

Au fil de l'épée !

By the Edge of the Sword!

Version 2010

"What have the French people contributed to world history? In my view, it is not the revolution of 1789, but the spirit of chivalry." Dai Sijie

Au fil de l'épée -By the Edge of the Sword! -is a rules system dedicated to battles of the high Middle Ages at the tactical level. It is used for the 32 battles of the series: Poitiers 1356 and Formigny 1450 (*Vae Victis* #26), Muret 1213, Bouvines 1214, Lac Peïpous 1242, and Benevento 1266 (*By the Edge of the Sword, Vae Victis* #45), Cocherel 1364, Auray 1364, Patay 1429, and Castillon 1453 (*Swords of France, Canons en Carton*), Las Navas de Tolosa, 1212 (*The Cross and the Sword, Vae Victis* #62), Brémule 1119, Taillebourg 1242, Mons-en-Pévèle 1304 and Cassel 1328 (*Royal Swords, Canons en Cartons*), Anthon 1430 (*Vae Victis Hors Série* #6), Varey 1325, Baugé 1421, Verneuil 1424 and Montlhéry 1465 (*Swords and Crown, Canons en Carton*), Otterburn 1388 (*Vae Victis* #78), Morgarten 1315, Sempach 1386 and Grandson 1476 (*Swords and halberds, Vae Victis* #81), Neville's Cross 1346 (*Vae Victis Hors Série* #10) Dorylée 1097 and Ascalon 1099 (*Swords and Crusade, Canons en Carton*), Val ès dunes 1047, Varaville 1057 and Hastings 1066 (*Norman Swords, Canons en Carton*), and now Trémithoussia 1191 and Arsouf 1191 (*Vae Victis Collection Jeux d'Histoire*).

Rules by Frédéric Bey, translated by Stephen Neuville

0 -General rules

The game is designed for two players, each controlling one of the two opposing armies. However, it is possible to play solitaire or with more than two players (by distributing the *banners* of each side among the players).

0.1 - Abbreviations

Hex = Hexagon SP = Strength Point MP = Movement Point LOS = Line of Sight

0.2 - Game Scale

A game turn represents half an hour of real time. A hex on the map corresponds to about 200 meters. A strength point represents 100 men.

Game Scale may be modified in some scenarios in order to adapt it to the specific situation.

0.3 - Dice

The game requires the use of two six-sided dice (referred to as d6) and one ten-sided die (referred to as d10). In the case of the latter, 0 means zero and not 10. The ten-sided die is used to resolve fire and *mêlées* and to make rally tests. The six-sided dice are used to determine initiative.

1 -Leaders and army commanders

1.1 - Characteristics of leaders & army commanders

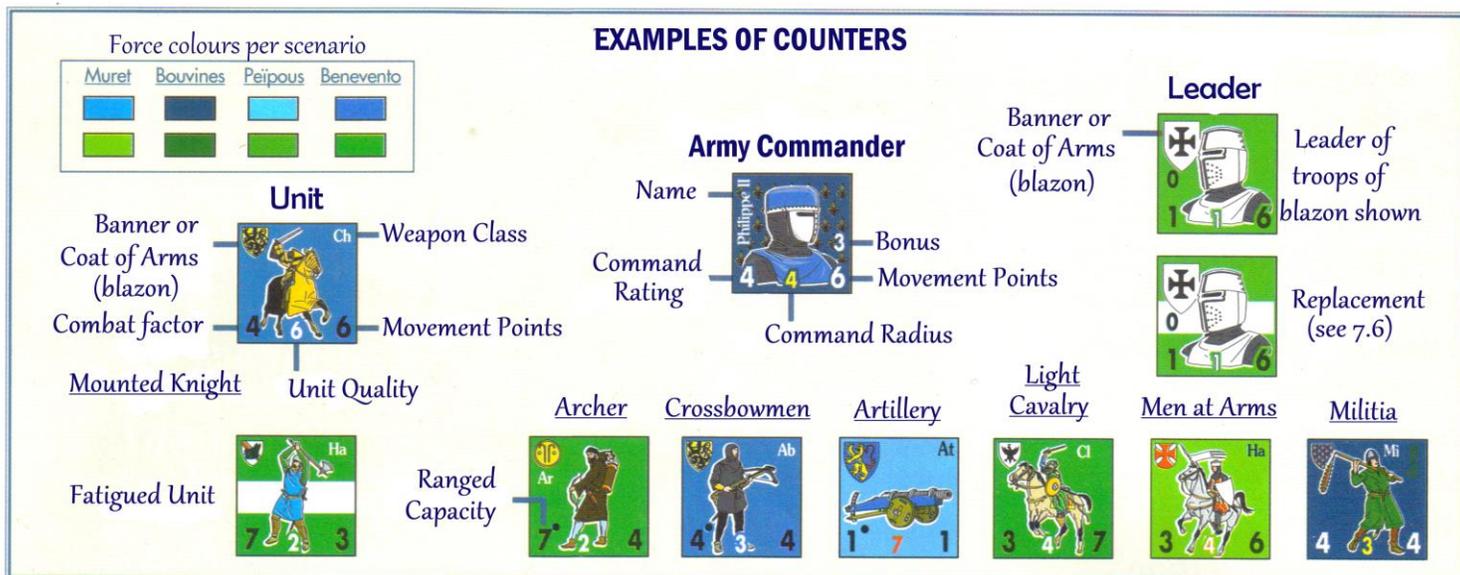
Each leader possesses:

- a *background colour* (nationality);
- a *blazon* (banner, or coat of arms) allowing identification of units belonging to his banner;
- a *bonus* (a die roll modifier);
- a *command rating* (command ability);
- a *command radius*;
- a *movement allowance*.

Army commanders possess the same characteristics and are identified by a specific background. All of these characteristics are indicated on the counter illustrations.

1.2 - Leaders and banners

A leader can command only the combat units of his own banner, which are those with the same blazon as his. The *army commanders* can command not only the units of their own banner but also all units of their army that are situated within their command radius.



2 -Combat units

2.1 - Unit descriptions

The combat units are each identified by:

- a *background colour* (nationality);
- a *blazon* (banner, or coat of arms), which permits identification of the leader who commands them;
- a *type* (weapons class);
- a *combat strength* expressed in SP (number of men);
- a *quality* (the fighting ability of the men belonging to that unit);
- a movement allowance expressed in MP

Some units also have a symbol (*) indicating that they have the ability to fire (their actual ranges of fire are noted on the **Fire Table**). All of these characteristics are indicated on the counter illustrations.

2.2 - Types of units

Each unit's type has an impact on how it can be utilized effectively (see the **Mêlée Table**).

There are a number of different types of units (not all are necessarily present at each battle):

- Knights (Ch);**
- Men at Arms or Sergeants (Ha);**
- Light Cavalry (Cl);**
- Swiss (Su);**
- Pikemen (Pi);**
- Light Infantry (II);**
- Militia (Mi);**
- Archers (Ar);**

Crossbowmen (Ab); Arquebusiers (Aq); Artillery (At).

Ar, Ab, Aq and At units have the ability to fire. Some Cl and II units can also fire. Any exceptions are noted in the scenarios. The figure on the counter indicates whether the unit is on foot or mounted. Troops on foot are called infantry units, and mounted troops are called cavalry units (artillery belongs to neither type). Markers are provided in order to indicate a change from one of these states to the other. The "remonte" (remount) marker, for example, is placed on a foot unit to indicate that it has decided to mount its horses. The details of these changes are given in 8.4.

