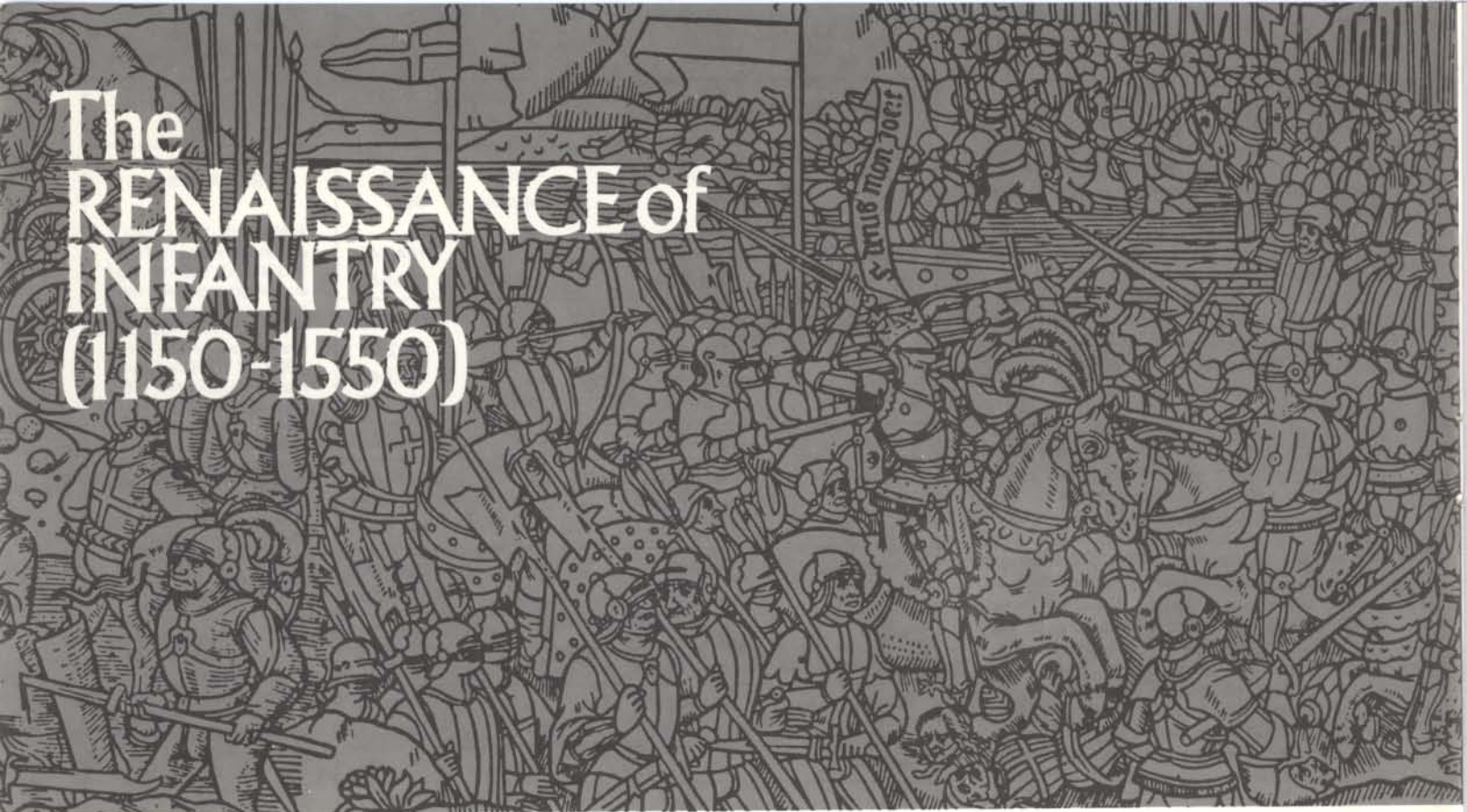


# The RENAISSANCE of INFANTRY (1150-1550)



## An **S&T** Game Feature

By Albert Nofi

*The designer of Tac 14 (Al Nofi) never even TRIED to design a game before. However, we know from experience that the most vital aspect of designing a good game is the ability to do the research. And this area is Mr Nofi's VERY strong point. So we merely took him by the hand (with an occasional foot placed smartly on his backside) and helped Al through the danger ridden area known as 'game design'. Jim Dunnigan helped with the debugging of the game prototype, technical advice on design, and the ass kicking. Red Simonsen contributed his usual invaluable assistance in adding clarity to the game rules and components. And so it came to pass that Al Nofi became a game designer. If you can find someone to hold a pistol on you long enough you, too, can become a game designer.*

## HISTORICAL NOTES

### THE RENAISSANCE IN WARFARE

On 9 August 378 A.D., near the Thracian city of Adrianople, a Roman army of nearly 50,000 Legionary infantry was engaged and cut to pieces by a horde of Gothic heavy cavalry, the Emperor Valens himself falling in the moment of defeat along with over 40,000 of his Legionnaires. The defeat of the Legions had not been inevitable, but the ineptness of the Imperial generalship, linked with the reduced quality of the Legionary soldier had manager to outweigh the normal tactical inefficiency of the Gothic tribesmen and defeat had been the result. Thus began what has been termed the "cavalry cycle" in the history of warfare. Henceforth, and for well nigh a thousand years, the heavily armored man-at-arms was to be considered the ultimate weapon, at least in the West.

This reputation was actually one as much gained by default as by hard fighting. So well ingrained did this axiom become that but rarely was there ever any effort to challenge the mailed ranks with infantry, and on those rare occasions when such an effort was made it usually ended in disaster. There were, to be sure, very rare cases of infantry gaining a field from the cavalry but usually these were avenged in the next battle or the matter was blamed on some extraneous factor, such as the weather, or treachery or exhaustion and never to the possibility that the old axiom was perhaps in error.

Of course the condition of infantry was not overly inspiring. In all of Europe the only regular infantry was in the Byzantine Empire and on the Western fringe, in Britain. The first almost always operated with cavalry in coordinated operations—though it could, and did, stand alone when called upon—and in Britain cavalry was rare, until 1066, when the Anglo-Saxon FYRD went down before the disciplined and coordinated attack of Norman men-at-arms and bowmen.

Typically a Medieval battle was primarily a matter of horsemen, indeed almost exclusively. Tactics were simple: one rode out until he spotted the foe, couched his lance, and spurred his horse forward to conquer or die. Should some friendly foot be in the way, no matter, [ride the scum down!] Serves them right for getting in the way of their betters. That was it, essentially, for over half a millenium and more.

