

Shieldwall

Organising The Army.

Figures are mounted in groups on square or rectangular bases called *stands*. Each stand must have the same frontage, representing either; Heavy, Medium or Light Infantry, or Cavalry. Additional single figures or small groups should be mounted on smaller irregular bases representing leaders, heroes, camp followers, and holy people.

Stands represent groups of fighting men and are classified as one of:

- **Heavy Infantry.** Men who fight shoulder to shoulder in shieldwall armed with a variety of weapons such as spears swords and axes backed up by lighter armed troops in the rear ranks. Some will have helmets and may have body armour. Some with unusually complete armour (such as later Huscarls) may count as **Armoured**. This gives them extra protection against missiles and in melee. It is assumed that troops will take the formation most appropriate for their situation (eg: wedge on the attack or tight shieldwall on the defensive).
- **Medium Infantry.** Men on foot similar to Heavy Infantry, but who fight in a looser formation than shieldwall and who usually have lighter protection, like Slavs, Wends, Irish or Welsh. This category also includes Armed Rabble. They are more manoeuvrable but less effective in a charge due to their lack of unit cohesion.
- **Cavalry.** All men who fight on horseback. A rare troop type in most north European armies but would form part of British, Frankish and Norman armies.
- **Light Infantry.** Slingers, Archers and Javelinmen fighting in loose formations from a distance. In most Saxon or Viking armies such troops would normally be integrated into heavy infantry units rather than forming separate bands.



A Contingent deployed with Leader's Retinue in the centre flanked by Bands of followers

Each army consists of 1-5 **contingents** with 3 being the norm (centre, left and right). Each contingent normally consists of one stand of Heavy/Medium Infantry or Cavalry representing the Leader's **retinue** and 1-2 **bands** of followers each of 1-4 stands of the same troop type as the Retinue. The Contingent may, in addition, have one additional band of Light Infantry. Non-Germanic contingents may optionally replace any of the follower bands with Light Infantry.

If an army is commanded by a **King**, the King may have a retinue of up to 4 stands. The King's retinue forms a separate Contingent without any other followers. He may influence any unit in the army while Leaders may only influence their own contingents.

Beserkers. A pagan Viking or Irish King may optionally replace **one** his retinue stands into a separate band of 'Berserks'. These are an exclusive brotherhood or religious cult, who work themselves into a psychopathic frenzy, inspiring terror in their enemies while ignoring pain or wounds themselves. They are classed as Medium Infantry.

Each retinue or band (collectively called a 'unit') has one of the following experience levels which also gives them a numerical strength rating:

- **A Grade.** Exclusively battle hardened veterans . HI strength 4, others 3. Light Infantry may not be A Grade.
- **B Grade.** The majority of fighting men. Primarily fully trained warriors with some experience backed up in the rear ranks by lesser trained and equipped men. HI strength 3, others 2.
- **C Grade.** Local levies and inexperienced troops possibly stiffened by a few experienced men. HI strength 2, others 1. Cavalry may not be C Grade.
- **D Grade.** Armed rabble with improvised weapons and the like. May only be MI. Strength 0

Understrength Units. Occasionally, some heavy infantry stands may be used to represent about half the usual numbers of men over the same frontage that a full strength stand would have. This is most useful to represent dismounted cavalry though it can also be used to simulate a 'depleted' or stretched unit such as a small number of skilled fighters without the usual back up of lesser men. The actual understrength stand should be of the same dimensions as normal but with less figures deployed in a shallow formation. Understrength units reduce Strength by 1 and have no missile capability.

Scale. There is no fixed scale. Each stand could be taken to represent about 20-100 men. Ground scale is measured in Javelin Throws (JT) with one JT normally being the width of a stand and representing about 40 paces. Bow shot is 5 JTs or around 200 paces. If using a low figure:man ration (with a stand representing 20-50 men) the ground scale could be increased with 1 JT being increased to 1 1/2 or even 2 times base frontage.