2.3 - Levels of fatigue and disorganization

As a result of mêlées or fire, units may become fatigued. Use the reverse side of the counter to indicate this state. As a result of mêlées or fire, units may also become discouraged or routed. Use markers to indicate these states.

2.3.1 Levels of fatigue

Hence a unit may be:

- fresh (front of counter);
- fatigued (back of counter).

2.3.2 Levels of disorganization

Whether fresh or fatigued, a unit may be in one of the following states:

- Valiant (no marker);
- Discouraged ("découragé" marker);
- Routed ("déroute" marker).

3 -Facing

All units, except routed units, must comply with the facing rules (indicating which direction the unit is facing), which affect movement, fire and mêlées. Units must be oriented so as to face one of their six hexsides.

3.1 - Infantry and cavalry

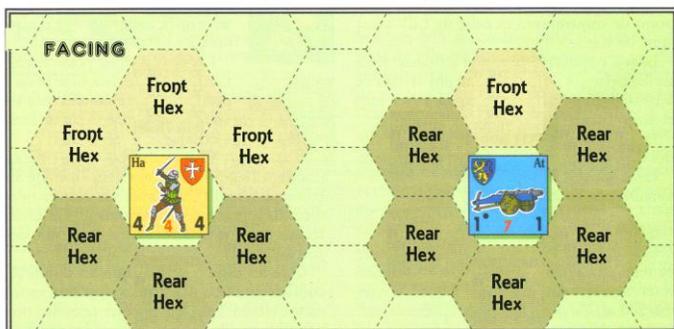
These units have three front hexes and three rear hexes.

3.2 - Artillery

These units have one front hex and five rear hexes.

3.3 - Leaders and army commanders

Facing makes no difference to these units.



4 – Zones of control

There are no *Zones of Control* in this game.

It is not necessary for a unit to stop on contacting an enemy unit. All that is required is the payment of the extra movement costs to change facing and to leave the hex (see 8.2 and 8.3).

It is always possible, during movement or as the result of a mêlée, to enter or retreat into the front hex of an enemy unit (even when leaving the front hex of an enemy unit). There is an extra movement point cost to do so (see 8.3).

5 -Stacking

5.1 - Stacking in general

Stacking in a hex is limited to one unit, plus any number of leaders.

Stacking is checked only at the end of movement. It is thus possible to move through a friendly unit during movement.

A leader's counter must always be stacked with a combat unit at the end of his movement. An army commander can be stacked with any combat unit of his army, but all other leaders can only stack with a unit of their banner.

5.2 - Specific cases

5.2.1 Artillery and stacking

One artillery counter can stack with one infantry counter.

When artillery is stacked with infantry, its combat strength is added to that of the infantry when resolving mêlées (but only when defending). To determine the die roll modifier for unit quality, use the unit with the weaker quality of the two when defending, but use the infantry unit's quality when attacking.

5.2.2 Stacking rules specific to certain battles

Some scenarios permit more than one counter to stack in a single hex. These special cases are dealt with in the specific rules for those scenarios.

Retroactive note: As a reminder (since this was not part of the scenario information, but was instead contained in an earlier version of the rules), it is possible to stack two Militia (Mi) combat units from the same banner per hex in Bouvines, and two combat units of the same type and banner -whatever their type - per hex in Las Navas de Tolosa.

5.2.3 Stacking and facing.

When an unrouted unit intends to stack with another unit, it automatically assumes the facing of that unit. Two stacked units must always have the same facing.

5.2.4 Stacking and movement.

A unit intending to stack with another unit (either above or beneath it, at the player's choice) or a unit leaving a stack of two units must expend one additional movement point to do so. Once stacked, two units can move together without penalty, as if they were a single counter, as long as they remain stacked for their entire move (same starting hex, same movement path, same ending hex). They can change their stacking order freely during movement, but can't do so if they don't move.

5.2.5 Effects of stacking on fire and mêlées.

If two units with fire capability are stacked together, only the top unit can fire. In mêlées, stacked units add their SPs together and use the weaker quality rating of the two units in the stack. While stacked, two units are considered as a single counter for the effects of mêlées, the effects of charges and the results of fire. If a unit becomes stacked with another unit as a result of a mêlée and is attacked there during the same activation phase, it does not participate in the new mêlée but does

suffer all the consequences of it (see 10.). When involved in retreat or advance after *mêlée*, two stacked units must retreat or advance together (unless prevented by the stacking limit, in the case of retreat).

Example: the player can retreat one of the two units into a hex already occupied by one other unit of the same type, leaving the other unit in place and thereby causing it to suffer one extra level of disorganization.

5.2.6 Effects of stacking on discouragement & rout.

If two stacked units rout, they can rout together or they can separate, at the owner's choice. While stacked, two units are considered as a single counter for rally attempts (a single die roll is made, using the higher quality rating of the two; see 12.3). A routed unit can stack with an unrouted unit if this does not contradict the stacking rules of the scenario. In such a case, there is no quality test by the traversed unit as normally required by 12.2.

6 -Sequence of play

The battles in the series **By the Edge of the Sword** last for the number of turns specified in each scenario. Each game turn consists of five phases referred to as Phases A through E. Each scenario specifies which side is the *attacker* and which side is the *defender*; this concept is important only for the activation of archers and artillery (Phase B).

Retroactive note: in Poitiers and Formigny, the French player is the *attacker*. For the other battles in the series, the attacking and defending sides are noted in the scenarios.

A. Command check

When checking command, the *army commanders* are considered as ordinary leaders of a *banner*.

They decide only the status of units of their own banner.

The two players verify that the units of each banner are within the *command radius* of their leader. Units that are not within command radius are *out of command* for the remainder of the game turn. Place a “*non commandé*” (“*out-of-command*”) marker on them. All other units are *in command* for the remainder of the game turn.

Each player places “*au repos*” markers on units that he hopes to allow to rest during that turn (see 11.2).

B. Artillery and archer fire (see 9.)

If either player has archer or artillery units, he can choose to have them fire in this phase (without moving them), *if and only if they are not adjacent to enemy units.*

If present, they can fire in the following order:

- the *attacking* player executes his artillery fire and immediately applies the results;
- the *defending* player executes his artillery fire and immediately applies the results;
- the *defending* player executes his archer fire and immediately applies the results;
- the *attacking* player executes his archer fire and immediately applies the results

Note: Only artillery and archers can fire in this phase. All other units with fire capability— whatever their type—can't fire.

C. Initiative and leader activation (see 7.)

As a general rule, the leaders of the two sides are activated alternately based on their *command rating*, starting from the lowest command rating and ascending to the highest. Leaders entering the game as reinforcements on a particular turn are included in this activation process on that turn. Players take turns activating their leaders when both sides have leaders with the same command rating to activate (see the example).