The full-time, professional man-at-arms invariably had it all over the hastily mustered, ill-armed, ill-clad, ill-fed, and ill peasant militia who tried with every fiber of their being to desert at the earliest opportunity.

The Battle of Benevento, 26 February 1266, is typical of the period. During the latter portion of the great struggle between Pope and Holy

Roman Emperor for supremacy in Europe the Popes awarded the throne of the Two Sicilies to Charles of Anjou, Manfred, King of Sicily, rightfully raised objections to this and war was inevitable. A large Angevin army descended into Italy in early 1266 while Manfred gathered his levies, including some Saracenic foot and light horse, for the Kingdom of the Sicilies was not only the most prosperous but also the most enlightened in the West at that time.

The two forces met in late February near the city of Benevento and the Angevins were in poor condition indeed. Manfred had but to wait and the invading army would have had the choice of marching home or starving to death. A gallant knight conquers by the sword however, so he chose to fight. The two forces were roughly the same size, but Manfred's was fatally flawed. Many of the Sicilian nobles were in sympathy with the Angevins.

The chief action of the battle revolved around the horse, there was a brief infantry skirmish but it was so unimportant that many chroniclers leave it out entirely. Then the horse went at it, roughly three thousand or so on each side, and the infantry scattered to the winds.

Each side had divided his horse into three "battles"—which may be called advance guard, main body, and rear guard—and they went at it full tilt. The German horsemen of Manfred's advanced and initially had the upper hand, for they wore the new style plate armor, until the Angevins noted that their armpits were unprotected and struck there. The Angevins were also fortunate in that the Sicilian main body came up too slow, giving them time to crush the advanced guard. The main body, some thousand mercenary horse, broke under the full weight of the Angevins and fled the field leaving Manfred alone with over a thousand doubtful Sicilian horse against Charles' entire army.

The battle being lost Manfred charged straight in with what loyal men he had and died like a king rather than flee the field.

That, in a nutshell, was it. The Sicilians lost perhaps two-thirds of their force, Charles of Anjou gave no quarter, and in a few short hours the greatest state in the West, the Sicily of the Hohenstaufen, had been destroyed.

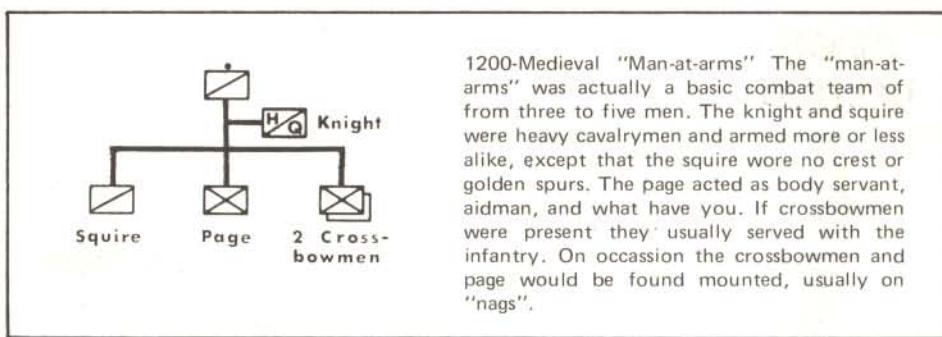
The knightly method of waging war seemed unbeatable. The Lord Himself must intervene to award the victory to the right. And, of course, He alone was the true judge.

Medieval tactics could, however, be frustrated for they contained the seeds of their own destruction. The typical Medieval man-at-arms was a mighty warrior but a lousey soldier. In the Eleventh Century he came up against men who were better soldiers and only somewhat inferior as warriors, the Saracens.

For nearly three hundred years the Crusades brought Western Christendom into contact with the older civilizations of the East. This series of military operations did more to change the West than anything else, yet the West was more or less beaten in virtually all of these wars.

The Battle of Nicopolis, 28 September 1396, was typical of what could happen when a Medieval army encountered a Saracenic or Turkish force better organized and better disciplined—as they almost always were—than itself. The Ottoman Turks, erupting out of Anatolia in the early Fourteenth Century had overrun most of the Balkans by 1396 when a Crusade was preached against them. The battle was joined South of the Danube between a strong Turkish force and mixed Franco-Hungarian one of perhaps 30,000 all told.

What happened can be told in less than a dozen lines. The Turks dug in their bowmen and waited for the Crusaders, who obliged by attacking in an uncoordinated and indisciplined manner. The French, who constituted the Christian rearguard, refused to remain in reserve, went on ahead without orders and were crushed by a combination of the effective bowmen and the Turkish light and heavy horse. The Crusader's main body and advance guard came up too late to help and were in turn torn to pieces. In four words the standard Muslim tactics were "skirmish them to death". Just don't give them a chance to come to grips.



1200-Medieval "Man-at-arms" The "man-at-arms" was actually a basic combat team of from three to five men. The knight and squire were heavy cavalymen and armed more or less alike, except that the squire wore no crest or golden spurs. The page acted as body servant, aidman, and what have you. If crossbowmen were present they usually served with the infantry. On occasion the crossbowmen and page would be found mounted, usually on "nags".

The Crusaders never learned. Time and again they would be beaten by these same tactics and yet never discerned the true cause of their failure. More traumatic events were occurring in their rear, however, for infantry, so long despised, was beginning to reassert itself in Europe during the Crusading Epoch.

The first major reappearance of Infantry occurred at the Battle of Legnano, 29 May 1176, when the forces of the Lombard League, organized by Pope Alexander III, met and defeated those of the Holy Roman Empire under Frederick Barbarossa himself, in the same great struggle which later saw the Battle of Benevento. Frederick had taken his army into Italy again, for the sixth or seventh time, in an effort to finish off the Pope's resistance, but he made the mistake of taking only cavalry. The Lombard League—a confederacy of many cities—lacked hordes of men-at-arms, what they had was a few loyal nobles, some wealthy burgers, and a handful of adventurers, but they did have hosts of well drilled citizens' militia not unlike Athens or Thebes in the Fifth Century B.C. These people drilled regularly with pike and crossbow and undoubtedly constituted the only regular infantry in Western Europe at the time.