Important Game Concepts

Death, Desertion and Disorder Points (DPs). The state of a unit's cohesion is noted by the accumulation of DPs due to fatigue, disorder, missile fire, combat and psychological factors. DPs are indicated by markers (small pebbles) placed beside the unit. When a unit has accumulated 4 DPs any further DPs due to combat or morale (but not fatigue or manoeuvre) will cause the unit to drop an aggression level except for Berserks who will be eliminated. When a unit is locked in M  l  e it does not accumulate any DPs

Further DPs are assigned or taken away for the following as *soon as they occur*:

- 1 DP for each Heavy or Medium Infantry unit retiring within 1JT
- 1 DP for fatigue and disorder while moving depending on die roll
- 1 DP for each Hit from missile fire for units with Normal or lower Aggression level
- 1 DP for each unit with enemy advancing towards them before they have signalled the advance
- 1 DP for failed attempt to charge
- 1-2 DPs from Charge Combat results
- 2 DPs if Infantry who moved or charged this turn are charged by Cavalry.
- 2 DPs if contacted by a charge that originated from behind the unit's flank/rear.

DPs may be removed in the Leadership Phase by the intervention of Leaders or Camp Followers. They may also be removed in the Movement Phase if the unit rests instead of moving.

Aggression Levels (ALs)

Each unit has 4 possible aggression levels as follows:

Shaken. The unit will not willingly advance towards enemy. Indicated by placing a casualty figure beside the unit. If forced to drop another level they must Retire.

Normal. The unit will act normally. No marker

Ready for battle. The unit is eager to close with the enemy. Indicated by a single figure in an inspiring pose beside the unit (or a standard bearer/musician etc)

Blood lust. The unit cannot wait to get stuck in, even to the point of disobeying orders. Once the Advance has been signalled, it must advance towards enemy in the movement phase and charge as soon as it is within range. Indicated by a group of two figures as above. If aggression level is raised further, there is no effect. Once Berserks get blood lust they do not lose it, and will continue in this state until either the unit is destroyed or the game ends.

Aggression Levels may be raised or lowered by the intervention of Leaders, Gods, Control Tests, Combat Results and the following:

- -1 level if any equal or higher grade non-light, unit broken/destroyed within 1 JT

- -1 level if the leader is killed or his retinue breaks (applies only to units in that leader's contingent.)
- -1 level if a King commanding that army is killed or his retinue breaks within bow shot
- -1 level if a Battle Standard is routing or retiring
- -1 level for each Hit from missile fire if higher than Normal Aggression ,except for Berserks who 'ignore' their wounds
- +1 if an enemy non-light unit routing or retiring within 1 JT

Leaders

Each Leader has 3-6 Leadership Points (LPs) allocated according to the scenario or by rolling 1 AvD +1. These may be used as follows during the Leadership Phase, except where noted::

- Increase Cohesion. Remove 1 DP per 2 LPs expended of any units within 1 JT
- Raise (or lower, except for Berserks) the aggression of any unit within 1 JT by 1 level for each 3 LPs expended.
- Control the Formation (Cost 1 LP). This allows the entire contingent to move and act as a single entity as the player wishes, as long as all stands are in base to base contact with each other or within 1 JT of the Leader. Units which are not part of a controlled formation (either because they are too far away or the leader did not spend points to control them) will move independently and, if within bow shot of enemy, must take a *Control Test* to determine their actions. The Leader's retinue is always assumed to be under control.
- Signal the Advance (Cost 1 DP). This allows the Contingent to start advancing towards the enemy.
- Issue a Challenge to personal combat (Cost 3 LPs). It does not cost any LPs to accept a challenge.
- Call on a Holy person (cost 1 LP) This allows the player (if he wishes) to cancel the effect of the 'god card' drawn and pick another in its place. If both sides call on a holy person in the same turn they cancel each other out.. This is done in the Invoke the Gods Phase.
- Call on a Skilled Archer (cost 1 LP) to shoot at an enemy retinue within Bow Shot in an attempt to kill the leader, hitting on a D6 roll of 5-6.