Specific cases:

- *If several leaders of the same army have the same command rating, the player who controls them chooses the order of their activation;*
- *If a number of leaders of both armies have the same command rating, activate them starting with the side whose army commander has the smaller bonus (if there is still a tie, first activate the leader belonging to the attacking player).*

However, this order of activation may be modified by the concept of initiative. Each player rolls two d6 and adds the *bonus* of his army commander. They then compare the results:

C.1. If the results are equal: neither player has the initiative. The leaders of the two armies are activated normally, alternating activations, in ascending order of their *command ratings*;

C.2. If the difference is between 1 and 3: the player with the higher result obtains the initiative and

immediately activates one of his leaders of his choice. Then return to activation in ascending order of *command ratings*. (The leader who was activated first can't be activated a second time);

C.3. If the difference is between 4 and 7: the player with the higher result obtains the initiative and activates one of his leaders of his choice. Then he chooses any enemy leader (even the army commander), which its owner must activate immediately. Then return to activation in ascending order of command ratings. (The leaders activated first can't be activated a second time);

C.4. If the difference is 8 or more: the player with the higher result obtains the initiative and activates one of his leaders of his choice. Then he chooses any enemy leader (even the army commander), which its owner must activate immediately, and one other enemy leader (even the army commander), which can't activate at all during the turn. Place an "*inactif*" ("inactive") marker on this leader. Then return to activation in ascending order of command ratings. (The leaders activated first can't be activated a second time).

D. Movement and combat (see 8., 9. and 10)

The players proceed to activate their leaders alternately in the order determined in Phase C. An active leader's units can move and engage in combat. When all leaders have been activated, the movement and combat phase is over. For each activated leader, the owning player (called the *active player*, while his opponent is called the *inactive player*) proceeds in the following manner:

D.1 Movement of the leader and of his *in-command* units within the limit of their movement allowance, and determination of charges.

D.2 Ranged Fire by units of the *active* player which have the capability to fire and are not adjacent to an enemy unit.

D.3 Declaration of *mêlées* against adjacent enemy units.

D.4 Resolution of *mêlées* in the order desired by the *active* player, but starting with charges; resolve each *mêlée* in the following sequence (see the detailed sequence in 10.5):

- Defensive fire by units of the *inactive* player that have fire capability, targeting an enemy unit

that is attacking them by *mêlée*.

- Offensive fire by units of the *active* player that have fire capability, targeting an enemy unit that they are attacking by *mêlée*.
- *Mêlée*.

The effects of each of these three steps are applied immediately.

D.5 Movement by *non-commanded* units, if desired, up to half of their movement allowance (rounded up) in the direction of their leader. They can't engage in fire or *mêlée* (see 7.4).

E. Rally (see 11. and 12.)

Fatigued units that have neither moved, fired nor engaged in *mêlée*, and have not been the target of fire, can be turned over to their normal side. These units are identified by the "au repos" markers which were placed on them during Phase A and which would have been removed during the turn if any event had occurred which would cancel them (see 11.2).

Then:

- Discouraged and routed units make rally tests;
- Routed units that failed their rally test make a rout move;
- The turn is then over, and the turn marker is advanced one box.

Example for Phases C. and D.: Battle of Arsuf, Turn 5. Command was checked during Phase A. Then a die is rolled to determine who has the initiative. The Crusader player rolls 2d6 and gets a 9, and then adds 3 for Richard the Lionheart's bonus, for a total of 12. The Ayyoubid player rolls 2d6 and gets a 2, and then adds 2 for Saladin's bonus, for a total of 4. The difference between the two results is 8, and this falls under case C.4., with the Crusader player gaining the initiative.

Therefore the Crusader player may activate a leader of his choice immediately. He chooses Robert de Sablé and may move and engage in combat with all the units of that leader's banner in accordance with the rules (see the abilities of in-command and out-of-command units in 7). The Crusader player then designates Saladin as the leader whom the opposing player will have to activate next and Mir Arkhur Aslam as the leader who can't be activated during the current turn (place the "chef inactif" ["inactive leader"] marker on

Mir Arkhur Aslam). The player in charge of the Ayyoubid army therefore activates Saladin and may move and engage in combat in accordance with the rules, with all the units of his army (whether or not they belong to Saladin's banner) that are within Saladin's command range of 3 hexes, because he is the army commander.

Then the normal order of activations is resumed, determined by the command ratings of the leaders. There is only one leader left with a command rating of 1, Alam al-Dîn Sulaymân. The Ayyoubid player may move and engage in combat with all units of that leader's banner. Then go on to the three remaining leaders with a command rating of 2 that are still available: Henri de Champagne, Garnier de Naplouse and Al-Afdal. Since there are leaders from both sides, the side which goes first is the one whose army commander has the smaller bonus: that of Saladin's Ayyoubids. The Ayyoubid player therefore activates Al-Afdal. Then the Crusader player activates Henri de Champagne and Garnier de Naplouse in any order he desires. Next come the activations of the remaining leaders with a command rating of 3: Guy de Lusignan, Jacques d'Avesnes, Al-'Âdil and Ala al-Dîn. Since there are leaders from both sides, the side that goes first is the one whose army commander has the smaller bonus: that of Saladin's Ayyoubids. The Ayyoubid player may therefore freely choose between Al-'Âdil and Ala al-Dîn; for example, he decides to activate Ala al-Dîn. Then the Crusader player may freely choose between Guy de Lusignan and Jacques d'Avesnes. For example, he decides to activate Guy de Lusignan. Next, the Ayyoubid player activates Al-'Âdil, and after that the Crusader player activates Jacques d'Avesnes. Next, go on to the activation of the only leader with a command rating of 4, Richard Cœur de Lion. The Crusader player may move and engage in combat in accordance with the rules, with all units of his army (whether or not they belong to Richard's banner) that are within Richard's command range of 4 hexes, because he is the army commander. The turn ends after the activation of the only leader with a command rating of 5, Hugues de Bourgogne.

7 -Command

7.1 - Command in general

A leader can move only when he is activated. The leader must end his movement stacked with a

unit of his banner (or of his army if he is an army commander).

If all units of his banner have been eliminated, a leader—unless he is the army commander—is removed from the game:

- If his last unit was eliminated by mêlée, the leader is captured;
- If his last unit was eliminated by fire, the leader is captured if the unit is surrounded; otherwise he is killed (see 7.5).

If he leaves the map with the last unit of his banner, he is considered safe and sound (neither captured nor killed), even if that unit was routed.

Exception: when an army commander activates a unit which does not belong to his banner and which is stacked with a leader, then that leader must move with the unit in question. Thus it can happen that a leader may move twice in a turn. However, if the army commander is stacked with a unit of another leader's banner, and that leader activates that unit for firing, mêlée, rallying, or placing an "au repos" marker on it, he cannot move that unit.

7.2 - Command of units

A combat unit is *in command* for the entire game turn if during the command check in Phase A it is located within the command radius of the leader of its banner. For example, a command radius of five hexes means that there can be more no than four hexes between the unit and its leader (do not count the hex the leader is in). This radius is never affected by the presence of enemy units or by any type of terrain. In all other cases, a combat unit is considered *out of command*.

Activation:

When a leader is activated (see 6.C), all units of his banner can undertake actions. They undertake different actions depending on whether they are *in command* or not (see 7.3 and 7.4) ;

- When an army commander is activated, all units of his banner *and* all units of his army that are within his command radius can undertake actions. They undertake different actions depending on whether they are *in command* or not (see 7.3 and 7.4).
- It is therefore possible for combat units to undertake actions twice in a turn, once during

the activation of their leader and once during that of their army commander ;

- A unit that is *out of command* can't undertake the actions permitted to a unit that is *in command*, even if it is within the command radius of the army commander. However, in the latter case it can undertake a second time those actions permitted to *out-of-command* units (see 7.4).

Clarification: During his activation, an army commander can activate all the units within his radius of command, before his own movement.