The forces met near Milano and the fight opened badly for the Italians as their cavalry was driven from the field in a meeting engagement. The infantry formed up to give battle, with pikes in the center and crossbows on the wings and waited. Frederick, seeing an easy win, ordered his horse forward, and was driven off time and again—once barely getting away with his life. Meanwhile the Italian horse rallied and swept into the Imperial troops while they were still tangled in the pikes. The result was a disastrous rout and for the first time in centuries a major battle had been gained through use of infantry.

Not that anyone seemed to notice. Over the years the Italian militia declined and at Corte-nuova, some sixty years later, they were routed soundly and everyone looked upon Legnano as a freak. But freaks have a habit of popping up again and again.

Far across Europe another effective infantry was developing—or rather two more. The English had learned the use of the bow from the Welsh and the Scots had never been great for cavalry, for their country was unsuited to it, so they chose the pike. At Falkirk, on 22 July 1298 these two systems met for the first time.

England was still trying to subdue Scotland at this time and Edward I brought a strong army, perhaps as many as 16,000 horse and foot, into the Lowlands where, at Falkirk, Bannockburn and some 11,000 Scotch pikemen awaited him.

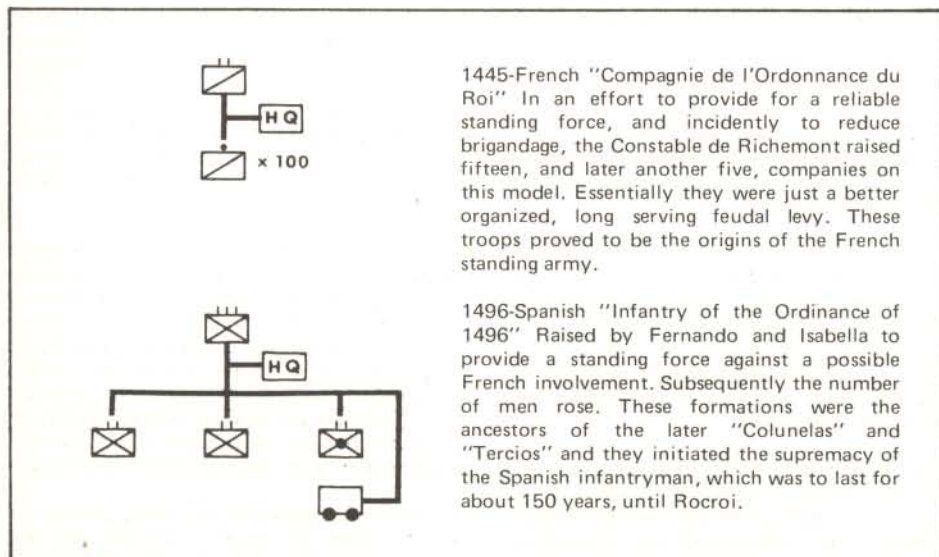
The Scots formed up well, with crossbows in the intervals between the massive "schiltrons" of the pikemen. The insignificant Scots mounted army was driven off by Edward's knights. Then the main fight began. As at Legnano the pikes managed to hold off the horsemen but then Edward brought his longbowmen into action. The massive "Schiltrons" (dense columns) were easy targets, the phalanx soon falling to pieces under the flights of arrows and repeated charges of the men-at-arms. Edward had won the day by combining his two most numerous arms, the bowmen and the horse. Of course, it was the latter arm which received most of the credit. Such a combination did not always work or was not always possible, however, as the remarkably similar Battles of Courtrai, 11 July 1302, and Bannockburn, 24 June 1314.

In the first it was the burgers of Flanders revolting against the Crown of France and in the second, one of the interminable Anglo-Scots wars. In both fights the defenders, the Flemings and the Scots, were almost exclusively pikemen opposing large cavalry forces with some bowmen accompanying.

Both the Flemings and the Scots, who numbered about 12,000 each, formed up in marshy ground with their flanks protected by broken ground, streams, and anti-cavalry pits. The French at Courtrai ("large" force) and English (some 20,000) at Bannockburn charged right in, failing to utilize their not-inconsiderable missile troops, and the result was a slaughter. After holding for a while the pikes took advantage of a brief pause in the fight to go over to the attack and literally cut the men-at-arms to pieces as they struggled through obstacles. At Courtrai no quarter was given—the Flemish replied "We don't speak French" to each plea—and some 4,000 knights are said to have fallen.

In both battles a sturdy foot had routed the cream of the horsemen but again the battle was

(continued on XS 2)



1445-French "Compagnie de l'Ordonnance du Roi" In an effort to provide for a reliable standing force, and incidentally to reduce brigandage, the Constable de Richemont raised fifteen, and later another five, companies on this model. Essentially they were just a better organized, long serving feudal levy. These troops proved to be the origins of the French standing army.

1496-Spanish "Infantry of the Ordinance of 1496" Raised by Fernando and Isabella to provide a standing force against a possible French involvement. Subsequently the number of men rose. These formations were the ancestors of the later "Colonelas" and "Tercios" and they initiated the supremacy of the Spanish infantryman, which was to last for about 150 years, until Rocroi.

# The RENAISSANCE of INFANTRY (1150-1550)

continued from page 13

termed anomalous. Indeed later, in other fights, both the Flemings and the Scots were defeated, but the basic lesson was forgotten: that a pike force can beat off cavalry so long as it remains cohesive and is not under attack by missile weapons. Soon, however, the lesson would be learned, and [learned well.]

In the highlands of Switzerland there was developing another sturdy infantry force. Too poor to afford horses or armor the Swiss adopted the pike—some eighteen feet of it—and the shorter, ax-bladed halbard. In 1315 they revolted against their leige lord, the Duke of Austria, who promptly dispatched a force of some 4,000 men, largely men-at-arms to crush them. At Morgarten, on 15 November 1315, some 2000 Swiss, mostly pikemen and halbardiers, ambushed then in a narrow defile. The Austrians were almost totally destroyed as the Swiss revived the ancient Macedonian Phalanx, itself evolved in part to counter the cavalry tactics of the Persians. In the next Century or so the Austrians tried several more time to subdue the Swiss, each time with similar results. The Swiss system was deadly and effective and it launched the Swiss on an outburst of mercenary ferocity seldom seen in history.

