy Movement Segment, any un-routed cavalry unit not in an enemy ZOC [7.2] may avoid contact with an enemy infantry unit the instant the infantry moves within two hexes of the "defending" cavalry unit. This case also applies if the moving unit starts its move at a range of two hexes. In addition, Light Cavalry (LC) that are ineligible for Feigned Retreat (see 6.7) may perform Orderly Withdrawal, as described above, against enemy Heavy Cavalry (HC). Light Cavalry (LC*) don't use Orderly Withdrawal against opposing cavalry, but instead use Feigned Retreat (6.7) as described below.

PLAY NOTE: Infantry never gets to use OW.

6.52 To undertake OW, the defending cavalry unit Withdraws up to a number of Movement Points (not hexes) equal to the difference between the unit's movement allowances away from the advancing unit. Withdrawal must occur the instant the enemy unit moves into two hex range (stop moving the friendly unit temporarily), or the option is lost. Cavalry units that qualify as a Line may withdraw as a 'clump' if any part of that 'Line' conducts Orderly Withdrawal. For Leaders, see 4.42.

PLAY NOTE: Yes, it says within two hexes, so any (eligible) friendly unit can Withdraw if an enemy moves within two hexes, even if that unit doesn't actually move in his direction. Thus the friendly player must make his decision to withdraw before the moving enemy makes his full intentions clear!

6.53 The withdrawing unit maintains its original facing throughout withdrawal at no facing change cost in Cohesion Hits or Movement Points. It does, however, pay any of the usual Cohesion penalties for terrain entered/crossed during the withdrawal. At the completion of withdrawal, if it wishes to change facing it pays any Cohesion penalties inherent in such change.

PLAY NOTE: Orderly Withdrawal is a "retreat" in the face of an approaching enemy, long before that enemy can close. This is why the withdrawing unit can return to the original facing (with minimum cohesion cost) it had before the enemy approached. In play/ game terms, you simply move the counter backwards.

6.54 If the Withdrawing unit was being approached from a rear or flank hex it suffers a 1 point Cohesion Penalty before withdrawing.

6.55 If a Withdrawing unit reaches its TQ Rating in Cohesion hits it Routs [11.41].

6.56 A unit may withdraw an unlimited number of times during a game turn, but the 6.53 and 6.54 penalties apply to each, individual withdrawal. No movement points are expended and no orders are needed for combat units.

6.57 A unit may not withdraw into an enemy ZOC or any hex into which movement would be prohibited. Stacking restrictions (6.6) apply during withdrawal. Bow armed cavalry units may use Direct fire (only) as part of an Orderly Withdrawal against infantry only. The range is always treated as two (2) hexes and the fire is conducted prior to the movement. All moving modifiers apply. A withdrawing unit is limited to one missile fire per triggering unit per Orders Phase.

6.58 Orderly Withdrawal takes place during the opposing player's Movement—a unit may not Withdraw in the Shock Combat segment. The attacking/moving unit may continue to complete its movement in the face of such withdrawal.

>>6.6 Stacking

Stacking refers to more than one unit in a hex at any one time, whether during movement or at the completion of movement, or during retreats or advances.

6.61 The Basic Stacking Rule: A hex may contain, without penalty, one combat unit … no more. Leaders and informational markers do not count for stacking purposes (but see 6.67). A hex may contain any number of leaders/markers.

DESIGN/PLAY NOTE: The stacking rules are very simple – combat unit may not end a move (of any type) stacked with any unit.

6.62 A unit may never move into or through a hex containing an enemy combat unit.

6.63 Units may move through Friendly combat units at the following costs:

- the unit expending Movement Points pays 1 MP, in addition to the terrain. There is no movement penalty for units when moving in terms of hexes (usually advances or retreats).
- if any HI or MI are involved, each such unit suffers 1 Cohesion Hit.
- a Routed unit that moves through (or is moved through by) a friendly unit is eliminated.
- A combat unit may not end its move stacked with another friendly combat unit

PLAY NOTE: There is no Stacking Chart, as in previous GBoH games.

6.64 Combat units may enter a hex containing only a leader at no movement or cohesion cost. However, Leaders pay an additional Movement Point (+1 MP) to enter a hex occupied by a combat unit.

6.65 A combat unit stacked with a Leader may Orderly Withdraw (6.5) together. If they withdraw together, they must stay together (Remember that the Leader may also withdraw using 4.42).

>>6.7 Feigned Retreat

6.71 Light Cavalry from certain armies may use a tactic called Feigned Retreat. This enables defending units to retreat, drawing their attackers in pursuit away from their lines, and then turn on them, counter-attacking. Only units whose type letters are in a box may used Feigned Retreat, and they may use it only against enemy cavalry.
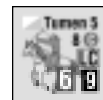
HISTORICAL NOTE: Feigned Retreat was a favorite tactic of steppe cavalry, such as the Mongols–who made it famous, historically – and the Polovtsians. The Russians had learned it from the Polovtsians, and the Mamluks, essentially ex-pat steppe Turks, were also familiar with the tactic. Some were better at it than others. The tactic was used more in an operational setting than on the battlefield, especially where the Mongols are concerned.

6.72 Feigned Retreat is used Defensively, the instant an enemy unit moves (or begins its move) within two hexes. (See 8.3 for a similar tactic in Offensive/Attack use.). Feigned Retreat may not be used by a unit in an enemy ZOC, nor may be it used against a target that is in a friendly ZOC. Feigned retreat is voluntary.

6.73 When an eligible defending unit has an enemy cavalry unit move within two hexes (or it began its move within two hexes) it does the following:

1. It announces it is attempting Feigned Retreat.

2. It retreats from three to five hexes (not less, not more), using the general principle that Retreats are "away" from enemy units. If the path is blocked by enemy-occupied hexes or ZOC, it cannot so retreat. The unit using Feigned Retreat must change its facing to reflect the direction in which it is heading (at no MP cost). All stacking rules apply.

3. The attacking unit uses the FR Reaction die roll (6.74) to see if it must follow, using the path of hexes taken by the retreating unit, regardless of how far it has moved that phase. The pursuing unit ignores enemy ZOCs, but must stop if the path is blocked by an enemy unit. The defending player's units may not conduct Reaction Fire at the pursuing unit, nor may the pursuing unit use Missile Fire.

4. If the pursuing unit is able to move within two hexes with a vacant hex in between, the retreating unit then rolls the die.

• If the DR is the same as or lower than the retreating unit's TQ, that unit may turn around and immediately either fire its missiles at the pursuer from its current hex, or move one hex adjacent to the pursuer and either fire its missiles or Shock attack it; either one or the other, not both. The pursuer may not use Reaction Fire in either circumstance.

• If the DR is higher than the retreating unit's TQ, the Feigned Retreat has failed, and the pursuer may immediately move forward adjacent to the retreating unit and either fire at the retreating unit or Shock attack it (from the rear).

All Shock resulting from a Feigned Retreat requires a TQ Check per 9.14

The activity in #4 concludes the movement phase for the pursuing unit for that Orders Phase.

PLAY NOTE: All Shock Attacks in '3' and '4' are part of the Feigned Retreat, and are resolved immediately, before going on to other units.

6.74 Reaction to Feigned Retreat: The unit that triggered the Feigned Retreat (FR) must check to see if it has "swallowed the bait". The player rolls the die, comparing the DR to that unit's FR Reaction Rating, given in each scenario. If a unit is stacked with a leader, subtract one (–1) from the Reaction die roll.

• If the DR is higher than the FR Reaction Rating, the target Must Pursue (per 6.73[3]).

• If the DR is the same as or lower than the FR Reaction Rating, the target stands, even as the attacker using FR moves away as per 6.73[2]. The target unit may continue with its movement (but see 6.75).

If the reacting unit did not have a clear LOS into the hex from which the retreating unit started its retreat, there is no die roll and the effects in bullet #2 above apply.