7.3 - In-command units

During the activation of its leader (or of its army commander if the unit is within his command radius), an in-command combat unit can, during Phase D, undertake actions in the following order:

- move up to the limit of its movement allowance;
- fire, if it has the capability and is not adjacent to an enemy unit;
- execute offensive fire and initiate mêlée, if it is adjacent to an enemy unit. Units entering play as reinforcements are always *in command* for their first activation.

7.4 - Out-of-command units

During the activation of its leader, an *out-of-command* unit can do one of the following:

- move up to half of its movement allowance (rounded up) toward the leader of its banner (not its army commander, unless the unit belongs to his banner). The unit must end its movement closer to its leader than it was at the beginning;
- not move at all. A unit that is *out of command* can't fire or initiate mêlée (Phases B. and D.). However, it can execute defensive fire if it is attacked by mêlée, and it can defend itself normally.

7.5 - Capture, wounding and death of leaders

As a result of fire or mêlée, a leader can be captured, wounded or killed (see results on the **Fire** and **Mêlée Tables**).

The status of the unit with which the leader is stacked can also have an effect:

- if the unit with which a leader is stacked is

destroyed as a result of mêlée, the leader is immediately captured by the enemy unit which caused its elimination;

- if the unit with which a leader is stacked is destroyed as a result of fire, the leader is immediately placed with the nearest unit of his banner (or the nearest unit of his army, for an army commander). If the unit with which he is stacked is surrounded, he is captured. If there are no more units of his banner left in play, he is considered killed (see 7.1);
- if the unit with which a leader is stacked routs, the leader accompanies it in its rout movement. He can't leave the unit until his next activation;
- if a routed unit, accompanied by a leader, is eliminated because rout movement is not possible, and the unit is completely surrounded, the leader is automatically captured.

Clarification: When a unit with which a leader is stacked routs off the map and is therefore eliminated, the leader in question is placed on the nearest unit of his banner (or, for an army commander, on the nearest unit of his side, if his banner has been entirely destroyed). If there is no such unit available, the leader is removed from play and is considered safe and sound (neither killed nor captured). The same procedure is applied to a leader stacked with a unit that is eliminated due to being unable to retreat, except when the unit is completely surrounded. If a captured leader exits the map because the unit which captured him has routed off the map, he is considered permanently captured and does not return to the game. Finally, if there are several leaders in a stack, the player checks their status individually.

7.5.1 Capture:

A captured leader is stacked under the enemy unit that captured him. He can't leave that unit. The leader can be freed only if that enemy unit is eliminated later by a friendly unit (reversing the process). If a leader (other than the army commander) is freed after his banner has been completely destroyed, he is removed from play and considered safe and sound (neither killed nor captured).

7.5.2 Wounding:

Place a "chef blessé" ("leader wounded") marker on the counter. The leader's new abilities are listed on the

marker and are applied immediately. A further wound will cause the death of the leader in question.

7.5.3 Death:

Immediately remove the leader's counter from the game.

7.6 - Leader and army commander replacement

Replacement of leaders takes place immediately. Proceed as follows:

- when a leader is wounded, place a “chef blessé” (“leader wounded”) marker (with a movement allowance and a command radius lower than they were originally) on his counter.
- when a leader is killed, use the reverse side of the counter as a replacement for the leader. The replacement leader is immediately placed on any unit of the banner. If all units of the banner have been eliminated, the replacement leader does not enter the game.
- when a leader is captured, use a generic leader replacement marker with the same movement allowance and a lower command radius than the captured leader, taken from the reserve counters (the original captured leader is placed with the enemy unit that took him prisoner), and place it immediately on any unit of the banner.
- if a replacement leader is killed or captured, an identical counter replaces him (simply record the victory points and reuse the counter already in place).
- when an army commander is killed or captured, proceed as above to replace him as commander of his banner only. The friendly leader with the highest command rating takes his place as the army commander (to indicate his new status, place the replacement army commander marker on that leader). From this point on, the new army commander has all the capabilities of an army commander in terms of commanding combat units.

Clarification: When a replacement leader enters the game after the death or capture of a leader, he will not have the same command rating as the original leader. He must be activated immediately after the currently activated leader has completed his Phase D. (except, of course, when the leader he is replacing has already been activated).

8 -Movement

8.1 - Movement in general

An active leader and the combat units that he commands can move all or part of their movement allowance. Entering a hex costs the moving unit a specific number of movement points (MPs). The costs of terrain are given on the **Terrain Chart**. Movement points are not cumulative from one turn to another. Movement of one unit must be completed before starting that of another unit. Movement can only be made through one of a unit's three front hexes (artillery, however, has only one front hex and can only move through it).

Exception: this restriction does not apply to leader counters.

Units only need to be in compliance with the stacking rules at the end of movement (no illegal stacking at the end of movement). So long as the stacking limit is obeyed, a move of one hex, without changing facing, is always allowed, no matter what the terrain cost is, unless that kind of terrain is prohibited to that unit type (i.e., unless the **Terrain Chart** lists it as “NA”).

8.2 - Change of facing

A unit can change its facing at the beginning, during, or at the end of movement at the cost of one movement point per hexside. A change of facing within a hex is considered movement under the rules (especially with reference to the fire rules).

A change of facing in the front hex of an enemy combat unit costs two movement points per hexside.

A change of facing by leaders does not cost any movement points.

8.3 - Disengagement and retreat

A unit located in one of the front hexes of an enemy unit must spend one extra movement point to leave the hex, in addition to any cost for changing facing if necessary. A unit can always, whether adjacent to an enemy unit or not, retreat one hex (i.e., move into one of its rear hexes) while retaining its original facing. It must obey the stacking limit but can ignore the terrain cost unless that kind of terrain is prohibited to that unit type (i.e., unless the **Terrain Chart** lists it as “NA”). This movement costs the unit's entire movement allowance.

8.4 - Mounting and dismounting

Before movement, a player can change his infantry into

cavalry (“remount”) or his cavalry into infantry (“dismount”) by using the “remonte” and “démonte” markers provided for this purpose. In each battle the players have a fixed limit on the number of markers to use for mounting and dismounting. Mounting or dismounting costs two movement points. Newly mounted or dismounted units can then spend the remaining movement points of their new movement allowance. Discouraged units can mount or dismount, but routed units can’t.

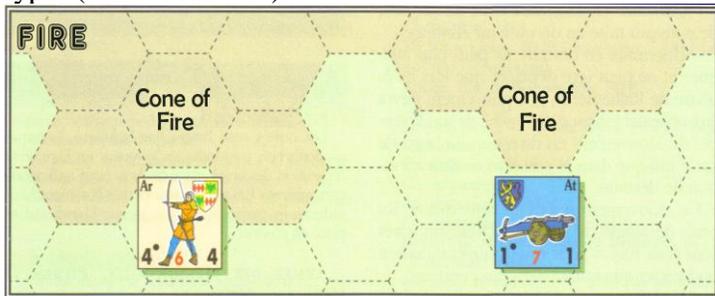
Clarification: Mounting and dismounting are not allowed if the unit is adjacent to an enemy unit.

9 -Fire

9.1 - Fire in general

Fire is never obligatory.

Only those units with a fire capability can fire; they can fire only through their front hexes, depending on unit type (see illustration).



A unit can be the target of only one fire attack per activation. Different types of units are not allowed to combine their fire against the same target.