If a leader's retinue is in combat the leader may not use any of his LPs

Risk to Leaders Whenever a Leader's Retinue suffers a Hit due to missile fire, or was engaged in combat Roll 1 a die. If a '1' is rolled (-1 if hit by a skilled archer) roll again :

1 = Killed

2-3 = Severe Wound. Loose 2 LPs.

4-6 = Light Wound. Loose 1 LP. Once LPs reduced to 0 the leader is killed.

If a leader is killed in combat, the next most senior man takes command with 2 LPs. If the stand to which the Leader is attached is eliminated as a casualty: Roll a D6

1-3 = leader killed,

4 = leader captured,

5-6 = leader escapes and joins the nearest friendly A or B Grade unit.

Supernumeraries and Superstition

Each army may choose from any combination of the following supernumerary figures or items as there are contingents in the army:

Camp Followers. A group of women, old men and children who, by helping to take care of the wounded and providing refreshment and encouragement, may help to restore cohesion and morale. In the movement phase they may remove 1 DP from any unit in their contingent within 1 JT. Represented by a small grouping of figures attached to the leader's retinue and moving automatically with it. Up to one per command allowed.

Holy Person. A priest, sage, sorcerer or similar who may invoke the help of the Gods. Represented by a single figure kept to the rear of the army until called on. Only one per army

Heroic Champion. An especially skilled and brave warrior capable of great deeds in single combat. Represented by a single figure attached to a leader's retinue. Up to one per command allowed.

Skilled Archer. An especially skilled archer with powerful bow and 'magical' arrows capable of bringing down even the greatest of warriors. Represented by a single figure attached to a leader's retinue. Up to one per command allowed.

Battle Standard. A magical, holy or other standard of special significance that can inspire men to greater deeds. Represented by a single standard bearer attached to a leader's retinue. Only one allowed per army.

Special Weapon. A sword or spear believed to carry great power, which gives a champion an advantage in single combat. Only one allowed per army and it must be assigned to a specific leader or heroic champion

The Gods and Fortune

The Gods, (or God for Christians), were seen to take an active role in influencing events on earth and the outcome of a battle could easily be determined by their pleasure or displeasure. Likewise other random events could have an impact on the state of the army. A Pack of ordinary playing cards is used to represent this. Each turn, before either side has begun to advance, a card is drawn. One player is designated as 'red' the other 'black'. Red cards will only affect the red player, black cards will only affect the black player while jokers affect both. If a player has called on a holy man to influence the gods he may choose to cancel the effect of the card and may also choose to draw a new one. He does not have to do either of these but if he does he must accept the consequence of the second card drawn..

Results:

Number cards other than 3 or 7 No impact

Three A bad omen. One unit's aggression level, chosen by the affected player, reduced by one.

Seven Fortune smiles. The player may choose to add or subtract 1 to any die rolled that turn. This may only happen once.

Jack The effects of too much hard drinking the night before begins to tell, all units gain 1 DP

Queen The presence of a beautiful woman inspires the men to great bravery. Increase the aggression level of one unit.

King A new hero is revealed and immediately comes forward to challenge the enemy to personal combat

Ace A leader is seen to be favoured by the Gods raising one leader's LPs by 1

First Joker Heavy rain has made the ground soggy. -1 to all movement and +1 chance of DP for fatigue

Second Joker A major natural event (eclipse, earthquake etc) causes terror. Every unit drops 1 Aggression Level.

Turn Sequence

1. **Invoke the Gods.** Roll to determine *Initiative*. Players with a Holy Person may expend one LP to call on him then draw a card from the 'god pack' and apply the results applied immediately. Actions in the subsequent phases are carried out alternatively, the player with initiative choosing whether to go first or second and keeping the same order for each phase. All actions are carried out from right to left.
2. **Leadership.** Allocate and apply remaining Leadership Points for each leader; and apply the results of their actions; fight single combats.
3. **Movement.** Move eligible units stopping at 1 JT from formed enemy unless reinforcing a combat.
4. **Missile Exchange.** Shoot at eligible targets within range.
5. **Charges.** Declare and test for Charges; resolve charge combat and make resulting moves.
6. **Melee.** Resolve melee and make resulting moves

Deployment, Forming Up and Signalling the Advance

In the initial stages of the game the aim is to order the battle line and get troops into a sufficient state to advance against the enemy.