6.75 Feigned Retreats are conducted individually. If two or more defending units are eligible to use FR per 6.73, the defending player picks the unit to be resolved first. If the moving unit passes his
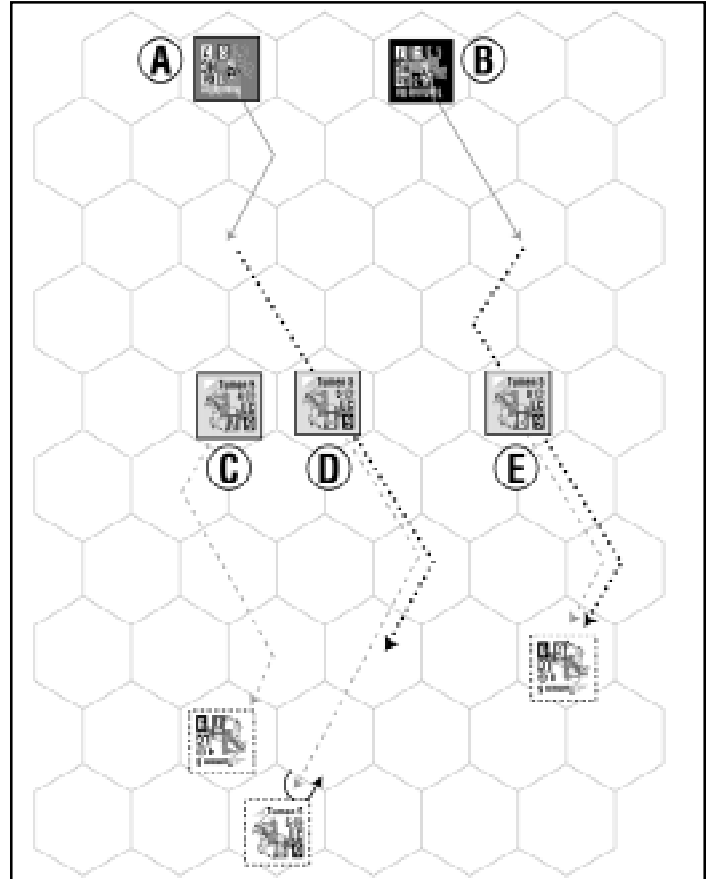
EXAMPLE OF FEIGNED RETREAT: Mounted Knight unit A moves within two hexes of enemy LC units C and D. The Mongol player decides to use Feigned Retreat and moves unit C four hexes. Mounted Knights in the Liegnitz scenario have a Feigned Retreat Reaction Rating of 2, so a die roll of 0–2 is necessary to avoid chasing the Mongol unit—it succeeds. The Mongol player is disappointed, but he is allowed to do another Feigned Retreat with unit D and moves that unit 5 hexes. The mounted knight fails its reaction die roll and must pursue the retreating unit. When the mounted knight is two hexes away from unit D, the Mongol player rolls a die to see if the Feigned Retreat is successful—a die roll less than or equal to 6 (its TQ rating). The Mongol player rolls a 5 which allows him to turn the unit around and fire the unit's composite Bow at the knights.

The Teutonic Knight unit (B) now moves and it too moves within two hexes of a Mongol LC unit. The Mongol player declares a Feigned Retreat and moves it three hexes. The knight fails its reaction die roll and must pursue. However, this time the Mongol LC unit fails its TQ check and so cannot turn around. The Teutonic knight then moves adjacent to the Mongol LC unit and the European player decides to shock attack it from the rear.

reaction check, the defending player picks the next eligible unit, etc., until either there are no more eligible units or until the moving player fails a reaction check and must pursue.

6.76 FR may be used any number of times in a single turn by a single unit. However, units may not FR off the map.

6.8 Movement Costs Chart.
See Charts and tables.

7.0 Facing and ZOCs

7.1 Facing
>>**7.11** All units must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hex sides, as below). The two hexes to the front are called the Frontal Hexes; those to the side, the Flanks, and those behind, the Rear. A unit may only move into a hex to its Front.
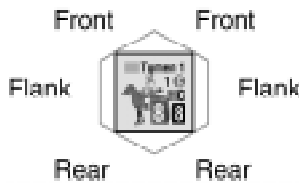
>>**7.12** In order for a unit to change its facing it must pivot within its hex. All infantry units (this includes Dismounted Cavalry) pay a cost of one movement point for each vertex shifted. Cavalry units pay one movement point to face in any direction. Leaders do not expend movement points to change facing.

>>**7.13** A unit may not change facing after entering an enemy ZOC. Exception: Units advancing after combat [9.22] may change facing one vertex. A unit that begins the Movement Segment in the ZOC of one enemy unit may use up to one half its MA (rounded up) in facing changes. A unit that changes facing in this manner may not use Missile Fire, nor may it conduct Shock Combat, nor may it use 7.23 #3 to leave that ZOC. A unit that is in the ZOC of more than one enemy unit may not change facing.

>>**7.14** Units that change facing within a Rough terrain hex suffer a one-point Cohesion penalty for each vertex for which they do so.

7.15 Reaction Facing Change. Any unit may change facing one vertex per Phase when an enemy unit moves adjacent to it (and this includes Advances after Combat). It may not do so if it is already in the ZOC of another enemy unit. If the reacting unit is infantry, the player rolls one die after changing facing. If the DR is higher than the unit's TQ, apply the difference (DR – unit's TQ) as hits to the reacting unit. There is no die roll for cavalry units.

7.2 Zones of Control (ZOC) And Shock Requirements
7.21 All combat units exert a Zone of Control, but only into their Front hexes—even those that are out of missiles. Routed units and leaders do not exert ZOCs.

7.22 ZOCs do not extend into a hex into which movement is prohibited.

7.23 A unit must cease movement the instant it enters an enemy ZOC. A unit that begins movement in an enemy ZOC may move out of the enemy ZOC only if:

1. It is the Overall Commander issuing two Orders to himself;
2. It is a leader issued two Orders by his OC;
3. It is a combat unit that can receive an order to move, has at least one unoccupied frontal hex, and its printed MA is greater than the MA of any enemy unit exerting a ZOC on it.

7.24 A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but would then cease movement for the remainder of that Orders Phase. Units leaving a Missile unit's ZOC are subject to Retire Reaction Fire [8.41].

7.25 If opposing units extend a ZOC extend into the same hex they are both considered to "control" that hex.

7.3 Shock Requirements for Units in ZOC
7.31 Some units with enemy units in their ZOC must Shock Attack, while others may choose to:

A. In the Shock Combat Phase, "heavy" combat units—those units noted with a "plus" [+] on the Superiority Chart—that moved during the current Orders Phase must undertake a Shock Attack against all enemy units in their ZOC.

B. All other "lighter" units that so moved may choose to undertake Shock.

C. Any unit issued Fire (only) orders, or those simply within the activated Leader's command range may choose to attack all enemy combat units in their (friendly) ZOCs. [7.32, 9.11].

7.32 The moving player places a "SHOCK-Check TQ" marker on top of each moving "heavy" unit (7.31[A]) the instant that moving unit moves adjacent to an enemy unit. The moving unit must Shock attack in the ensuing Shock segment. Units that are eligible to—but do not have to—attack, because they moved as per 7.31[B], also receive a "SHOCK-Check TQ" marker the instant they finish movement if, at that instant, the player chooses to shock attack with that unit. Non-moving Units under 7.31 [C] are given "SHOCK-No Check" markers at the beginning of the Shock Combat Segment. These Shock markers delineate which units will have to undergo a pre-Shock TQ check [9.14]. Only units with Shock markers may Shock attack.

EXAMPLE: A Russian Cataphracted Heavy Cavalry unit moves so that it has a Mongol HC unit in its ZOC; the Russian HC has a "SHOCK-Check TQ" marker placed on top of it because it has to attack. A Mongol Light Cavalry unit moving adjacent to an infantry unit does not have to shock attack; however, the moving player must state his decision on whether or not to do so as it finishes movement. If he wishes it to attack, he must place a "SHOCK-Check TQ" marker on top.