If two units with fire capability are stacked together (see 5.2), only the top unit can fire.

Fire occurs in **Phase B. (Artillery and archery fire)** and in **Phase D. (Movement and combat)**.

As a result, some units may be able to fire several times in a turn.

Fire in Phases B. and D.2:

Fire is not allowed if the firer is adjacent to any enemy unit or to its target. *Exception:* A unit can fire at an adjacent enemy unit in one of its front hexes if mêlée with that unit is not possible; i.e., if it is across a hexside which prohibits mêlée (a river, wall or gate), or if the specific rules prohibit mêlée against adjacent enemy units in the front hexes of the firer (*Example: Al-Nasir’s banner in Las Navas de Tolosa*).

Fire in Phase D.4 (Offensive and defensive fire):

Fire is not allowed unless the firer is adjacent to its

target. Offensive fire is reserved for units which will initiate a mêlée, or are stacked with a unit which will initiate a mêlée, and defensive fire is reserved for units which will be the target of an enemy mêlée. Hence an artillery unit—which is not allowed to initiate a mêlée—can only engage in offensive fire if it is stacked with an infantry unit which will initiate a mêlée. Defensive fire by a unit can only target an enemy unit which will initiate a mêlée against it; the target must be an enemy unit in one of the firer’s front hexes.

9.2 - Line of sight

Firing requires the existence of a line of sight (LOS) between firer and target. The line of sight is checked from the center of the firing hex to the center of the target hex. It can be blocked by some types of terrain (see the **Terrain Chart**) or by other units (friendly or enemy). A hexside of a hex containing either blocking terrain or a unit does not in itself block a line of sight. It is always possible to fire into a hex of blocking terrain, but not through such a hex. Ignore the obstacle when determining LOS, if:

- the firer and the target are both at a higher level than the obstacle;
- the firer is at a higher level than the target and the obstacle, and the obstacle is halfway between the firer and the target, or closer to the firer;
- the target is at a higher level than the firer and the obstacle, and the obstacle is halfway between the firer and the target or closer to the target.

Special case: Archers have the ability to fire over other units (friendly or enemy). Thus only terrain can block fire by archers.

9.3 - Fire procedure

Fire, in whatever phase, is executed as follows:

- select the target unit;
- select units which will fire at that target (it is possible to combine fire by units activated at the same time. Use the range of the unit that is farthest from the target);
- check the line of sight;
- roll 1d10 and resolve the fire using the **Fire Table**, applying the modifiers indicated (for all units if several are firing at the same time—for example, if three units are firing at a single

target, and one of those units has moved, that unit's movement suffices to cause a 1 die roll modifier);

- apply the results to the target unit. The maximum ranges for fire are shown on the **Fire Table**.

Special cases:

- *An artillery unit only suffers the results of enemy fire if it is alone in a hex. Otherwise, only the unit with which the artillery unit is stacked suffers the results of fire;*
- *But an artillery unit stacked with another unit does suffer the results of fire if the firer is an artillery unit;*
- *An artillery unit which suffers a "Rout" result is automatically eliminated;*
- *Mounted archers and crossbowmen can fire. They incur a fire penalty (malus), as shown on the **Fire Table**. If the scenario allows them to dismount, they no longer suffer the fire penalty when they are dismounted.*

10 -Mêlées

10.1 - Mêlées in general

Mêlée is never obligatory.

A mêlée can occur where opposing units are in contact with each other. Only routed units, *out-of-command* units and artillery units are unable to initiate mêlée (however, they can defend themselves when attacked).

A unit can be attacked by mêlée only once during the activation of an enemy leader (Phase D.), but pursuits (see 10.9) are not subject to this restriction.

Note: if it defends itself successfully, a routed unit could conceivably capture an enemy leader.

10.2 - Charges

A charge is a special kind of mêlée carried out by mounted units of the types Ch and Ha only, provided they are *in command* and are not routed.

Clarification: *Ch and Ha on foot can't charge, nor can Cl or mounted Ab or mounted Ar.*

The charging unit must move at least one hex, and it can't expend more than four movement points before it charges. The target of the charge is designated during Phase D.1 (movement). To indicate this, "Charge" markers are placed on the charging unit and the unit being charged.

If a cavalry unit is already in contact with the enemy,

then it can't charge but can still initiate a normal mêlée. If a unit passes through a friendly unit during its charge movement, the friendly unit is immediately routed (see 12.2).

A unit must charge in a straight line. There must already be an enemy unit directly ahead of its central front hex at the start of its movement (i.e., it can't change its facing before charging), and the target of its charge must be in its central front hex when the charge is resolved. When charging, a unit is not required (unlike other friendly units) to attack enemy units located in its other front hexes.

Charges are resolved individually, and no other attacking unit can participate in the same combat with a charging unit unless also charging that same defender. Charges provide a special die roll modifier in mêlée (see the **Mêlée Table**).

A cavalry unit that doesn't charge can still initiate a mêlée normally, but without benefitting from a modifier linked to charging.

10.3 - Counter charges

Whether it is *in command* or not, an unrouted cavalry unit of type Ch or Ha that is the target of a charge can attempt a counter charge just before the charge is resolved. The counter charge is allowed only if the unit is being charged through one of its three front hexes. To execute a counter charge, the player rolls a d10: if the score is less than or equal to the quality of the unit, then the counter charge succeeds and all the die roll modifiers for charging are disregarded when the attacker resolves the mêlée. The defender must change facing so that its central front hexside faces the unit that is the target of its counter charge. The attacker can't cancel his charge when faced with a successful counter charge by the defender.

Clarification: *In a situation where several enemy units are charging it, a unit which attempts a counter charge must choose a single enemy unit to be the target of the counter charge. If the latter is successful, only the die roll modifiers linked to the charge of that enemy unit will be disregarded.*

10.4 - Determination of mêlées

During each leader's activation phase (Phase D.), the active player, after movement, determines the targets of any charges and ranged fire (i.e., fire on non-adjacent targets), and decides on the mêlées which he wishes to initiate. The active player is called the *attacker*, and the

inactive player is called the *defender*. An attacking unit can only initiate a *mêlée* through one or more of its three front hexes. If it chooses to initiate a *mêlée*, it must attack all enemy units situated in its front hexes, with the exception of those already being attacked by other friendly units in the same Phase D activation. Several units can attack a single enemy unit, and conversely one unit can attack several enemy units. The attacker must declare all *mêlées* before resolving them:

- he places a “*Mêlée*” marker on each enemy unit that he must attack in the current activation, except for those that already have a “*Charge*” marker.
- once declared, each *mêlée* must be resolved. A *mêlée* can’t be cancelled because of the results of other *mêlées* during the same Phase D activation.

Special case: in the case of charges, at the end of the process of pursuit – élan – dispersion (see 10.9) it can happen that a designated attacker no longer has any defenders in its front hexes. In such a case, that attack is cancelled.

However, it is permissible for the attacker to modify the allocation of units participating in *mêlées* (but not charges) at any time, on condition that all the defenders marked with a “*Mêlée*” marker are attacked in the current Phase D. activation.