Meanwhile, across the Channel the English were perfecting their use of the bow and learning to fight defensive actions rather than ride off full tilt at the foe. A tenuous claim to the throne of France led them into the Hundred Years War with that country. On 26 August 1346 a small English army of some 10,000 men, mostly longbowmen, was brought to battle at Crecy by a large French force of perhaps 30,000. Edward III had the sense to select an easily defended hill, with good flank protection. There he dismounted his men-at-arms and formed them into three bodies with the bowmen between. The French obliged by charging right in, trampling down their Genoese Bowmen in the process. Within a few hours 1,500 French knights had fallen to some 100 English dead. Of hand to hand fighting there had been little. Except for their crossbowmen, the French foot had not been engaged. Without knowing it Edward III was setting the pattern for the next century of fighting. Virtually every English victory was to result from following the same deployment, which was invariably successful provided the bowmen were around in quantity. The French walked into—we might better say charged—each time, varying slightly, assuming that it was the dismounted men at arms who had given Edward the victory. Thus they themselves dismounted again and again with equally disastrous results, as at Agincourt in 1415.

Thus throughout the Fourteenth Century and into the Fifteenth there existed two types of

infantry able to soundly trounce the man-at-arms, the English longbowman and the Swiss pikeman. Neither system was totally effective and the Swiss system probably had more flaws than the English, as the Battle of Arbedo, in 1422, clearly demonstrated.

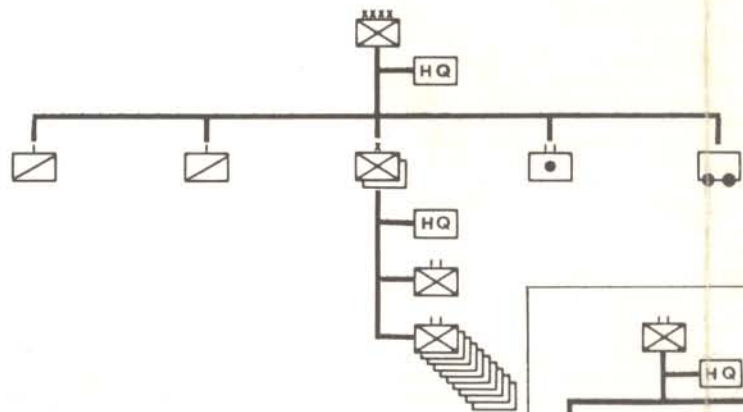
In effect, the Milanese, under the noted CONDOTTIERE Carmagnola, did a Falkirk to the Swiss, handing them their first defeat. Carmagnola's initial cavalry charge resulted in over 400 piked horses so he pulled back his men-at-arms and ran his crossbowmen into action. Meanwhile he dismounted the men at arms and sent them in on foot. The Swiss soon found themselves so hard pressed that they offered to surrender—a unique occurrence. Carmagnola replied that men who gave no quarter should expect none, but eventually the remnants of the Swiss, perhaps only a quarter or fewer, managed to escape. It is unfortunate that Carmagnola remains one of the last true generals of the Italian CONDOTTIERI period. Within a few decades warfare in Italy had reverted to the High Middle Ages and became a thing of

manoeuvre and stratagem rather than of battle and blood. This was essentially the result of the mercenary system linked with the prevalence of ransom.

Arbedo gave the Swiss some food for thought and they improved their forces by reducing the number of halbards in favor of more pikes, and increasing the small proportion of crossbowmen. During the Burgundian War, 1476, their system totally vindicated itself at Granson, Morat, and Nancy.

The mercenary business in Italy had far reaching effects; across the mountains and seas nations were being born in France and Spain and, glorying in their newfound status they were looking for new lands to conquer. For over sixty years Italy was to become the major theater of war in the great struggle between the House of Hapsburg and that of Valois, as the French obstinately and stupidly strove to establish their hegemony over Italy. Nearly a score of times the French would send armies into Italy, almost invariably to meet defeat. In the process they solidified Spanish control over Italy, helped end the Renaissance, and wrought great changes in the art of war.

The Fifteenth Century had seen artillery finally become a useful battlefield weapon, and right at its end the small firearm known as the arquebus had also been introduced. These were changes quickly taken up by the French and Spanish, particularly the latter, while the Italians and Swiss fell further and further behind. Spain also introduced two new-old weapons systems: light cavalry copied from that of the Muslims and Venetians, and sword and shield men not unlike the old Roman legions. These proved highly effective against the Swiss pikemen but passed rapidly from the scene with the improvement of



1525-Italian Army as proposed by Machiavelli. This, of course, never came to fruition but Machiavelli believed such an army would enable the Italians to free themselves from the Barbarians. Essentially based on the Roman Legion, the formation was to have been highly flexible. Thus the light infantry "battle" of the "battaglione" was to be composed of all the light infantry "centuriae" of the component battles. The formation would have run to some 9000 infantry (2000 pikemen, 1000 arquebusmen—light infantry—and 6000 sword and shield men), some 10% of these would be NCOs; 120 infantry officers; 60 light and 60 heavy cavalry; a few gunners, supply people, clergymen, and so on to the tune of 11000 or so.

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firearms, which were also highly effective against  
the pikes, as proven on half a dozen fields.

Although firearms underwent a rapid  
development during this period no one was  
willing to put his full trust in them. They were  
still too slow firing to protect the arquebusiers  
from the dreaded "push of pike" or the  
thunderous impact of the lancers or even from  
the Spanish sword and shield men. A properly  
organized army needed proportions of all arms.  
Thus the arquebusmen—or, in French armies,  
the crossbowmen—belabored the enemy when  
he was at a distance, while the pikes kept the  
enemy's pikes off your arquebusmen: your  
swordsmen would cut up the enemy pikemen,  
but needed the arquebusmen and pikes if the  
heavy horse showed up. A good general knew  
just when to trick out the right contingent.  
Later, when the swordsmen were eliminated, the  
matter became more simple. But running an  
army in the Sixteenth Century was not as easy as  
it had been for the previous thousand years.

It would be impossible to go deeply into the  
many action of the Italian Wars, which lasted  
from 1494 through to 1559, and ended with  
France sunk in Civil War and Spain momentarily  
triumphant throughout Europe, but a brief  
outline of events may prove valuable.

In 1494 Charles VIII of France led his army over  
the Alps for the first time. The next year, as he  
retreated from Naples towards France an Italian  
coalition army of some 12,000 laid a neat trap  
for his 9,000 men on the Taro River. The  
mercenary business had ruined the Italians  
however, and, though outgeneraled, the French  
managed to escape and claim a credible victory.