8.0 Missile Combat

PLAY NOTE: There are two kinds of Combat: Missile and Shock. Missile combat occurs as part of—or instead of—movement at any point during the Movement segment of an Orders Phase. Shock combat comes in its own segment—at the conclusion of the Movement Segment, after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same Order Phase.

8.1 Missile Volley

HISTORICAL NOTE: The ubiquitous use of the Composite Bow during this period made Missile fire a major force on the battlefield. The "simple" bow of ancient history is now either a Short Bow (much better than the ones used more than a millennium ago but found almost only in Europe) or a much more effective Composite Bow. The use of archers as a major component in an army is, in the East, mostly mounted. The Longbow does not make an appearance here, and its use as a major force of infantry-based armies is about a century away. There may have been occasional uses for javelins, but there is not enough evidence of such to include them.

8.11 There are three types of missile units in TDH: Short Bows (B), Composite Bows (C) and Crossbows (CB). When given an individual order, individual missile units can move, fire, or fire during movement. A Line of Missile units given a Line Command may fire during—or instead of—their movement. The units in the Line do not have to conduct the same action (some may move, others may fire without moving, while still others may both move and fire). A unit may fire during movement only if it moved "forward" (towards the target) immediately preceding actually firing. (See the example, below.) Firing during movement does not cost any movement points; however, see 8.18[45].

EXAMPLE: A Mongol Light Cavalry unit may move 4 hexes forward, fire at an enemy four hexes away, and then use its remaining points to ride away.

>>**8.12** Missile Fire may occur:
1. As an Order or Line Command
2. As Reaction Fire [see 8.4]

>>**8.13** A Missile unit may fire at any single target unit which is within its Missile Range—which extends from its frontal and/or flank hexes and to which it can trace a Line of Sight (LOS) [8.16]. Missile units must each fire individually; they may not combine fire. Engaged units may not be the target of Missile Fire (see 11.2).

Important Note: Certain units are allowed a more rapid, voluminous rate of Fire; see 8.2.

8.14 Missile Supply. A missile unit may fire if it has at least one missile volley remaining.

1. Composite Bow (C) and Short Bow (B) Armed Archers and units have an unlimited number of missile volleys until they roll an unadjusted '9' when resolving any missile combat. At the instant one of these units rolls an unadjusted '9' place a Missile Low marker on it, indicating it has one volley remaining.

2. Crossbow-armed Infantry (CB) have an unlimited number of

missile volleys until they roll an unadjusted '6–9' when resolving any missile combat, at which point place a Missile Low marker on it, indicating it has one volley remaining. See 8.25 for when the die is rolled for units capable of multiple firing.

3. If any "Missile Low" unit fires flip the marker over to its Missile No side to indicate there are no missiles left to fire. A unit with a Missile No marker may not fire at any time.

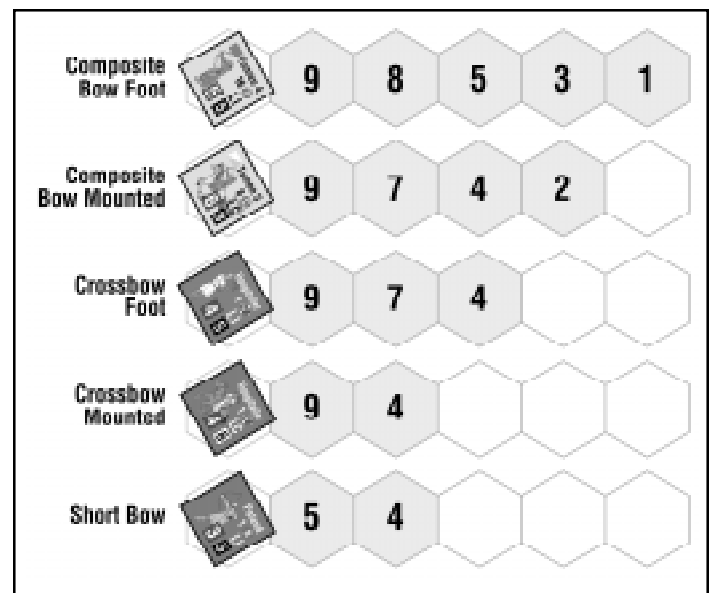**8.15** Any friendly "Missile Low" or "Missile No" unit that is:
1. not in an enemy ZOC, and
2. is not within Missile Fire Range and Direct Fire LOS of an enemy unit (that is not 'Missile No'), may Reload during the Reload segment of the Rally Phase by simply removing any Missile Low/No markers.

8.16 A missile unit can shoot a missile volley only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). An LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit's frontal or flank hex sides. LOS is blocked if any part of a hex of higher elevation is between the two units. If the LOS is blocked, missiles may not be fired. Woods hexes block LOS.

Exception: Missile Units may always fire into adjacent frontal or flank hexes.

>>**8.17** Combat units block LOS except in the following situations:
- LOS is never blocked by combat units when using Arched Fire
- LOS is never blocked by friendly combat units when using H&D tactics (8.3).

Composite Bow Foot		9	8	5	3	1
Composite Bow Mounted		9	7	4	2	
Crossbow Foot		9	7	4		
Crossbow Mounted		9	4			
Short Bow		5	4			

The diagram above shows the range of each of the Missile Type units. The numbers in the hexes are To Hit numbers. For example, a dismounted Mongol cavalry unit with a composite bow (top unit) will hit a target two hexes away on a die roll of 0–8 (assuming there are no other modifiers). See the Missile Range and Results Chart (10.1) for a complete list of modifiers.

- LOS is not blocked by friendly units adjacent to a unit using Direct Fire.

Note that C and B missile types may use either Arched or Direct fire. Crossbows may only use Direct Fire.

PLAY NOTE: LOS, while not a major problem in most of these battles because of the flat terrain, is often a cause of "player tension". We suggest that missile LOS rules be interpreted strictly, while LC LOS for Line Command rules be interpreted liberally. The former are trying to shoot at a target; the latter are simply trying to see if everyone is in place.

>>**8.18** The Missile Range and Results Chart [10.1], in coordination with the Fire vs. Armor effectiveness Chart [10.2] is used to determine the effect of Missile volleys. For each firing unit:

- First, the firing player announces whether his unit is using Direct or Arched Fire.
- Then, the firing player consults the FvA Effect Chart to see what the die roll adjustment is for that firing type against the type of armor protection of the target unit.
- The player now rolls one die and, adjusts that DR by all the adjustments listed below and on the Missile Range/Results Chart. If the adjusted die roll is equal to or less than the rating indicated on this chart for that range, the target unit takes one Cohesion Hit. If the die roll was greater than the missile units volley strength then it misses.

The following die roll adjustments are made:

1. Those on the FvA Effect Table.
2. If the missile unit moved/will move (this does include Feigned Retreat 6.7), add one (+1) to the die roll.
3. Shower Fire (see 8.23 and 8.24).
4. Terrain, although there is none in this game that adjusts the effectiveness of missile fire.

All combat effects from missile combat are immediate and occur before any other unit is moved/fires.

EXAMPLE OF FIRE: At the Kalka River, a Polovtsian LC fires at a Mongol HC unit at a range of three hexes using Arched Fire. Since the LC intends to move after the shot, a +1 is added to the DR. There is no DRM due to armor against an HC target using Arched Fire. The Russian player rolls a 4 which becomes a 5 due to the DRM so the fire misses.

A HISTORICAL NOTE ON CROSSBOWS: The range of crossbows in the 13th century was about half that of the Composite bow. Moreover, the Europeans had not yet been introduced to the Turkish methods of steadying fire.

8.19 If there is a leader in the target hex and the Missile Die roll is a "0", there is a possibility the leader has been hit. Roll the die again; if that die roll is a '0' the leader has been Wounded. The player then rolls a third time; if that die roll is greater than the leader's Initiative Rating, the leader has been killed. See, also, 9.15. Players may, if they wish, fire at a hex (in range) in which there is only a leader counter.