10.5 - Sequence of steps in a *mêlée*

Each *mêlée* is resolved, and its results applied, in the order desired by the attacker, but he must resolve all charges before resolving the other *mêlées*. He removes the “*Charge*” or “*Mêlée*” marker from the defending unit after each combat. A *mêlée* is resolved as follows:

- specify the attacking and defending units;
- each defending unit with fire capability executes defensive fire against one unit attacking it in that *mêlée*;
- each attacking unit with fire capability can execute offensive fire (not obligatory) against one unit which it is attacking in *mêlée*;
- determine the die roll modifiers linked to terrain (see the **Terrain Chart**) with reference to the hex containing the defender. Take the combination most advantageous for the

defender where there are several attackers and one defender, or several defenders and one attacker;

- determine the die roll modifier linked to the strength ratio (the odds ratio). Always round the strength ratio in favour of the defender (see the **Mêlée Table**);
- determine the die roll modifier linked to the types of units engaging in *mêlée* (see the **Mêlée Table**);
- determine the die roll modifier linked to the quality of units engaging in *mêlée* (see the **Mêlée Table**);
- determine any other die roll modifiers (see the list on the **Mêlée Table**).

10.6 - Results of *mêlées*

Results are listed on the **Mêlée Table**. The results are applied immediately after each *mêlée* and in the order of effects indicated on the **Mêlée Table**. Results are obtained by rolling a d10 and adding or subtracting the modifiers noted on the Tables.

Special case: an artillery unit which incurs a result of “Retreat” or “Rout” is automatically eliminated.

10.7 - Retreat after *mêlée*

The result of a *mêlée* may require the defenders or attackers to retreat one hex (an R result on the **Mêlée Table**). Passing through a friendly unit during this retreat is not allowed. When this is not possible (because of the stacking limit or a map edge, for example) the defender can remain in position and replace the retreat by suffering an additional level of disorganisation.

Examples: if the unit was valiant, it becomes discouraged. If it was already discouraged, it becomes routed. If it was already routed, it is eliminated.

When retreating, a unit can change its facing by one hexside. There is no required direction of retreat in the chaos of battle, and therefore a unit can retreat into any available hex (it is even possible to retreat *forward*). However, a unit which retreats into one of its front hexes loses an additional level of disorganization as a penalty.

10.8 - Advance after *mêlée*

Advance by the attacker is obligatory after a *mêlée* that causes the defender to retreat (exceptions: see 12.1). A defender that wins a combat can advance only if the

Mêlée Table indicates that it can, and this advance is not obligatory. If several units are participating in a mêlée, the player chooses which of his units will advance.

Advance after mêlée must obey the stacking limit.

A leader can advance after combat only if the unit with which he is stacked also advances.

A unit that advances after mêlée can freely change its facing.

Exception: a cavalry unit that charges can only change its facing one hexside when advancing after mêlée.

10. 9 - Pursuit, élan and dispersion

After a charge, pursuit may lead to as many as two additional charges.

If the charging unit was not already fatigued at the start, and if the initial charge results in an advance after mêlée without “fatigue” for the attacking unit, the latter must execute an **Elan**: it must advance into the vacated hex, while changing facing by one hexside if desired, and execute a new charge against the unit currently in its central front hex.

If the result of the Elan involves a new advance after mêlée without “fatigue” for the attacking unit, the latter can choose to execute a **Dispersion**: it must advance again into the vacated hex, while changing facing by one hexside if desired, and then it may choose to execute a new charge against the unit currently in its central front hex. Whatever the result of its charge, the attacking unit which executed the Dispersion suffers a “fatigue” result in addition to the results of the charge, and the pursuit ends.

Elan and Dispersion are completely separate mêlées, with their own potential defensive and offensive fire phases (see **6. D.3 and D.4**).

Special cases:

- *Elan and Dispersion do not take place if there is not an enemy unit in the central front hex of the charging unit;*
- *if, when charged, the unit being attacked has to remain in place and suffer the loss of an additional level of disorganization (10.7), then there is no pursuit (or no Dispersion if this occurs after an Elan);*
- *if a defending unit is attacked by a charge, and is still in contact with the attacking units after the result of the charge and the pursuit have*

been determined, it can be attacked again in Elan or Dispersion;

- *if a defending unit which must be attacked in mêlée is attacked via Elan or Dispersion before the intended attack can take place, the initially intended mêlée does not occur, in compliance with 10.1.*

Example of charge, élan and dispersion: Battle of Tremetousia, Turn 3.

Richard Cœur de Lion’s banner is activated;

Phase D1. *The Crusader player makes his moves and decides on his charges. The Ch unit (4 7 6) and Richard advance into hex 1315. The Ch unit (3 6 6) makes a charge move into 1214 to attack the enemy Cl unit (place a Charge marker on the two counters). The charge move is legal because the unit moved at least one hex in a straight line (into its front central hex) and did not expend more than 4 MP (see 10.2);*

Phase D2. *No action is taken. The active player’s units do not have the ability to fire;*

Phase D3. *The mêlée resulting from the charge is declared;*

Phase D4. Defensive Fire. *The Cl unit has the ability to fire and can therefore execute defensive fire. The Byzantine player rolls a d10 and gets a 7; he has to apply a -1 because the firing unit has less than 4 SP and another -1 because the firing unit is mounted. Thus the final result is 5. The fire has no effect (See the Fire Table). **Offensive Fire.** No action is taken. The active player’s unit does not have the ability to fire. **Mêlée.** Resolution of the **charge**. Note: All charges must be resolved before any other mêlées (see 10.5). The unit that is the target of the charge is neither a Ch nor an Ha, so it can not attempt a counter charge (see 10.3). The Crusader player rolls a d10 and gets a 4, which he must adjust by +1 (modifier for the odds ratio, which in this case is 1 to 1), +2 (modifier for unit type, Ch vs. Cl), +1 (modifier for unit quality) and +3 for a charge against a unit’s front hex. The final result is 11, which translates to D+R for the defender (see the Mêlée Table). The Cl unit retreats into hex 1015 and the Byzantine player places a “découragée” marker on his unit. The Ch unit must occupy hex 1116 and may change its facing if desired, but the Crusader player opts not to do so and retains his unit’s original facing (see 10.8); **Elan.** Since the initial charge resulted in an advance after mêlée without fatigue, the Crusader*

player must execute an Elan (see 10.9) against the Cl unit which is again in his victorious Ch unit's front central hex. This Elan is resolved immediately. The Cl unit's defensive fire again produces no effect. The Crusader player rolls a d10 and gets a 7, which he must adjust by +1 (modifier for odds ratio, which in this case is 1 to 1), +2 (modifier for unit type, Ch vs. Cl), +1 (modifier for unit quality), +2 because the defender is discouraged and +3 for a charge against a unit's front hex. The final result is 14 (as the modifiers are limited up to the limit of + or - 7), which translates to Dr+R for the defender (see the M el e Table). The Cl unit is therefore routed (the Byzantine player places a D eroute marker on it) and retreats two hexes into hex 0816 (because of the Dr result), and then it retreats another hex into 0717 (because of the R result). The Ch unit must advance one hex into hex 1015. The Crusader player chooses to reface it toward 0915, so as to face the Ha unit; **Dispersion**. Dispersion is not obligatory (see 10.9), but the Crusader player chooses to do it. There is no defensive or offensive fire. The Crusader player rolls a d10 and gets a 2, which he must adjust by +1 (modifier for odds ratio, which in this case is 1 to 1), +1 (modifier for unit type, Ch vs. Ha), +1 (modifier for unit quality), +3 for a charge against a unit's front hex and +1 for the difference in terrain levels. The final result is 9, which translates to F+R for the defender (see the M el e Table). The Ha is flipped to its reverse side and retreats into hex 0814, and the Ch must advance into hex 0915. The pursuit phase ends. The Ch unit is flipped to its reverse side because it is automatically fatigued (see 10.9).