Initially each player chooses his preferred forming up distance and take the mean of the two or 8 JTs, whichever is furthest.

Armies are usually drawn up in a single line with no reserves. All stands in a contingent must initially be in base to base contact with each other except that Light Infantry may be up to one JT from the front, side or rear of other troops.

Each unit begins the game with 4 DPs and Normal Aggression (except for Berserks, who start Ready for Battle). This represents the fact that they are not yet properly formed up, nor psychologically ready for battle. This requires intervention by their leaders to get them ready.

The game is played sequentially in several phases with both sides completing each phase before moving to the next. At the start of each turn players dice for **initiative** with high roll deciding whether or not to take the initiative and act first. All actions are conducted with the contingent on the right completing its actions first and then moving along the line to the left. Within each contingent the Retinue acts first followed by the right and left bands.. The player with initiative takes the first actions in all phases except where it is simultaneous.

Unless forced by a control test, no unit is allowed to advance until the Leader expends 1 LP to **signal the advance**. He may only do so once his Retinue has higher than normal aggression or if he has a Battle Standard. When the signal is given all units in the contingent must initially advance as follows:

- Units Ready for Battle advance 2 JTs
- Normal units advance 1 JT
- Units with Blood Lust advance 3 JTs
- +1 JT for Cavalry in all circumstances
- Light Infantry move at the speed of the fastest unit
- Shaken units do not move

In subsequent turns units may move normally. If the player wishes a contingent to remain on the defensive he does not need to signal the advance and his troops will remain stationary until engaged in combat.

Any unit which has enemy advancing towards it before they themselves have signalled the advance take a DP.

Control Test

Bands (but not Retinues) are required to take a control test, in the Leadership Phase, if their leader, or a King, did not allocate LPs to control them, or they are further than 1 JT from his Retinue. All units, including Retinues must take a control test to cease pursuit.

Roll 1 D6. +1 each aggression level above normal, -1 if Shaken, +1 in pursuit.

Results:	2-	Shaken Retire. Others drop one Aggression Level and Halt. Berserks halt but do not drop their Aggression Level.
	3-4	Berserks increase 1 Aggression level and then if in Blood Lust advance towards the nearest non-light enemy within bow shot and charge as soon as they are in range. Others act as the player wishes
	5+	Heavy Infantry, Medium Infantry and Cavalry increase 1 Aggression Level. Continue pursuit. Other units in Blood Lust advance towards the nearest non-light enemy within bow shot and charge as soon as they are in range. Otherwise repeat last move.

Single Combat

Any Leader may issue challenges to single combat if he allocated 3 LPs to do so. Challenges resulting from a King being drawn from the cards occur immediately regardless of LPs expended .

If the Challenge is not accepted, the leader who refused the challenge must roll a D6 with the following result:

1-3	He loses the respect of his troops and therefore permanently loses 1 LP
4-5	A champion (see below) accepts the challenge without authorisation.
6	His contingent is unimpressed by the challenge and ignores it.

Champions. A leader may appoint a Champion to fight in his place, even if he himself issued the challenge. This may be a Heroic Champion, if one is attached to his contingent, or simply one of his braver men.

If the Challenge is accepted the following procedures take place immediately:

1. Place single figures representing the Leader or Champion, at javelin range from each other, half way between the two armies.

2. Simultaneously exchange missiles- Roll a D6, 6 = Hit
3. Close to contact and simultaneously engage with spears or swords - 5-6 = Hit, +1 if Heroic Champion, +1 if Special Weapon, -1 if wounded.
4. Continue to fight simultaneously for another round. - 4-6 = Hit, +1 if Heroic Champion, +1 if Special Weapon, -1 if wounded.
5. Fight a final round as above. If this does not produce a result both fighters withdraw with honour satisfied.