Subsequent invasions led to the Battle of  
Barletta 1502, where the Spanish sword and

shield men cut up the Swiss badly; the  
Garigliano, 1503, where the Spanish fire tactics  
proved to be more than just luck; Novara, 1513,  
where the Swiss proved they could still bring off  
a victory; Marignano, 1515 where the Swiss were  
cut to pieces by effective French coordination of  
men-at-arms and artillery; Bicocca, 1522, where  
a strong Spanish Imperial force entrenched  
behind a wall and ditch shot a huge Swiss  
phalanx to pieces; and Pavia, where the Spanish  
demonstrated that their system was good in the  
offense as well as the defense. To be sure, the  
Spanish could lose a fight as well as Ravenna,  
1512, and Ceresole, 1544, demonstrated. By and  
large the Spanish found the formula for victory  
and maintained their TERCIOS' supremacy for  
over 150 years, until the Thirty Year's War.

This Century, the Sixteenth, saw the full  
reflowering of infantry. True the mounted arm  
remained important, in spite of predictions of its  
total demise by such notable thinkers as  
Machiavelli, but only as an important auxiliary to  
the foot in an integrated order of battle. No  
longer could infantry march on the field  
unmolested, as the Swiss had been wont to do, or  
the cavalry ride down their own foot in their zeal  
to have at the foe, as the French did at Crecy. A  
proper battle necessitated an integrated outlook.  
Not that battles were all that frequent however.  
From the Battle of Pavia, in 1525 to the middle  
of the Thirty Years War, about 1630, there were  
not half a dozen full scale battles in all of  
Western Europe, though of sieges there were a  
good many. Warfare, from being well neigh  
totally mobile had become almost fortress  
bound.



1505-Spanish "Colunela" of Infantry Author-  
ised by King Fernando, who raised twenty  
initially. Each "Colunela" was headed by a  
"cabo de colunela" or Colonel. It was a killing  
job: at Ravenna in 1512, eleven of 12 cabos  
fell leading their men. The men were usually  
armed along the fashion set in 1496.



600 Pike  
100 Halberd  
300 Arquebus

1531-French "legion" of Infantry Organized  
by Francois I as the basis of a regular French  
infantry to counter the Spanish. Four such  
were raised: Picardie, Champagne, Normandie,  
and Languedoc out of an authorised seven—  
Francois lost too much gold in his useless  
Italian adventure. These units proved some-  
what unsatisfactory but the first two lived long  
enough to become the Royal Regiments of  
those names. Of the five officers per "band",  
two were assigned solely to the arquebusmen—a  
surprising development in view of France's  
reluctance to adopt this weapon. The  
halbardmen were usefull in a close fight, but  
not so useful as Spain's swordsmen.



1534-Spanish "Tercio" of Infantry. Created by  
Carlos I and not overthrown until Rocroi,  
1643, ended the supremacy of the Spanish  
foot soldier. Based deliberately on the 1496  
and 1505 experiments, this formation initially  
comprised infantry of all arms in proportions  
of a third each. Later this changed, and by  
1550 it was somewhat over half arquebusmen  
and all the rest had pikes. Everyone, of course,  
carried a sword but the shields had been  
discarded. The supremacy of the Spanish  
soldier was probably due as much, if not more,  
to his ego as to his training, as an impressive  
list of victories attributable to the "furor  
hispanicus" can testify. Each unit had 12  
priests and 3 surgeons, typically Spanish.

# Tactical Game 14

An **S&T** Game Feature

## Rules of Play:

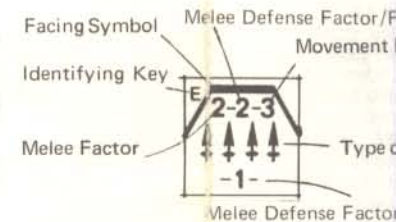
### THE MAPBOARD

The playing area represents a typical pie  
European terrain, about 2 kilometers  
kilometers. Each hexagon 50 BRACCIE (1  
meters). Each full game turn equals  
minutes of elapsed time. The different t  
features affect movement and comb  
outlined in the Terrain Effects Chart (TE  
the Combat Unit Capability Chart (CUC  
the Combat and Movement Rules sections

### THE UNITS

Examine the square unit counters printed  
two colored sheets enclosed with your co  
S&T. Mount these counter sheets on  
cardboard using rubber-cement or th  
down water-based white glue. Cut ou  
counters along the fine black lines using  
sharp scissors or an X-acto knife and a st  
edge.

Each combat unit represents about 500 b  
The factor numbers printed on each un  
you the relative strength and mov  
capability of the various types as represen  
the symbols on the pieces.



- Militia Pikemen (MP) 2 pts
- Crossbowmen (CB) 2 pts
- Pikemen (PI) 4 pts
- Arquebusiers (AQ) 2 pts
- Swordsmen (SD) 4 pts
- Longbowmen (LB) 3 pts
- Heavy Cavalry (HC) 4 pts
- Heavy Artillery (HA) 3 pts
- Lt. Cavalry (LC) 2 pts
- Light Artillery (LA) 2 pts
- Commander (CM) 15 pts

### MOVEMENT:

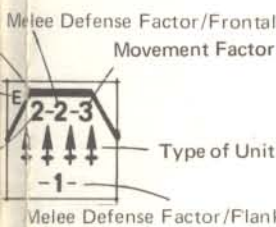
Each unit's Movement Factor (MF) rep  
the maximum number of hexagons (1  
which that unit may travel in one  
Generally speaking, units may be move  
number of hexes per turn, within this li  
any direction or combination of dire  
Players may choose to move all, some, o  
of their units in any given turn, subject  
Combat and Terrain restrictions, and Mov  
Rules. Unlike many grid-map wargames  
have no "Zones of Control" extending

# ical ne 14 Game Feature of Play:

represents a typical piece of  
n, about 2 kilometers by 3  
hexagon 50 BRACCIE (c. 100  
ull game turn equals 10-20  
ed time. The different terrain  
movement and combat as  
Terrain Effects Chart (TEC) and  
t Capability Chart (CUC) and  
Movement Rules sections.

are unit counters printed on the  
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t represents about 500 bodies.  
bers printed on each unit give  
ve strength and movement  
various types as represented by  
he pieces.



- emen (MP) 2 pts
- rossbowmen (CB) 2 pts
- (PK) 4 pts
- arquebusiers (AQ) 2 pts
- men (SD) 4 pts
- longbowmen (LB) 3 pts
- valry (HC) 4 pts
- avy Artillery (HA) 3 pts
- ry (LC) 2 pts
- ight Artillery (LA) 2 pts
- der (CM) 15 pts

ement Factor (MF) represents  
number of hexagons (hexes)  
it may travel in one turn.  
ng units may be moved any  
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r combination of directions.  
ose to move all, some, or none  
any given turn, subject to MF,  
rain restrictions, and Movement  
any grid-map wargames, units  
of Control" extending into

adjacent hexes (exception: Cross-River Attack Rule). Units control only the hexes which they occupy.