11 -Fatigue

Due to fire or m el e, a unit may suffer a change of status from "fresh" (front of the counter) to "fatigued" (back of the counter). The counter is turned over to indicate this change of status. A fatigued unit which suffers a further "fatigued" result remains fatigued with no additional effect.

11.1 - Effects of fatigue

The effects of fatigue are indicated by the new characteristics of the unit which are printed on the back of its counter.

11.2 - Resting units

To be placed "au repos" ("resting"), a unit can be *in command* or *out of command* (see 7.2). To rest a unit,

the player places an "au repos" marker it at the beginning of the turn, during Phase A.

A player can place as many units as he wishes "au repos" during the same turn. He can place discouraged units "au repos", but not routed units (they must first be rallied).

In order for a unit to regain its "fresh" status, it must remain "au repos" for an entire game turn.

To do this:

- it must not be adjacent to an enemy unit either at the beginning or at the end of a turn. An enemy unit which moves into contact with it only momentarily during the turn has no effect. **Clarification:** when determining whether a unit can be placed "au repos", note that two opposing units separated by an impassable hexside are still considered adjacent, so they are not allowed to be placed "au repos";
- it must not be the target of any fire, even ineffective fire, or any m el e, during the turn;
- it must not move during the turn.

If these conditions are fulfilled, the marker is removed and the unit is turned over to its "fresh" side during Phase E of the turn. The unit then regains its full capabilities for the following turn.

On the other hand, if the unit moves or is the target of fire or m el e during the turn, the "au repos" marker is immediately removed. In Phase E, the unit will thus remain on its "fatigued" side.

Returning a discouraged unit to its "fresh" side still leaves it discouraged.

12 -Discouragement and rout

The status of a unit with respect to fatigue (fresh or fatigued) does not affect its level of disorganisation (valiant, discouraged, or routed).

12.1 - Discouragement

- a unit may become discouraged as the result of fire or m el e. When this occurs, the player places a "d ecourag e" ("discouraged") marker on the unit;
- a unit which is already discouraged, but still fresh, remains discouraged but becomes fatigued if it receives a new discouraged result;

- a unit which is already discouraged, and also fatigued, will rout if it receives a new discouraged result;
- a unit which is already discouraged, whether fatigued or not, is simply routed (not eliminated) if it receives a rout result;
- a discouraged unit is penalized when involved in fire and mêlée (see the **Fire and Mêlée Tables**). Also, it can no longer advance after a victorious mêlée (and that includes charges).

12.2 - Rout

12.2.1 – Becoming routed

A unit may be routed as the result of fire, mêlée or friendly charge movement (a Dr result on the **Mêlée Table** or a rout result on the **Fire Table**). The player places a “dérouté” (“routed”) marker on the unit, which must immediately retreat two hexes in a straight line towards the map edge indicated in the scenario. The routing unit is not allowed to pass through an enemy unit during its two-hex retreat. If the routing unit has no hex available to it after the obligatory two-hex retreat (due to the stacking limit), it is eliminated.

Clarification: thus a unit which suffers a Dr + R result is eliminated after applying the Dr result, but before applying the R result, if it is in violation of the stacking limit.

After its obligatory retreat of two hexes, a unit which routs must be faced toward the map edge indicated as its rout direction in that scenario. This facing change, like the two-hex retreat movement, is made automatically without having to pay movement point costs.

12.2.2 Rout movement during Phase E

During Phase E, a unit that is already routed must expend its entire movement allowance by moving in the direction of the map edge indicated as its rout direction in that scenario. This movement is made in a straight line, the only allowed deviations to another hex column being such as are necessary in order to avoid either being eliminated or moving adjacent to enemy units, or in order to reach the map edge as rapidly as possible (via the least costly hexes in terms of movement points, counting terrain costs normally).

A routed unit can pass through a friendly unit during its rout movement in Phase E. When this happens, the player rolls a d10 and compares the result to the quality of the unit being passed through. If the result is higher

than that unit’s quality, it too immediately makes a rout move. The unit being passed through makes its rout move after the unit that caused it to rout has finished its own rout move. If this second routing unit now passes through the unit which has just passed through it, the latter does not make another test with the d10.

12.2.3 Restrictions on routs

Units being passed through:

a unit which routs can pass through a friendly unit during its two-hex retreat or during its rout movement in Phase E. Whenever this happens, the player rolls a d10 and compares the result to the quality of the unit being passed through. If the result is higher than its quality, it immediately routs (see 12.2.1). If the unit being passed through was already routed, it automatically makes a rout move without making the d10 test;

The unit being passed through makes its rout move after the unit that caused it to rout has finished its own rout move. If this second routing unit now passes through the unit that has just passed through it, the latter does not make another test with the d10.

The other restrictions are as follows:

- a routed unit, whether fresh or fatigued, which receives a “discouraged” result must make a further two-hex move in its rout direction and remain in a routed state. If it is unable to execute this movement, it suffers an additional level of disorganization and is thus eliminated;
- a routed unit, whether fresh or fatigued, which receives an **R** (Retreat) result must make a one-hex move in its rout direction. If this is not possible, it suffers an additional level of disorganization and is thus eliminated;
- a routed unit, whether fresh or fatigued, which receives another rout result is eliminated;
- a routed unit can no longer attack and can move only in Phase E;
- a routed unit that leaves the map is eliminated.

12.3 - Rally

rally occurs in Phase E, after any “au repos” markers have been removed and the rested units have been returned to their fresh side, and just before rout movement;

rally is only possible if the unit is not adjacent to an enemy unit.

Clarification: when determining whether a unit can rally, note that two opposing units separated by an impassable hexside are still considered to be adjacent, so they are not allowed to rally;

- rally is attempted by rolling a d10 for each unit that needs to be rallied;
- the rally attempt succeeds if the modified die roll result is less than or equal to the quality of the unit, otherwise it fails;
- an unmodified roll of 0 on the d10 automatically results in a successful rally attempt.

Modifiers:

- if the unit is fatigued: use the quality on the back of the counter (see 2.3.1)
- if the unit is routed: +1
- if the unit is stacked with or adjacent to its banner leader: subtract the leader bonus

- if the unit is stacked with or adjacent to its army commander: subtract the leader bonus
- if a unit could benefit from the bonus of both its banner leader and its army commander, only the more favorable bonus of the two is used (they are not cumulative).

Effects of rallying:

- a discouraged unit which rallies becomes valiant again and can be refaced freely (remove the “découragé” marker).
- a routed unit which rallies becomes discouraged and can be refaced freely (turn the “dérouté” marker over to its “découragé” side).
- when all rally attempts have been made, units that are still routed perform rout movement (see 12.2.2).