>> 8.2 Rate of Fire: Shower Fire Tactics

8.21 Certain archers, those with their Missile Type in a red triangle may use Shower Fire tactics. Shower Fire must be preannounced, but may be used by individual units while others, activated that phase, are doing something else.

8.22 Shower Fire may be used either by Activated units, or by defending units using Reaction Fire (8.4).

8.23 Mounted Shower Fire: When mounted archers capable of Shower Fire, use Shower Fire:

- Reduce their Movement Allowance to '5'
- Subtract two (–2) from each Missile table die roll.
- Become Missile Low on a die roll '8' or '9'

8.24. Foot Shower Fire: When Dismounted archers capable of Shower Fire, use Shower Fire:

- They may not move, if activated.
- Subtract three (–3) from each Missile table die roll.
- Become Missile Low on a die roll '7', '8', or '9'

HISTORICAL NOTE: While the major archery tactic of the Eurasian steppe cavalry was Harassment and Dispersal (8.3), the Middle Eastern Turkish tribes preferred what the sources call Shower Fire. (They did adopt Mongol tactics for a short while, after the appearance and success of the latter, but quickly returned to favoring Shower Fire). Using Shower Fire trained archers, on foot, could fire 5 shafts in under 3 seconds.

8.25 Any activated infantry units (or dismounted cavalry) armed with a composite bow (Missile type C) that does not move during the phase in which it is activated, can fire twice. These units need not fire at the same target. Missile supply is checked on the 2nd die roll only. When firing twice, Shower Fire may not be used.

8.26 Units capable of Shower Fire may not use Harassment and Dispersal tactics, nor may they used Feigned Retreat.

DESIGN NOTE: The above rule, 8.26, is based on the fact that armies adapted either one method of missile combat or the other. They did not use both.

>>8.3 Harassment and Dispersal Tactics

PLAY NOTE: This is the Attack version of Feigned Retreat. Both were standard battle tactics of the Eurasian steppe tribes.

8.31 Light Cavalry (LC) with any missile capability (Shower Fire capable units are an exception per 8.26) may use H&D tactics. H&D comprises a unit's entire action for that turn.

8.32 LC using H&D must start within four (4) hexes (but not adjacent to) the target unit. They may not start in an enemy ZOC, and they must be able to trace a path of hexes clear of enemy units. This path may not be traced through enemy ZOC unless that ZOC is adjacent to the target. Furthermore, they must have a clear LOS to their intended target (8.16 and 8.17). H&D may not be used against enemy units that are in a friendly ZOC.

8.33 The H&D path may be through/into friendly-occupied hexes, any non-Rough hex, or across any stream that does not cost more than +1 to cross. If the path is traced through friendly units, the

cohesion penalties noted in 6.63 apply.

8.34 If the unit satisfies the above, it may fire against the selected target without moving (on the map that is!) The procedure is:

• Note which unit is using H&D
• Note the target, as above
• Fire the arrows as if they were being fired at one hex range
• Take return fire (8.37 and 8.43) if any (at a one-hex range)

All of this occurs without moving the firing unit.

DESIGN NOTE: Well, it is moving (to the target and then back to whence it came). We just eliminated the micro-management. It is an early form of the pistol-era caracole, or rather the latter is a gunpowder adaptation of this very Eurasian steppe tribe tactic. Usual firing range was around 30 yards.

8.35 Reaction Movement. If the target is infantry, and the infantry suffers a Hit, the player for that infantry rolls the die.

• If the DR is the same as or lower than the printed TQ, nothing happens
• If the DR is higher than the printed TQ, that unit must move forward one hex if there is no unit in that hex. If it can't, for any reason, move forward, it doesn't, with no further penalty.

8.36 Impetuosity and Aggression. If the target unit is HC of any type, undertake the same DR as in 8.35. However, if the DR is higher, that HC must immediately move a maximum of four MP toward the firing unit by the most direct path and Shock Attack the firing unit (maybe). All normal movement and ZOC rules apply. The HC may not use Missile Fire. Such a reaction/charge is treated as part of the firing unit's movement/turn, and the resultant shock (only the HC and firing unit are considered) is resolved before anything else happens.

• C-armed LC may retreat up to two hexes when so counter-charged. This retreat is conducted before the HC advances.
• HC falling under Uncontrolled Aggression (9.32) add two (+2) to their DR.

8.37 Units that are the target of H&D must use Reaction Facing (7.15) to turn and face the H&D units. They are also eligible to use Entry Reaction fire (8.43).

EXAMPLE: At the Kalka River, a Galician HC (TQ 6) has been the target of an H&D attack by a Mongol LC from a range of four hexes. The Galician HC fails his Reaction Check by rolling a 7. The Mongol LC decides to retreat two hexes. The Galician HC advances four MP and comes up short so no Shock takes place. However, if the Mongol LC conducted its attack from a two hex range, the two hex retreat would have been insufficient (assuming all clear terrain) to prevent the LC from being Shock attacked.

8.4 Reaction Fire

Inactive Missile units may fire in reaction to certain enemy movements into (Entry Reaction) and out of (Retire Reaction) their ZOCs as well against active units that fire against them (Return Fire).

8.41 Retire Reaction: Whenever an un-routed unit leaves the ZOC of an enemy missile unit, that missile unit, if it has a range of two or more hexes, may fire a free volley at the moving unit. Any results

are applied before the unit moves.

8.42 All Retire Reaction Fire at units moving away from the firing unit is at a Range of two (2) hexes.

>> 8.43 Entry Reaction: Whenever a friendly unit enters the ZOC of an enemy missile unit, and this includes entry as a result of Advance after Combat, that enemy missile unit may fire a volley at the entering unit before any further movement or friendly fire occurs. All effects from this missile combat occur immediately. When friendly units are moving as a Line, all movement is completed before any Entry Fire takes place.

8.44 Reaction Fire does not require an Order

>>8.45 Return Fire. Any non-phasing unit may Missile Fire "back" at an enemy unit that has fired at it. The phasing unit's fire is resolved before the return fire; they are not simultaneous. The non-phasing may not use both Entry Reaction fire and Return Fire against the same unit.

DESIGN NOTE: This brings the Cataphract rules into line with Simple GBoH's 7.23, and should be applied to the former.

9.0 Shock Combat

9.1 Shock Combat Procedure

PLAY NOTE: The Shock system relies on the interaction of the units' weapons, armor protection, angle of attack and overall training and quality (TQ) to produce a single result. While no factor is unimportant, the rating to pay closest attention to is the TQ, for that rating determines the ability of a unit to withstand the rigors of toe-to-toe warfare.

At the completion of the Movement Segment of an Orders Phase, shock combat occurs. Shock is part of a leader's Orders Phase, and all shock engendered by that leader is resolved before the next leader may be activated (or momentum attempted). All units with either type of 'Shock' marker—placed as per 7.31 and 7.32—must shock attack.

Important Note: Each shock combat is conducted as a series of steps performed in order for all units participating in shock combat—before the next step of shock combat is conducted. See 9.13 for the sequence of steps. We suggest undertaking each separate step from left to right, across the map. Players may use any system they wish to note what has happened up-and-down the lines of attack.

DESIGN NOTE: It would be easier to resolve each separate combat as one "piece". However, to do so creates a "blitzkrieg" type of effect, wherein the attacker gets to choose which attacks he wants to do first so that he can achieve "breakthroughs". Despite its simplicity, this would be so far from reality as to render the system—and the game—inaccurate. However, isolated shocks can certainly be resolved as a piece, if doing so would not affect other attacks. The method you choose should keep this intent in mind.

9.11 Shock Designation Segment: This is used to place "SHOCK-No Check" markers on non-moving units that Choose to Shock [7.31 [C]].

>>**9.12 The Basic Pre-Shock Procedure.** Units that attack by Shock must attack all units in their ZOCs, unless that defending unit is being attacked by another, friendly unit in that Shock Segment. The attacker determines which units will be involved in each, individual combat resolution, within the restrictions that follow.