### General Movement Rules:

- A) Movement is not allowed through or onto enemy units.
- B) Units may pass through friendly units subject to stacking limitations.
- C) Each unit is moved separately, (exception: see Pikes-in-square) to the full extent desired, within the limits placed on it by the rules.
- D) Cavalry Units may never "charge" through friendly units (exception: see Feudal Rule).
- E) Units are always "faced" in a definite direction with their facing-symbol conforming to the shape of the hexagonal grid.
- F) Units may move only once each turn. There is NO "movement after combat".
- G) The hex a unit is moving INTO is the hex it is considered to be moving ON. Therefore, a unit must have sufficient MFs to expend before it can enter a given hex. (Minor Exception: movement into Road Hexes from non-road hexes is at the rate dictated by the other terrain in the road hex.)
- H) When moving from road hexes to non-road hexes any fractional MFs, resulting from uneven road movement are lost.
- I) Movement Factors are NOT transferrable from one unit to another. Units forced off the board may never return.

### STACKING:

- A) No more than three combat units may be stacked together in one hex (exception: Pikes-in-Square).
- B) The Command Units are not subject to the three-per-hex rule and may be added to any stack, whatever the number of units already in it. In effect, Command Units do not "exist" so far as stacking rules are concerned.
- C) Stacking Rules apply even during the movement phase of a turn (i.e., a unit could not move through or to a friendly stack of three units).
- D) Units in a stack must be individually "faced", though not necessarily in the same direction or in different directions. All may have a common facing, all may not.
- E) Different types of units may stack together.
- F) The pieces used as informational symbols are not counted against stacking limits.

**FACING:** All combat units have a "face": that is, they have a particular side of the counter which is their "front", as indicated by the facing symbol on each counter. This reflects the battle formation orientation of the particular group of men each counter represents (see Facing Diagram). Each counter "faces front" through three sides of the hex. The other three sides represent its flanks and rear (hereafter referred to as "Flanks"). A unit may only attack enemy units in hexes which it fronts upon. Also, a unit may only use its full defensive capability when it receives an enemy attack on its front. Enemy flank attacks, or flank/front attacks, effectively reduce the defensive capability of a unit. Obviously then, it is extremely important for players to pay close attention to the orientation of their units on the board.

- A) Units are faced in a particular direction during the movement portion of the turn, before any combat.
- B) Units MUST be faced so that their facing symbol conforms to the sides of the hex.
- C) Units found to be ambiguously faced after the movement portion of the turn, may be faced by the opposing player, who may not rotate them through more than 60 degrees.
- D) Units stacked together need not face together.
- E) Units expending their total MF in movement can not change facing by more 60 degrees upon

## SOC

### SCENARIO & ORDER OF BATTLE CHART

**HOW TO USE CHART** The numbers under the various unit types represent number of units of that type in the given army. The letters after the unit titles refer to certain optional rules applicable to those particular units of that particula

BATTLE		U			
		PK	MP	SD	HC
ADRIANOPLE (9/8/378)	A	Romans Goths		12	16
LEGNANO (29/5/1176)	B	Italians Germans	12b 1b		6F 16F
BENEVENTO (26/2/1266)	C	Angevins Sicilians	3 2		9F 10F
FALKIRK (22/7/1298)	D	Scotts English	12b 7b		1F 7F
COURTRAI (11/7/1302)	E	Flemings French	12b 4		14F
BANNOCKBURN (24/6/1314)	F	Scotts English	4 10b 12b		2d 6F
MORGARTEN (15/11/1315)	G	Swiss Austrians	8 2		16F
CRECY (26/8/1346)	H	English French	3 12		3d 16F
NICOPOLIS (28/9/1396)	I	Turks Crusaders			4 16F
AGINCOURT (25/10/1415)	J	English French			3d 14dF
ARBEDO (30/6/1422)	K	Swiss Milanese	12		12dF
"CONDOTTIERE" (abt 1450)	L	Ital. Mercenary Ital. Mercenary	6 6		12 12
TARO (6/7/1495)	M	French (FF) Italians	6 4		2 5
GARIGLIANO (29/12/1503)	N	French Spanish (FF)	16 6		8 2
RAVENNA (11/4/1512)	O	Spanish French	4 7	4	2 2
BIOCOCCA (27/4/1522)	P	Spanish (FF) French	7 16	5 3	2 2
PAVIA (24/2/1525)	Q	French Spanish (FF)	16 12		3 1
TERCIO-PHALANX	R	Swiss Spanish	16 5		5 2
MACHIAVELLIAN	S	Italians Swiss or Spanish	4	12	1 Use Swiss or Spanish
FITRA (From H. Beam Piper "Lord Kalvan" stories)	T	Nostor Hostigos (FF)	4 2	4 4	10F 2

FANTASY SCENARIOS

**HOW TO USE CHART** The numbers given under the various unit types represent the number of units of that type in the OB of a given army. The letters after the unit quantities refer to certain optional rules applicable to those particular units of that particular side.

**OPTIONAL RULE ABBREVIATIONS:**  
 "b"=die roll of 1 required to demoralize Militia Pikemen. "d"=cavalry may dismount. "F"=Feudal. "m"=foot unit may mount. "i"=Improved Arquebus. "f"=Fast Artillery (double MF). "a"=Artillerists. "r"=mounted

commander. "w"=foot commander  
 "c"=Carroccio. "T"=Trenches. "C"=Caltrops.  
 "FF"=Fortune Factor. "Mg"=Marginal.  
 "Tc"=Tactical. "St"=Strategic. "PV"=Point Value (entire army). "PT"=Panic Threshold.