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Au Fil de l'Épée /By the Edge of the Sword

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Au Fil de l'Épée / By the Edge of the Sword Version 2010 Tables:

Terrain Chart

	Infantry and leaders	Cavalry and artillery	Effect on fire	Effect on mêlées	Effect on charges
Clear	1	1	NE	NE	NE
Wood	2	3	-2 / B	-1	-2
Bushes/Hedges/ Vines/Orchards	1	2	-1 / B	-1	-1
Marsh	2	2	NE	+1	-2
Village/ City/ Ruins	2	2	-2 / B	-2	-3
Farm/Mill/Abbey	1	1	-1	-1	-1
Stream	+1	+1	NE	-1	-1
River/Pond/ Lake/For	NA	NA	NE	NA	NA
Wall	NA	NA	-4 / 0 [a]	NA	NA
Fortification	0	+1	NE	-1	-2
Gate	0	0	-4 / 0 [a]	NA	NA
Bridge	0	0	+ 1	-1	NA
Track	1 [b]	1 [b]	NE	NE	NE
Road	1 [c]	1 [c]	NE	NE	NE
+1 level	+1	+2	NE / B	-1	-1
-1 level	0	+1	NE / B	+1	+1

NE: No effect **NA:** Not allowed

B: Blocks line of sight

[a]: The - 4 applies to firing in from the outside, the 0 to firing out from the inside.

[b]: If movement occurs from one track hex to another, disregard the effects of other terrain except for the costs of changing levels.

[c]: If movement occurs from one road hex to another, disregard all the effects and costs of other terrain.

Note: Always take the combination most advantageous for the defender if there are several attackers and one defender, or if there are several defenders and one attacker.

Clarifications for specific battles:

The lake and frozen ground hexes are treated as clear terrain in **Lac Peipous**.

The camp hexes are treated as wood hexes in **Muret**.

The town hexes of Muret are treated as village hexes.

Hexes containing siege engines are treated as Farm/Mill/Abbey in **Muret**.

Fire Table

Range:	1 hex	2 hexes	3 hexes	4 hexes	5 hexes
Archers	5/7	6/8	7/9	No firing	No firing
Crossbows	6/8	7/9	9	No firing	No firing
Arquebusiers	4/7	7/9	9	No firing	No firing
Artillery	3/5	4/6	5/7	6/8	9
Light Cavalry, Light Infantry (Javelins)	7/8	9	No firing	No firing	No firing

All modifiers are cumulative.

Modifiers:

- 1 if the firing unit (or combined total of firing units) has less than 4 strength points (e.g., archers with strength 3 = -1 from the die roll). **This does not apply to artillery.**
- +1 if the firing unit (or combined total of firing units) has more than 4 strength points.
- +2 if the firing unit (or combined total of firing units) has more than 8 strength points.
- 1 if the target unit is a dismounted CH or dismounted HA.
- 1 if the firing unit (or one of the firing units) has moved in the current activation.
- 1 if the firing unit (or one of the firing units) is mounted.
- 1 if the firing unit (or one of the firing units) is discouraged.

Note: If several units concentrate their fire against the same target, firing is resolved using the column corresponding to the unit farthest from the target.

Results:

The target is hit on a roll of a d10 greater than or equal to the numbers indicated.

The first number is the minimum die roll required to **discourage** the target unit (see 12.1).

The second number is the minimum die roll required to **rout** it (see 12.2.1).

Note: If there is only one figure on the table, it is the die roll required to discourage the unit. See Rule 12 for the cumulative effects of “découragé” (“discouraged”) results.

Effects on leaders:

- When firing, an unmodified die roll of 9 on the d10 requires a casualty check for the possible death, wounding or capture of each leader stacked with the target unit: roll a d10: 0 to 5 = No effect, 6 to 8 = leader wounded, 9 = leader killed.

Mêlée Table

All the modifiers are cumulative up to + or - 7.

Exception: The “+5 if all defenders are routed” modifier is not cumulative with any other modifier linked to facing, since routed units have no facing.

Die roll modifiers for odds ratio (always round in favor of the defender)

2 - 1 and higher: +2

1 - 1: +1

1 - 2: 0

1 - 3: -1

Less than 1 - 3: -2

Modifiers for unit types

Att./Def.	Ch	Ha	Cl	Su	Pi	Mi	Il	Ar	Ab	Aq	At
Ch Knights	0	+1	+2	0	+2	+3	+3	+2	+2	+2	+2
Ha Men at Arms	0	0	+2	0	+2	+2	+2	+1	+2	+2	+2
Cl Light Cavalry	-1	-1	0	-2	0	0	+1	0	+1	+1	+2
Su Swiss	0	0	+1	0	+1	+2	+2	+2	+2	+2	+2
Pi Pikemen	-2	-2	-1	-1	0	+1	+1	-1	-1	+1	+1
Mi Militia	-2	-2	-1	-2	0	0	+1	-1	-1	-1	0
Il Light Infantry	-1	-1	-1	-3	0	0	0	0	0	0	0
Ar Archers	-1	-1	0	-1	0	+1	+2	0	+1	+1	+2
Aq Arquebusiers	-2	-2	0	-2	-1	+1	+1	-1	+1	0	+2
Ab Crossbowmen	-2	-2	-1	-2	-1	+1	+1	-1	0	0	+1

Note: in the case of combined attacks (several attackers or several defenders), take the unit types most favourable to the defender (the "least good" attacker and the "best" defender, with regard to the table above).

Modifiers arising from unit quality:

Attacker quality superior to defender: +1

Attacker quality inferior to defender: -1

Note: in the case of combined attacks (several attackers or several defenders), use the best quality unit on each side.

Other modifiers:

- + or - the difference in bonus of all leaders – of the two sides – participating in combat
- -2 if the attacking unit (or one of the attacking units) has just engaged in offensive fire
- +2 if the defender (or one of the defenders) is attacked from a rear hex
- +3 for charge into a front hex
- +4 for charge into a rear hex or multiple charges into 2 or 3 front hexes
- +5 for multiple charges into at least two hexes, of which at least one is a rear hex.
- -2 if all attackers are discouraged
- -1 if one or more, but not all, attackers are discouraged
- +1 if one or more, but not all, defenders are discouraged
- +2 if all defenders are discouraged or at least one, but not all, defenders are routed
- +5 if all defenders are routed

Note: see the special case concerning the Su as defenders in the specific rules for Epées et Hallebardes (Swords and Halberds).

Results:

Roll 1d10 (0 = zero not 10). Then add and subtract the modifiers up to the limit of + or - 7.

Modified die roll	Defenders	Attackers
-7 to -4	<i>Advance optional</i>	D + R
-3 to 0		F + R
1 to 3	F	R
4		
5 to 6	R	F + Obligatory advance
7 to 9	F + R	<i>Obligatory advance</i>
10 to 13	D + R	<i>Obligatory advance</i>
14 to 16	Dr + R	<i>Obligatory advance</i>

Results are applied in the order indicated above. *Example : A unit which suffers a Dr + R result must first apply the Dr (with all of its restrictions) and then apply the R (with all of its restrictions).*

R = Retreat one hex (see 10.7)

Dr = Routed (retreat two hexes, see 12.2.1)

D = Discouraged (see 12.1)

F = Fatigued (see 11)

Advance after combat is not allowed for discouraged units (whether attacking or defending).

Note: See Rules 11 and 12 for the cumulative effects of "Fatigued" and "Discouraged" results.

Effects on leaders:

- An unmodified 9 on the mêlée d10 die roll requires a test for possible wounding, death or capture of the leader or leaders stacked with *the defending unit*. An unmodified 0 on the mêlée d10 die roll requires a test for possible wounding, death or capture of the leader or leaders stacked with *the attacking unit*: In both cases roll a d10: 0 to 5 = No effect, 6 or 7 = the leader is captured, 8 = he is wounded, 9 = he is killed.