Each Hit causes a wound. A wound reduces the ability to fight next time by 1. A second wound kills a champion (the third kills a Heroic Champion). It is quite possible for fighters to die simultaneously.

A leader, who wins personal combat, increases his LPs by 1, increases the Aggression Level of all units in his contingent by 1 and causes 1 DP on all units in the opposing contingent.. If a leader is killed the next most senior man of the retinue takes over with 2 LPs. If a surviving leader sustained a wound there is no effect on his LPs. If a champion wins, there is no increase of LPs but the Aggression Levels of the units in his command are still raised by 1 and enemy receive 1 DP.

If the result is a draw Aggression Levels on both sides go up without any DPs being inflicted.

Movement

Once a contingent has made its initial move following the signal to advance, units are free to move up to javelin range from visible enemy. Movement must stop at javelin range from non-light enemy unless reinforcing a combat. Light Infantry must fall back in face of moves by enemy heavy troops, maintaining a javelin throw distance (this is done during the opponent's move and does not limit further moves by that unit).

Stands of the same contingent which are in a controlled formation move as a single body on the same die roll. Separated and uncontrolled stands move and dice individually. Light troops may move at the same speed as the heavy troops as long as they are within 1 JT of them.

Unformed Troops. Light Infantry, Routing, Retiring, Evading and Pursuing units, are considered unformed as are units in Mêlée and Berserks. Unformed units act as individual stands rather than as a cohesive body. Medium Infantry are also automatically unformed whenever they move more than 1 JT, or if they charge. All units are also automatically unformed after a round of melee. Unformed units move bases independently with no manoeuvre penalties. They are considered to be facing all round. Cavalry may voluntarily choose to become unformed, Heavy Infantry may not.

Basic Movement Rates:

Infantry 1 AvD

Cavalry: 1 D6 + optional +1 to a maximum of 6

Unformed may optionally. +1 to the above to a maximum of 5 for infantry, 6 for cavalry

Shaken units may not advance towards the enemy. Others may move 1 JT for each number rolled on a die and must move the full distance except that they must halt at javelin range from visible non-light enemy and will not be forced to interpenetrate friends or cross an obstacle. Except for units with Blood Lust, movement may also stop short of the full die roll if the stand wishes to move to line up with friendly troops or to conform to a terrain feature. The player must declare this intent before rolling his movement die. All movement is conducted from right to left except where two moves intersect, the front stand may move first.

Fatigue: Formed units incur 1 DP each time a 5-6 is thrown. This simulates fatigue and the difficulty of keeping formation while moving. C and D Grade Infantry also incur a DP when a 2 is thrown.

Terrain Effects: Formed units incur a DP if any part of the unit enters rough terrain or crosses an obstacle. Cavalry also get a DP in Light Cover.

Manoeuvre.

Unformed stands move freely and independently in any direction. Movement by formed units must be directly to the front with no more than 22½° variation of the centre axis. Other manoeuvre by formed units is limited to the following:

About Face: ½ move. Turns to the flank are not allowed.

Refuse a Flank. A and B Grade only. 1 move, bending one stand backwards to face a potential threat from the flank. 1 DP if in bow range of enemy.

Mount/Dismount/Embark/Disembark: ½ move for all units (including unformed). One DP within bow shot of enemy

Form up Unformed. 1 move. May only be done if other than Light Infantry or Berserks with less than 4 DPs and not Shaken.

Interpenetration: One DP for formed units within bow shot of enemy unless one unit is unformed and one stationary.

Effect of difficult terrain:

Shallows: Unforms all troops that enter it.

Rough Terrain (eg: dense woods or forest, town, very rough/rocky terrain, steep slopes): - Impassable for cavalry except that they may cross minor obstacles.

Light Cover (eg: farm, oasis, orchard, olive grove, light scrub): Does not affect movement but does block line of sight and count as cover. Cavalry take a DP.