- A friendly unit may attack more than one unit, as long as the targeted defenders are all in the attacking unit's ZOC.
- An attacking unit may not split its attack capabilities, although two (or more) units may combine to attack one defender.
- If more than one unit is defending and/or attacking, the side with more units (counters) gets a Column Shift on the Shock Table (+ for attacker,—for defender) equal to the difference.
- Each unit may attack only once per Shock Combat Segment.
- A defending unit may be shocked attacked only once per Orders Phase.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

EXAMPLE: At the Kalka River, a Mongol Cataphracted HC moves adjacent to a Galician MI. The Galician MI happens already to be in the ZOC of another Mongol HC. The Mongol player may either combine the two HC in the attack or attack alone with the Cataphracted HC. Since the Cataphracted HC moved adjacent to the MI unit, it must Shock attack.

>>**9.13 An Overview of the Shock Resolution Procedure.** Sections 9.14 through 9.18 are descriptions of the sequence and procedure used to resolve Shock Combat. Each step must be completed for all units before proceeding to the next step. While extensive in narrative terms, players will soon realize that these steps are:

1. Charge ("Shock Must Check TQ") marked units and their defenders Check TQ to see if troops will attack in an ordered manner [9.14]
2. Check for any Leader casualties [9.15]
3. Resolve the Shock
   a. Use Clash of Spears and Swords Chart to determine which column on the Shock CRT will be used [9.16]
   b. Determine Weapon, Position, and Numerical Superiority [9.17 #1]
   c. Determine whether terrain and/or leaders will have any effect [9.17 #2]
   d. Resolve the Shock using Shock Results Table [9.17 #3]
   e. Disorder all cavalry involved in the Shock [11.6]
4. Check for Collapse [9.18]

9.14 The Charge. All units with a "SHOCK Must Check TQ" marker [7.32] and their intended targets undergo a Troop Quality (TQ) check by rolling the die for each unit, all such checks being simultaneous.

Exception: If all defending units are Routed, the attacking units need not make a TQ check. The intended targets still do, and remember, Routed units have a TQ of 1.

Attacking units with "SHOCK-No Check" markers—and their defenders—do not undergo this TQ check. If a unit is to be attacked

by both types of units (Shock-Check and Shock-No Check), the defender then checks TQ.

1. If the die roll is higher than a unit's TQ, it takes a number of Cohesion Hits equal to the difference between the die roll result and its TQ.
2. If the defender has taken sufficient Cohesion penalties to be equal to or greater than its TQ Rating it immediately Routs [11.41] and the attacking unit advances into the vacated hex (where it may change its facing one vertex, if desired, if it is not in the ZOC of another enemy unit). A Routed unit that fails this check is eliminated.

Important: See 9.21 for what happens to units earning Cohesion Hits when they advance.

3. If the attacker has Routed from its TQ check, Defender stays put if not Routed.
4. If both units would Rout from their TQ checks, defender retreats, as per Rout rules, but attacker stays in place (although he is still routed).

After the TQ check, if the attacker and the defender did not rout, go to the next step.

9.15 Possible Leader Casualties. Casualties to Leaders are determined prior to resolving the actual shock. If either or both sides has a leader stacked with one of the units involved in combat the player rolls the die for each such leader. If the die roll is a '0', the leader has been Wounded. The player then rolls a second time; if that die roll is greater than the leader's Initiative Rating, the leader has been Killed instead.

- Killed leaders are immediately removed from play [4.53].
- If a leader is Wounded, he remains in play but all his ratings are reduced by one—to a minimum of '0'. A leader who has already been wounded before and is wounded again is, instead, killed.

9.16 The Clash of Spears and Swords. The Clash of Spears and Swords Chart is now consulted to determine under which Shock CRT column the battle will occur (prior to any adjustments). If there is more than one type of defending unit, defender chooses which type will be used for determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one "angle", the attacker chooses the angle of attack most advantageous to him. If a unit is being attacked through the vertex between different facings, that defender gets the benefit of the most advantageous facing.

9.17 The Hand-to-hand Struggle. Players now determine the effect of any advantages either side has and then resolve the shock combat:

>> **1. Determine Superiority:** There are three (3) "types" of Superiority:

- POSITION SUPERIORITY: Results when one side's angle/ position of attack is from the flank or rear
- WEAPON SYSTEM SUPERIORITY: The weapons system and armor/protection of one side is so superior to the other that it will result in a marked increase in "losses" to the inferior side [9.17[4]].
- NUMERICAL SUPERIORITY: If one side has more units

(counters) in the combat than the other, that player gets a Column Shift equal to the difference: positive (+) for the Attacker, negative (–) for the Defender.
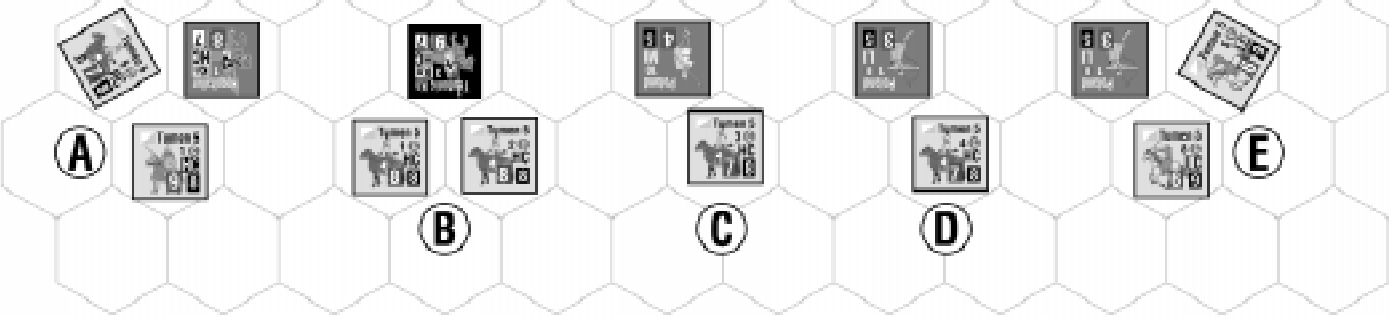
Either one side or the other may (but not must) gain Position or Weapons Superiority, either as: Attack Superiority (AS; the most common) or Defense Superiority (DS). Players determine Superiority, using the Shock Superiority Chart. In many instances there is no Superiority.

Superiority is determined as follows:

A. If a friendly unit is attacking an enemy through its Flank or Rear it is considered Attack Superior to the defender. However, whichever unit the attacker uses to determine Position Superi-

ority must also be used to determine Shock Column on the Clash of Spears and Swords Chart [10.4].

An attacking unit does not gain Position Superiority if it's in the ZOC of any other enemy unit, and that enemy unit is not being attacked by a different friendly unit.

B. If no position superiority is attained, the opposing units check their weapon class relationship [see the Shock Superiority Chart, 10.3] to determine if either weapon system is superior (either Attack Superior or Defense Superior) to the other. If more than one unit type is involved on any one side the players use the units they chose to determine the Shock column on the Clash of Spears and Swords Chart.

A	B	C	D	E	
8 Column	7 Column	7 Column	8 Column	6 Column	CRT Base Column
Shift 1R	Shift 1R	–	–	Shift 1R	Numerical Superiority
x2 Def. Cohesion Hits	–	–	–	x2 Def .Cohesion Hits	Position Superiority
2(3) = 2(6)	**2(2) = 2(4)**	**2(2)**	**2(3)**	**2(2) = 2(4)**	**CRT Result**
No	No	TQ Check for Rout	Def. Routs	Def. Routs	Collapse?

EXAMPLES OF SHOCK COMBAT: The Mongol player has moved all 8 of the above units next to the Eastern European units. As each unit moved adjacent he placed "SHOCK-Check TQ" markers (not shown) on each of his units. Note that the Cataphract HC and the HC units *must* shock if they move adjacent to an enemy unit (7.31); while its voluntary for the LC units.

DIE ROLLS: In this example *all* die rolls will be 5's—which is a slightly better than an average roll.