	UNITS													victory			PV	PT	SCENARIO NOTES
	PK	MP	SD	HC	LC	CB	AQ	LB	HA	LA	CM	T&C	Mg	Tc	St				
<b>A</b>	Romans			12		4	4				1r				X	79	32	Romans deploy first. Goths may deploy anywhere.	
	Goths				16		4			1r			X		87	35			
<b>B</b>	Italians		12b		6F		3			1c				X	59	24	Italians enter from SW. Germans enter from East.		
	Germans		1b		16F					1r			X		81	32			
<b>C</b>	Angevins		3		9F		3			1r				X	63	25	Angevins enter from SW. Sicilians enter from NE, open to treachery. Death of commander an automatic victory. If both commanders die Sicilians win.		
	Sicilians		2		10F		3	4		1r			X		73	29			
<b>D</b>	Scotts		12b		1F		6			1r				X	55	22	French MP breaks at roll of 1-4.		
	English		7b		7F				7	1r			X		78	31			
<b>E</b>	Flemings		12b				4			1w	6C			X	47	19	French MP breaks at roll of 1-4.		
	French		4		14F		4			1r			X		87	35			
<b>F</b>	Scotts	4	10b		2d		4			1r	6C			X	67	27	French MP's enter turn 5 behind friendly lines.		
	English		12b		6F			4		1r			X		79	32			
<b>G</b>	Swiss	8					2			1w				X	51	20	One crusader CM + 6 HC enter turn 1 by road, rest enter turn 3 on same road.		
	Austrians		2		16F		2			1r			X		71	28			
<b>H</b>	English	3			3d				8	1r				X	63	25	One crusader CM + 6 HC enter turn 1 by road, rest enter turn 3 on same road.		
	French		12		16F		6			1r			X		115	46			
<b>I</b>	Turks				4		10	6		1r	6T			X	75	30	*Honors of War Maneuver game, high die roll deploys first.		
	Crusaders				16F		2			2r			X		98	39			
<b>J</b>	English				3d				10	1r				X	57	23	Loss of French CM is Italian victory. French PK's are 'ferocious'.		
	French				14dF		2			1r			X		75	30			
<b>K</b>	Swiss	12					2			1w			X		67	27	French deploys first and moves first.		
	Milanese				12dF		8			1r			X		79	32			
<b>L</b>	Ital. Mercenary	6			12		3			3a	1r		*	*	*	102	41	French must dislodge Spanish from trenches.	
	Ital. Mercenary	6			12		3			3a	1r		*	*	*	102	41		
<b>M</b>	French (FF)	6			2		8			3f	2f	1r		X	76	30	Spanish MP arrives turn 3, behind Spanish lines. French must dislodge Spanish.		
	Italians	4			5		4	10		2	2	1w		X	89	36			
<b>N</b>	French	16			8		8			2fa	2fa	1r		X	139	55	French deploys trenches on one flank. Double Spanish movement factor on turn 1.		
	Spanish (FF)	6		6	2		4			2fa	2fa	1r	6T	X	101	40			
<b>O</b>	Spanish	4		4	2		2d		4	2fa		1r	6T	X	85	32	*Fight to death.		
	French	7			2		2d	8		4fa	4fa	1r		X	91	36			
<b>P</b>	Spanish (FF)	7	5		3		2		6i	3fa	3fa	1r	6T	X	116	46	Hostigos deploy castle; 2 MP inside, then Nostor deploy 2/3 of army; remainder arrive turn 10 behind original lines. Nostor moves first, deploys second.		
	French	16			2		3	5		2fa	2fa	1r		X	113	45			
<b>Q</b>	French	16			3		3		6	3fa	3fa	1r	T		X	134	54	*Fight to death.	
	Spanish (FF)	12			1		1	6i		3fa	3fa	1r		X	108	43			
<b>R</b>	Swiss	16					4			2fa		1w		*	*	*	93	37	Hostigos deploy castle; 2 MP inside, then Nostor deploy 2/3 of army; remainder arrive turn 10 behind original lines. Nostor moves first, deploys second.
	Spanish	5		5	2		2	5i		2fa		1r		*	*	*	89	36	
<b>S</b>	Italians	4		12	1		1		2i	2fa		1c		*	*	*	95	38	Hostigos deploy castle; 2 MP inside, then Nostor deploy 2/3 of army; remainder arrive turn 10 behind original lines. Nostor moves first, deploys second.
	Swiss or Spanish	Use Swiss or Spanish Tercio OB																	
<b>T</b>	Nostor	4	4		10F				2	4		3r		X	95	38	Hostigos deploy castle; 2 MP inside, then Nostor deploy 2/3 of army; remainder arrive turn 10 behind original lines. Nostor moves first, deploys second.		
	Hostigos (FF)	2	4		2			2mi		3fa	3fa	1r		X	73	29			

arrival in their final hex.

F) Turning more than 60 degrees while standing still uses one MF, regardless of terrain.

When moving through a given hex, units which change their facing MORE than 60 degrees (one hex side) in that given hexagon, do so at a cost of one additional MF. Units may change their facing by 60 degrees in each hex they move into or through without suffering this penalty.

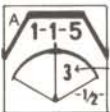
G) Units face in the direction they wish to move: they may move only to their front.

#### COMBAT

Basically there are two types of combat: (a) Melee (hand-to-hand ground combat) and, (b) Fire-Fight (Bow, arquebus, and artillery fire taking place over distances determined by the range of the weapons involved).

In both types of combat, a unit may only attack to its front. In Melee this would mean that the enemy unit must be in one of the three adjacent hexes upon which the attacker fronts. In a Fire-Fight the target hex would have to be included in the 120 degree field-of-fire indicated by a unit's front and, of course, within range of the weapon(s) being fired. In all combat the odds are determined by comparing the attacker's Fire Combat Factor (FCF) or Melee Combat Factor (MCF) with the defender's Fire Protection Factor (FPF) or Melee Defense Factor (MDF), simplifying the odds to conform to the Combat Results Table (CRT) and then rolling the die to discover which of the six possible outcomes takes effect. (Before going on, read the CRT).

PIKEMEN, SWORDSMEN, and HEAVY CAVALRY may only engage in ground combat and have no range weapons.



Fire Combat Factor (FCF) and Range of Weapon

ARQUEBUSIERS, CROSSBOWMEN, and LONGBOWMEN may fire their weapons to the limit of their range factors. They may not melee offensively against any units except Command Units, Artillery Flanks, Artillerists, or any type of unit which is "dispersed".

LIGHT CAVALRY has the option to melee offensively or fire offensively, however it may not do both offensively in the same turn.

ARTILLERY may only fire offensively, it may never melee offensively.

COMMAND UNITS may melee offensively against Artillery flanks, Artillerists, and enemy Command Units. There are certain additional possibilities, see Command Units Rules.

All "fire" troops may fire DEFENSIVELY when they are attacked, after which they may receive the attack, defending with their Melee Defense Factor (MDF). The defensive fire may only be directed at hexes from which an enemy unit is meleeing against the defending unit in question. Defensive fire may only be to the "Front".