Rest and Reform

Units may choose to remain stationary in order to recover their order removing DPs as follows:

A and B Grade: 1/turn if not in Combat

C Grade: 1/turn if beyond bow range of enemy

D Grade: Only through the intervention of a Leader or Camp Followers

Camp followers may remove an additional DP in any circumstances (eg the unit does not have to be stationary and may be in combat)

Once the signal to advance has been given, units of that contingent with higher than normal aggression drop one aggression level if they halt to rest and reform.

Missile Exchange

All units, except for Berserks and Understrength are assumed to have some missile capability, this may come from missile troops in rear ranks shooting overhead and/or spears, axes and javelins being thrown from the front.

Eligible units may shoot at targets out to their maximum range: bow shot for archers and slingers, 1 JT for all others. The nearest target must be engaged and there must be a clear line of sight from the shooter to the target. Enemy engaged in combat with friends to their front are not eligible targets, however, outflanking stands are. A gap must be at least 1/2 JT wide to shoot through. Unformed units may shoot all round, others up to 22½° off centre.

Roll 1 D6 for each stand shooting, less 1 die for each DP on the shooting unit; 1/2 number of dice (round down) if target is in cover. If the result is 6, a **Hit** has been scored. .

+1 if light troops shooting at javelin range except against armoured targets

Except for Berserks, a Hit causes a drop of 1 Aggression Level if above Normal, otherwise 1 DP.

Charges and Charge Combat

A charge is the only way to close to hand-to-hand combat with fresh enemy. Players declare which units wish to initiate a **charge**, player with initiative declaring first. To initiate a charge, *infantry must be at javelin range*, cavalry at any distance from enemy. Unformed and Shaken units may not initiate a charge except that unformed cavalry and medium infantry may charge other unformed troops, and Berserks may charge regardless. Units with Blood Lust must declare a charge once they are within 1JT of enemy.

Test for charges and responses. Berserks and units with Blood Lust charge automatically, others Roll 1 D6 for each unit which declared a charge: +1 if Ready for Battle, +1 if adjacent unit charging, +1 if A Grade, +1 if Battle Standard or King with that contingent. Test the Retinue first within each contingent. **If result is 4-6 the unit may charge.** If not it will take 1 DP and remain stationary.

Charging units must dice for movement, regardless of the distance to be covered. DPs for fatigue must be taken into account immediately. Units which are being charged and who did not themselves declare a charge or who failed to roll high enough, respond as follows:

- Light infantry and cavalry take 1 DP and evade, making a full unformed move away from the enemy
- Medium and Heavy Infantry stand to receive at the halt. May turn to meet a cavalry charge from the rear if it began beyond javelin range.

Evading units caught by chargers will automatically take a casualty and break. If chargers fail to contact, because their opponent broke or evaded, they must continue their charge move up to the full distance and will automatically charge into any new opponents who are uncovered by the evading or breaking unit. A new target must react according to the normal charge responses if it is charged in these circumstances.

Reinforcing an existing combat. Enemy units already in contact with friends from a previous turn may not be charged. However they may be engaged by simply moving any non-shaken unit into contact with them as part of normal movement. This will be resolved as a continuing melee rather than a charge.

Resolving charge combat.

Heavy Infantry Roll 1 AvD, others 1 D6. Add the following and compare results. For multiple unit combats, roll a die for each unit, total *all factors for all units* and divide by the number of units *Round up* to the nearest whole number. All units involved in the combat must share the outcome.

For numbers count stands in contact and up to one outflanking on either side

+2	Blood Lust
+1	Ready for Battle
+1	Advantage of Ground (<i>uphill, charging downhill, etc.</i>)
+1	Defending Fortification (<i>cumulative with advantage of ground if appropriate</i>)
+1	Infantry charge, pursuit or follow-up
+2	Cavalry charge, pursuit or follow-up
-1	Outnumbered
-2	Each DP
-2	Shaken
-2	If unformed except for Berserks.

Results:

6+ Victory. Raise 2 Aggression Levels and Pursue.

+2/5 Success: *Infantry who stood to face a charge by Cavalry* raise one aggression level. If they are then below Blood Lust, they *remain in place*. Cavalry who charged good order foot frontally *retire*. Others raise one aggression level and must *follow up* or *pursue* opponents.