REACTION FIRE: Note that the two Polish Short Bow units can fire a volley at the Mongol units as they entered the unit's ZOC (Entry Reaction Fire 8.43). The Direct Fire would receive a +1 for moving target and a +1 against Mongol LC/+2 against HC. The Short Bow's To-Hit numbers are 0–5 at a Range of 1 hex. Die rolls of 5 are modified up accordingly and result in two misses.

STEP 1: All attacking and defending units undergo a TQ check. Die rolls of 5 result in all units passing their TQ except the three Polish units. The Polish MI unit receives 1 cohesion hit and the two Short Bow units receive two cohesion hits (the difference between the TQ Check die roll and their TQ rating.

STEP 2: Since their are no leaders involved this step is skipped.

STEP 3: The Mongol player now consults the Clash of Spears and Swords Chart to determine which Shock CRT column to use. For **Combat A** he uses his HC unit, rather than his Cataphract HC

unit, because he wants to gain Position Superiority in the next step. Flank HC against KN uses the 8 column. **B:** Frontal HC vs. KN = 7 column. **C:** Frontal HC vs. MI = 7 column. **D:** Frontal HC vs. LI = 8 column. **E:** Flank LC vs. LI = 6 column. The higher the CRT column, the better for the attacker.

STEP 4: Next, determine Attacker or Defender Superiority. The Mongol player has no Weapon Superiority in any of the attacks, but has Position Superiority and Numerical Superiority as listed above. Position Superiority causes double the Cohesion Hits against the defender and Numerical Superiority provides a column shift to the Shock Combat Table.

CRT COLUMN: The "base" CRT column and modifiers are listed below each attack.

STEP 5: Next, all Shock Combats are resolved on the Shock Combat Results Table. Rolling 5's on each Shock combat causes the results listed above.

STEP 6: Disorder all cavalry units (attacker and defender) involved in Shock Combat.

STEP 7 (COLLAPSE): Units that have exceeded their TQ level automatically Rout (remember that the three MI and LI units suffered Cohesion Hits in step 1). Units that are one away from their must make a TQ check and Rout if they fail. Collapse results for each unit are shown in the chart above.

PLAYER'S NOTE: Many different types of permutations and combinations are possible, in terms of unit types and multiple attack angles. The two precepts, above, should cover virtually all of these possibilities. If they don't, try to attain a result that best fits in with the general principles.

2. Adjust Columns and Resolve: To resolve shock melee the Attacker consults the Shock Combat Results Table, determines the "base" column and adjusts that column for any Numerical Superiority and/or Terrain effects. He then rolls the die, modifying the die roll by the Charisma any Leader stacked with the units of either side.

3. Apply Results: Results on the Shock CRT are Cohesion "hits" for both attacker and defender The # in parentheses is for the defender. If the attacker was superior (AS) then double the defender's result. If the defender was superior (DS), then triple the attacker's result. If more than one unit (of the same player) was involved in that combat, cohesion hits are distributed as per 11.12.

PLAY NOTE: If a unit has Hits in excess of its TQ, it does not Rout at this time — it will Rout during the Collapse step after all the designated Shocks have been resolved.

9.18 The Collapse. All units that have Cohesion Hits equal to or greater than their TQ automatically Rout [11.41]; then, units that are within one cohesion hit of automatic rout and in an enemy ZOC must roll one die. If this die roll is less than their TQ, reduce the unit's cohesion hits by one; otherwise the unit routs. Attacking units must advance into any vacated hex (see 9.2).

9.2 Advance After Combat

9.21 Attacking units must advance into any hex vacated by enemy units as a result of Shock (only), including Pre-Shock TQ check rout. This does not require an Order, but the advancing unit pays all Cohesion penalties engendered by such a move [8.43]. If the advance would rout the moving unit, it still advances and does not Rout; it does have a number of Cohesion Hits equal to its TQ minus 1.

Exception: Units that cause an enemy to vacate a hex because of pre-Shock TQ check (not the actual shock) rout and are in another enemy ZOC at the time may not advance.

9.22 Advancing units may change their facing one vertex upon finishing the advance, even if they are in an enemy ZOC. This is an exception to 7.13.

9.23 If there was more than one attacking unit, the unit that had Superiority (if any) must advance. If no such unit, the one with the highest TQ must advance. In case of ties, the Attacking Player chooses.

9.24 There is no advance after Missile Fire, alone, regardless of what the target unit does.

>>9.3 The Code of Chivalry: Uncontrolled Aggression

9.31 Whenever a Knight or European HC unit, or a Line containing such units, is activated, and that unit, or any Knight or European HC unit in that Line, is within six (6) Movement Points of an enemy unit, and there are no intervening enemy units or friendly mounted units, the player, before actually moving such units, rolls the die and consults the Chivalry Aggression (C-A) Rating of the units in question (or the lowest rated unit in a Line) as given in the scenario.

• If that die roll is greater than the C-A Rating, that unit, or all Knight or European HC units in the Line, must move up to its full Movement Allowance towards the nearest enemy unit and Shock Attack that unit. When there is more than one possible target for such a charge, the moving player determines the target. However, if there is more than one target, the target chosen must be, if possible, one not already being so attacked.

• If the die roll is the same as or lower than the C-A Rating, the units may be moved normally

9.32 If there are intervening friendly infantry units, the Aggressively charging cavalry will move through them to the target. There is no cost in Cohesion Hits to the moving unit, however, the infantry unit must undergo an immediate TQ Check. If the DR is higher than the TQ, the unit takes a number of Hits equal to the difference. This is in addition to any hits incurred by the stationary unit per 6.63.

>>9.4 Dismounted Cavalry

HISTORICAL NOTE: There is much evidence in the sources that the Eurasian Steppe armies, whose military systems this game covers, were similar to their European counterparts in that they sometimes dismounted their cavalry to have them fight as infantry. This occured far more so than in ancient times and possibly an extensions of the occasions they used such a tactic in the early Byzantine era and onwards.

All Mongol HC and LC type units may dismount and become Heavy Infantry and Light Infantry Archer units respectively. Certain other non-Mongol HC units may also dismount and become HI or LI, as noted by a Dismounted side on their counters. Any eligible unit that is not within range and Direct Fire LOS of an enemy Missile unit that is not Missile No, and not within 4 hexes of an enemy unit, may dismount. During the movement phase the unit expends all of its movement allowance and flipped to its dismounted side. The unit may assume any facing it desires. Under the same circumstances a dismounted cavalry unit may re-mount using the same procedure. Dismount/mount may be conducted as part of a Line Command.

PLAY NOTE: Given that HI is Defense Superior to all cavalry in Shock, this can be a valuable defensive tactic. But it is just that, defensive. And see the Rout and Rules for Mongols.

10.0 The Combat Tables

10.1 Missile Range and Results Chart: This chart is used to resolve each individual missile fire. Cross index the Missile Type and Range to determine the modified die roll needed to cause a Cohesion Hit.

>>10.2 The Fire vs. Armor Effectiveness Chart. This chart provides Die roll adjustments to the Missile Results portion of that chart based on the effectiveness of the armor worn/carried by the target compared to that of the missile being fired.

10.3 The Shock Superiority Chart. This chart is used to compare the superiority (if any) of one type of unit compared to another, depending on which side is attacking or defending. Always read down the column from the Attacker's point of view. (Reading across, by row, gives a "false" result.) Superiority is used to augment Cohesion hits.

10.4 Clash of Spears and Swords Chart. This chart is used to determine which Column will be used on the Shock Combat Results Table (subject to adjustments).

DESIGN AND HISTORICAL NOTE TO CHANGES: The changes to the comparative effects of weapons vs. armor shown by this chart reflect the rise of the sword as a cavalry weapon, and its effectiveness when used against the "rear" of an enemy cavalryman.

10.5 Shock Combat Results Table. This Table is used to resolve shock combat in terms of Cohesion "hits" to both attacker and defender [11.11 and 11.12].