+2/-2 Inconclusive. 1 DP each. HI/MI *remain in place*, Cavalry facing other cavalry only, *ride-through*, cavalry who charged good order infantry frontally *retire*, otherwise *remain in place*.

-3/-5 Set-Back. Break if shaken otherwise drop 1 Aggression Level *except HI/MI who were charged by Cavalry only* who do not take a DP instead. Cavalry who charged good order infantry frontally *retire*. HI/MI charged by Cavalry only *remain in place*. Otherwise *fall-back*

6- Defeat. Break if shaken. Otherwise drop 1 Aggression level, take 1 casualty and *retire*

Berserks do not lose any Aggression Levels from a charge result, taking an additional DP instead.

Moves Following Charge Combat

Defeated units move first, player with initiative moving last in a tie.

Remain in place. Remain halted, locked in combat and fight melee next turn if opponent did the same.

Follow-up. Move forward in good order to remain in contact with an opponent who fell back. Fight melee next turn.

Ride through. Move forward 1 JT through each other, become unformed.

Fall-back. Move back 1 JT facing enemy. Remain halted next turn if opponent does not follow up. Units unable to fall-back remain in place and receive 1 DP.

Retire. Make a full unformed move away from the enemy. Units unable to retire remain in place and receive 1 DP. Retiring units break if caught by pursuers. If they outdistance pursuit they may reform next turn or continue to retire a further move.

Break. Make a full unformed move away from the enemy until they have outdistanced pursuit at which point the broken unit is eliminated, it being assumed that survivors have dispersed. Units unable to move surrender to any enemy within javelin range.

Pursue. Make a full unformed move, in an attempt to remain in contact with opponent who broke or retired. Pursuers encountering new enemy automatically charge them. A new target must react according to the normal charge responses if it is charged in these circumstances. This is worked out immediately as a new charge.

Pursuers who catch routers or retirers get a 'free hack' rolling one die per engaged stand, causing an automatic casualty for every 3+. Pursuit continues until the pursuers get a Control Test result of less than 5. If there are no enemy left to pursue they will move towards the enemy baggage train and loot it.

Melee

Stands in contact with each other from previous turns, except pursuers who contacted routing or retiring troops, are considered to be in *mêlée*. This is close combat with opposing troops fighting hand to hand and becoming intermingled as they push into each other's ranks. This kind of hard fighting emphasises individual man to man combat rather than the clash of battle lines. Once a unit is in *mêlée* it is unformed and no longer accumulates any DPs. Any Supernumeraries (other than Camp Followers) attached to that unit can no longer be used and should be removed.

Mêlée Procedure. Roll 1 D6 for each stand in contact with enemy and up to one outflanking on either side:

- + Strength,
- +1 if leader's stand or if Battle Standard within 1 JT
- +1 if following-up
- +2 if enveloping
- 1 if Opponent Armoured

If the result is **6-9** a **Hit** has been inflicted on the enemy. If it is **10 or more** two hits are inflicted



Two Shieldwalls locked in melee

Mêlée Results.

Each unit that receives more Hits than it inflicts has *lost the mêlée*. In this case it will break if shaken. Otherwise infantry drop 1 Aggression Level and fall back their base depth, cavalry drop one Aggression Level and retire. Once a unit has been pushed back to the point that it has no friendly unit in base to base contact to any flank it will break. If this happens to Berserks they will be eliminated.

Cavalry who do not lose a mêlée but who fail to break or push back all of their opponents must retire. In the case of two cavalry units facing each other who both failed to inflict a result, they will both retire.

If all the stands facing a unit are broken or retire, that unit must normally pursue. A Grade Infantry may instead choose to halt if their aggression level is below Blood Lust. A unit which pushed back or routed only some of its opponents will be pinned by those who did not loose the mêlée and therefore it will not follow-up or pursue. Units which are pinned and have stands with no enemy to their front, may push through the gap and move stands around to *envelop the flanks* of adjacent enemy.

Units which pushed-back all their opponents must follow-up.