10.6 The Cohesion Hit and TQ Check Chart. Use this as a summary of when Cohesion Hits are applied and when TQ checks take place.

10.7 Leader Casualty Summary Chart. This chart summarizes the Leader Casualty checks.

11.0 The Effects of Combat

Units suffer cohesion penalties (called "hits") from disruptive and/or excessive movement and/or combat. Too many cohesion hits produce a Rout. Routing units retreat, for the most part, towards their command Standards. A routed unit can be rallied under certain circumstances. Cavalry that engage in Shock become Disordered, regardless of the combat result.

11.1 Cohesion
Cohesion is a measure of how organized and effective a unit is at any point during the battle. The loss of cohesion is measured in Cohesion Hits, which are applied against a unit's Troop Quality—sometimes automatically, sometimes after a die roll. The Cohesion Hit and TQ Check Chart [10.6] summarizes when these occur.

11.11 Each time a unit suffers a Cohesion Hit place a Cohesion Marker—representing the total number of hits taken—on (or under) the unit.

>>11.12 If there are multiple units involved in a single combat resolution, hits must be divided as equally as possible amongst these units, with any extra hits being given to the unit that was:

1st: used to determine Positional Superiority;

2nd: used to determine Weapons Superiority;

3rd: Player's choice

This rule applies even if it means that a unit will have to Rout.

>>11.13 When a unit has absorbed Cohesion Hits equal to or more than its Troop Quality Rating it Routs [11.41]. If, as a result of Cohesion hits from Shock, all attacking and defending units would rout, the following occurs:

1. Attacker adds to his total hits the number of Hits—if any—that he would accumulate were he to advance after combat.

2. The side that has the unit with the greatest discrepancy between hits and TQ rating Routs. If the defender is not routed, it remains in place; if the attacker is not routed, he advances (if eligible); the unit that does not Rout has Cohesion hits equal to his TQ minus one (–1).

3. If the difference between the hits and TQ is the same for both sides, the defender routs and the attacker advances after combat (if allowed) and has Cohesion hits equal to its TQ minus one (–1).

If one (or both) sides have more than one unit involved and at least one unit did not reach or exceed its TQ, then ALL units that did so Rout. The above applies only when all units would have routed.

In addition, in the Collapse Phase of Shock Combat players roll for Rout for units that are in an enemy ZOC and are one Cohesion Hit short of reaching their limit [9.18].

>>11.14 Recovery. During an Orders Phase, any un-routed unit (only) with cohesion hits that is not in an enemy ZOC, nor adjacent to an enemy unit, nor within range and having a Direct Fire LOS of any enemy missile unit that is not Missile No, and is in "clear" terrain, may remove two cohesion hits by being given an Individual Order to do so. A unit may not remove more than two cohesion hits per Order Phase, and Line Commands may not be used to do this. A unit that has Cohesion Hits removed cannot move/fire in the same Orders Phase, and a unit that has moved or fired may not have hits removed. Units that have Rallied this game turn may not have cohesion hits removed.

11.15 Cohesion hits do not affect a unit's combat strength or capabilities in any way, other than to show how close it is to falling apart. Thus, a unit with a TQ of 6 and 4 hits has the same combat effect as one with no hits. It is just more likely to rout.

11.16 The Cohesion Hit and TQ Check Chart [10.6] lists the times during the game when a unit must undergo a TQ Check. These instances have also been noted throughout the rules, above. A TQ Check consists of rolling the die and comparing it to the unit's printed TQ rating. The Cohesion Hit and TQ Check Chart also lists the results, usually one or more Cohesion hits when/if the die exceeds the rating. Important: Routed units have a TQ of 1.

>>11.2 Engaged
At the conclusion of any Shock Resolution in which any opposing units are still adjacent and have not moved (i.e. did not advance or retreat), place an "Engaged" marker atop those units. Those units may not use Missile Fire, nor may they be the target of Missile Fire until the marker is removed. The marker is removed the instant the units become separated.

>>11.3 Standards
11.31 Certain leaders in a battle have a Standard counter. Standards are the main rallying points for Routed units. See 11.5.

11.32 Standards are placed per the instructions in each individual scenario. They may be moved only if stacked with the Leader for that Standard, in which case they move with the Movement capa-

bility of that Leader. Standards may stack with other units at no cost to either.

11.33 Standards may be Captured by enemy combat units, if they enter a hex with a Standard counter and no combat unit. Note that if the Leader of the Standard successfully withdraws per 4.42, his Standard goes with him. When captured, the capturing player has a choice:

- He may immediately eliminate the Standard. If he does this, in the next turn that the Leader for that Standard is activated, place that Standard marker with him. (These folks traveled with more than one banner.)
- He may move the Standard as if it were his own (by stacking it with any combat unit). In this case, the Standard is still active in terms of appearing to be a rallying point for units for that command. The standard remains Captured until the Leader for the Standard is activated in the next game turn. At that time, place the standard with the leader. If the leader for the standard has been eliminated, the standard is removed from play at the end of that next game turn instead.

PLAY NOTE: That means that Captured Standards can be used to create confusion. Happened fairly often.

>>11.4 Rout and Retreat
11.41 A unit which has routed [11.13] is immediately moved two (2) hexes toward its Retreat Goal; either

- the unit's Leader's Standard (as indicated in the scenario setup instructions) if that Standard is within the Movement Range (the unit's MA) counted in hexes (not MP); or
- its Retreat Edge (RE), as defined in the rules for each battle, if not within range of its Standard.

No Movement points are expended, but the unit must take the most direct path towards its designated Retreat Goal. This path must be through vacant hexes not in the ZOC of enemy units. If no path exists, or the unit can't retreat the two hexes, the unit is eliminated. Place a "Routed" marker on that unit when it finishes its retreat.

PLAY NOTE: Writing rules for retreat direction is a quixotic task at best. It would take three pages of type to cover every possibility— and even then, the Rules Nutsos would come up with something new. All we can say is, try to use common sense. Fleeing men are running away from the enemy—not towards them. Given the choice of running through or around their own men, they will, like water, choose the path of least resistance. When we say "use the most direct path", we mean don't try to meander around the board trying to avoid the edge of the map.

EXAMPLE: At the Indus, Khwarazmian Cataphracted HC (MA 8) has been Routed by Missile Fire. The unit is six hexes away from Shah Jalal ad-din's Standard. The unit moves two hexes toward the Standard. If the Standard was nine or more hexes away, the Cat HC would instead retreat two hexes toward its Retreat Edge instead.

11.42 In the Rout Movement Segment of the Rally Phase all routed units are moved their full, printed movement allowance toward their Leader's Standard (if in Range per 11.41) or toward the Retreat Edge (even if they moved previously during the turn). Routed units use normal movement rules.

11.43 A unit that either moves off the map (for whatever reason) or cannot complete its rout movement because of the presence of enemy units/ZOCs or impassable terrain, or is forced to enter a friendly occupied hex (see 11.44 for an important exception) is permanently removed from play and considered eliminated for Army Withdrawal purposes.

11.44 A unit retreating towards its Standard will cease retreating when it gets as close to that Standard as it possibly can without entering a friendly occupied hex. It no longer has to Retreat any more once it reaches that Goal. Exception: In the initial Rout move (11.41) the routing unit must retreat two hexes.

11.45 If a Routing unit enters a hex containing another friendly Routed unit, both it and the stationary Routed unit are eliminated.

11.46 Restrictions on Routed Units:
- Routed units retain their Movement Allowance.
- They have a TQ of 1
- Routed foot missile units are automatically "Missile No.". All other units retain their current Missile Supply status.
- Rout-moving units do not incur movement Cohesion hits.
- Routed units may not receive or use Orders or Commands, other than Rally (Standard or Leader), nor may they fire missiles for any reason.
- If a routed unit is attacked (missile or shock) and suffers any additional cohesion hits, the unit is immediately eliminated and removed from play.

11.47 If a Leader is stacked with a routing unit that leader may rout move along with that unit. He is otherwise unaffected by the rout.

>>11.5 Rally
There are two types of Rally: Rally by Leader, and Rally by Standard.

11.51 During an Orders Phase a Leader may attempt to Leader Rally any routed unit that he is stacked with or adjacent to him, and that are not adjacent to an enemy unit or within range and having a Direct Fire LOS of an enemy missile unit that has missiles. Each individual Rally attempt consumes one of his Orders, and all such rallies must be by Individual Order.

11.52 A leader may automatically Rally any eligible (per 11.51) unit with which it is stacked. A leader may attempt to Rally any/all eligible (per 11.51) adjacent Routed units by rolling the die for each attempt. If the die roll is equal to or lower than that Leader's Charisma, the unit is rallied, otherwise the unit is eliminated. Units that have been successfully Rallied have their Rout Marker flipped to its "Rallied" side. If infantry, it now has Hits equal to one-half its printed TQ, rounding down. If cavalry, it now has Hits equal to one-third its printed TQ, rounding down

PLAY NOTE: Yes, a Leader may move around the map during his turn, stopping to issue Individual Orders for Rally and then moving on.

11.53 A player may use Standard Rally by using the owning (i. e. the leader named on the Standard) Leader's Activation – be it normal or Trump or Momentum – to undertake a Standard Rally.

When doing so, the Leader does not have to be anywhere near the Standard, but that is his sole "order" for that activation. When undertaking a Standard Rally, all eligible (see 11.55) Routed units (regardless of who commands them) that are adjacent to the Standard, or adjacent to another unit that is adjacent (the "chain effect") must undergo a Rally die roll.

11.54 When undertaking Standard Rally, the player rolls the die for each eligible unit. The die roll is, essentially, a TQ Check, using the printed, full strength TQ:

- if the DR is equal to or lower than the printed TQ, that unit is Rallied. Flip the Rout Marker to its "Rallied" side. If infantry, it now has Hits equal to one-half its printed TQ, rounding down. If cavalry, it now has Hits equal to one-third its printed TQ, rounding down

- if the DR is higher, the unit is eliminated.

11.55 If a Standard moves or is Captured (see 11.33), all units that are adjacent to the Standard, or adjacent to another unit that is adjacent (the "chain effect") are no longer eligible for Standard Rally. These combat units must move toward Retreat Edge during the Rout movement phase. They may not be Standard Rallied (although they may be Leader Rallied).

11.56 Units with "Rallied" markers may not be given any Orders until the marker is removed. "Rallied" markers are automatically removed in the Rally Phase.

PLAY NOTE: Given the low Charisma ratings of most leaders, and their need to bounce around the map to be effective, Standard Rally is more a more efficient Rally mechanic. But it is not without pitfalls.

>>11.6 Cavalry Disorder

11.61 All cavalry units that are part of a Shock Combat that goes to die roll resolution are Disordered after the combat has been resolved. Place a "Disordered" marker atop each such unit.

11.62 Disordered cavalry:

- may not Shock Attack

- when they are Shock Attacked, the Attacking Player gets a one column shift to the Right on the Shock Resolution table.

- Undergoes a TQ Check when using Orderly Withdrawal, with the penalty being a number of Hits equal to the difference between a die roll higher than the TQ and the TQ rating

- Has its Movement Allowance reduced by one (–1).

- May not use Feigned Retreat or Harassment and Dispersal

- Adds one (+1) to all Missile Fire rolls

Disordered LC capable of Feigned Retreat may use Orderly Withdrawal against slower cavalry and are subject to the TQ check above.

11.63 All Disordered markers are removed automatically in the Rally Phase.

12.0 Withdrawal and Victory

12.1 Army Withdrawal

12.11 A player wins by causing his opponent's army to Withdraw. An Army will withdraw when it has exceeded its Withdrawal Level, as listed in the scenario, during the Rally phase at the end of the turn. To determine that level, each player totals the TQ points of all his eliminated units. Units that have Routed off the map are considered eliminated for purposes of Army Withdrawal. To this he adds five times (5x) the Initiative rating of killed Leaders. This is that sides Rout Point (RP) total.

12.12 If a player's/Army's RP total is the same or higher than the Army's Withdrawal Rout Level, that army has withdrawn and that player has lost the battle. If both sides exceed their Army Withdrawal Level at the end of the same turn, the player with the least number of Rout Points above that level wins (but just barely). If both sides are exactly the same, it's a draw.

>>12.2 Mongol Reaction to Withdrawal.

HISTORICAL NOTE: Most of the time – at least in the period covered by this game – that the Mongols left the field in what would, in game terms, would appear to be a Rout Withdrawal were, in fact, planned maneuvers. (Cf. The Kalka campaign, et al.) Actually, the discipline and training of the Mongol army was such that, when faced with the type of losses that would cause other armies to Withdraw they would, instead, dismount, form tightly, and fight on foot. Perhaps the fact that men who fled from the field were treated rather harshly back at camp helped to create this situation.

When the Mongols reach their Withdrawal Level (Rally Phase, Step 4), the Mongol player has a choice:

- He can accept the defeat and loss, ending the game . . . and marking him a spineless wuss for generations to come, and not acceptable in any decent Mongol household. Or Chinese restaurant.

- He can, instead, immediately conduct a Dismount and Defend Phase (below). At the conclusion of the Dismount and Defend Phase, play resumes with the next game turn.
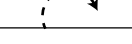
12.21 Dismount and Defend. The Mongol player takes the following actions:

- he eliminates all Routed units

- he eliminates all units that are in enemy ZOC

- he eliminates all non-mounted units

- he eliminates all allied units

- he places his remaining units anywhere between their current position and the Mongol Retreat edge not adjacent to an enemy unit then dismounts them, facing them as he wishes. Mongol units may not remount.

12.22 In any subsequent Rally Phase, he may choose to either give up, or stand and defend. At some point, one of three things will occur:

1. All Mongols will be eliminated, at which point they have lost.

2. They eventually give up, but they at least tried. They may order Mongolian take out.

3. The opposing player reaches his Withdrawal Level, in which case the Mongols win!!

MOVEMENT COST CHART (6.8)

	Terrain Type	MP Cost to Enter/Cross	Cohesion Penalties(a) to Enter/Cross		
			LI	MI/HI	Cavalry
	Clear	1	0	0	0
	Woods [COL]	2	0	1	1
	Rough	3	2	2	3
	Stream	+1	0	1	0
	Kalka River	+1	0	1	0
	Indus River	Impassable			
	Steep Embankment	+2	0	1	1
	Up 1 Level	+1	0	0	0
	Up more than 1 Level [COL]	+1 per level	1 per level	1 per level	1 per level
	Down 1 Level	0	0	0	0
	Change Facing (per vertex) PLUS	1(b)	0	0	0
	Change Facing in Rough/Woods Terrain (per vertex)	0	0	1	1
	Dismount/Mount	All	0	0	0
	Change into/out of Column	1	0	0	0

COL = The Cohesion costs listed also apply to units In Column (See 6.7). Units In Column do NOT pay Cohesion costs for those terrain effects without the COL designation.

Notes
(a) = Units not listed never suffer Cohesion penalties from movement.

(b) = All HI and MI pay a cost of one movement point for each vertex shifted. Cavalry pay a cost of one movement point to change facing in any direction, regardless of the number of vertices shifted.

SUMMARY OF ORDERS AND LINE COMMANDS

Each Individual Order allows the player to:

1. **Move any one unit.** Missile units may also fire at any time during their movement (8.1); or

2. **Individual Missile Fire** with any missile unit; or

3. **Remove two Cohesion Hits,** as per 11.14; or

4. **Attempt to Rally** a Routed unit, as per 11.53.

5. **Replace** eliminated killed leader (Overall Commander only) [4.53]

Each Line Command allows each unit in that Line to either:

1. Move. Units capable of missile fire may do so; OR

2. Fire missiles without movement

3. Leaders may NOT use a Line Command for #'s 3-5, above.

Each Standard Rally requires all units adjacent to the leader's Standard to make a Rally die roll (see 11.54)