A) Units may only melee offensively against enemy units in one of the three squares adjacent to their front. Not every unit in a stack must attack, but those which do not are still subject to the effects of defensive fire.

B) Fire units may only fire at enemy units within range in their field-of-fire. Units are used as integral wholes, one unit may not divide its Fire Combat Factor (FCF) or Melee Combat Factor (MCF) amongst different hexes.

C) Fire units may not fire THROUGH other intervening units, friendly or enemy, to reach a given target. LONGBOWMEN, however, have the capability of firing OVER intervening units. ARTILLERY firing at targets on a higher level have their range cut by 2; other units firing to higher levels have their range cut by one hex.

Fire Units at ground level, including LONGBOWMEN, may not fire over obstacles. Woods, villages, and hilltops are classed as obstacles. All Fire Units on slopes may fire over intervening units which are lower than they are; LONGBOWMEN on slopes may fire over obstacles which are lower than they are. All units on hilltops may fire over lower intervening units and obstacles. See TEC and Range Pattern.

D) Defensive Fire may only be directed against enemy-controlled hexes which are actually meleeing offensively against the unit firing in defense. Defensive Fire is not mandatory. Defensive Fire may not be used against units making a fire attack originating in hexes uninvolved in melee attack. Defensive Fire may not be uninvolved in melee attack. Defensive Fire takes place before any offensive action. The attacker states which of his units are attacking, which defending unit(s) are involved, and, in the case of LIGHT CAVALRY, whether the attack is fire or melee. Defensive Fire effects take their toll before any offensive melee combat is resolved. Attacks, which, due to defensive fire, no longer have the minimum required 1 to 2 odds, have no effect. Attacking units dispersed by the Defensive Fire can not participate in the scheduled attack.

E) Offensive Fire takes place before Melee Combat and losses are extracted before ground combat is rolled.

F) Fire Protection Factor (FPF); ALL UNITS, except Command Units, have a defense factor, with respect to offensive or defensive fire, of 2 per unit facing front, 1 per unit facing to flank. When receiving fire from both directions the FPF is 1 per unit. Command Units (CMs) have an FPF of 3 frontally and 2 on the flank.

G) Melee troops stacked together and participating in the same attack must be all of the same type (i.e., troops attacking through the same hex-side must all be of one type; e.g., all pikes—including militiamen—in hex "Y" attack a unit in hex "Z", but a sword unit stacked with the pikes may not participate, though it could attack another enemy unit through a different hex-side). This "homogeneity" rule does not apply to fire troops on attack nor to ANY combination of troops in defense. Stacked units attacking from the same hex may individually attack defenders in different hexes but the entire stack suffers the effects of Defensive Fire.

H) Fire units on different hexes, attacking defenders on the same hex, must total their Fire Combat Factors into one attack. Each stack of defending units must be treated as a separate battle, rolling the die for each attack.

I) Defending units on the same hex are totaled into one combined defense factor, regardless of type. If, however, defenders are stacked such that they face in different directions and are attacked from more than one side, the attacks are treated separately, allocating the appropriate defending units to the attack coming on their facing. If the defending units on the same hex have fronts which overlap, the defender may allocate his defense as he desires but must meet all attacks on that hex with a front facing unit if possible. If this is not possible one or more of the defending units must defend as if in a front/flank attack. Every Melee Defense Factor on the attacked hex must defend. A hex with different facing units on it attacked on only one side defends only with the total MDFs facing that side, whether they be frontal MDFs, flank MDFs, or a combination of both.

J) No unit may participate in more than one attack per turn. Not every unit must attack, nor must all adjacent hexes be attacked. Attacking is a voluntary proposition.

K) REMEMBER, a unit may attack only to its front so watch your facing!

L) See the TEC and CUC for combat factor variables.

THE CAVALRY CHARGE: For cavalry units to be able to employ their ground attack factor at full value they must "charge"—move in a straight line—through the number of hexes equivalent to their Melee Combat Factor (MCF). This means that LIGHT CAVALRY must charge through two hexes and HEAVY CAVALRY must charge four hexes. For each

hex less than the full amount required a cavalry unit's MCF is reduced by one: thus, HEAVY CAVALRY charging only three squares is reduced by one. However LIGHT CAVALRY may never charge at less than one, nor HEAVY CAVALRY at less than two CF in clear terrain, because of a "short charge". Cavalry units may deliberately ride away from enemy units to gain room for a proper charge. Charges must be straight along their entire length and the charging unit must finish up adjacent to the attacked unit and facing properly. Charges may not be made through intervening units (exception: Feudal Rule).

Cavalry charging from different locations may not end their charges on the same hex. LIGHT and HEAVY CAVALRY charges may not be mixed in the same finishing hex in the same attack. If LIGHT CAVALRY uses its FCF it may not charge in that same turn. A charge is NOT a prerequisite for LIGHT CAVALRY fire and does not affect the FCF.

MILITIA PIKEMEN DEMORALIZATION: MILITIA PIKEMEN were "amateurs" and not as well disciplined as REGULAR PIKEMEN. Therefore, when they are attacked the die is rolled before combat to determine whether or not they will loose their nerve ("break"). A roll of 1, 2, or 3 means that this is the case and consequently the MILITIA PIKES in that stack are "demoralized": reduced by 50% in combat effectiveness. Place a "demoralization indicator" directly over the combat factors of each affected unit. The die is rolled only once for each stack attacked and the "demoralization" remains in effect for the balance of the game (exception, see Rallying). This rule does NOT apply if REGULAR PIKEMEN share the same hex with the MILITIA PIKEMEN. Already demoralized or dispersed units which are "demoralized" a second time are eliminated ("panicked" if the Panic Rule is used). Demoralized MILITIA PIKEMEN may not attack.



Demoralized MILITIA PIKEMEN may be "rallied"—restored to normal—by joining up with the Command Unit in the same hex and rolling anything from 1 through 5 on the die. This roll is done after movement and before combat and may be attempted every turn.

PIKES-IN-SQUARE FORMATION: At the beginning of a player's turn, but before movement, he may decide to form any or all of his pike units (militia or regulars) in "squares", i.e., all around defensive formations. He symbolizes which pike unit(s) is formed in squares by placing the "Pikes-in Square" indicator on top of the unit(s) in question.



A) Any number of pike units up to a total of FOUR may be formed into "square" on a hex. B) The square is a defensive formation. Pikes in square may not attack. Pikes in square have an all around facing with a Melee Defense Factor (MDF) on any hex side equal to one-half of the total pike factors on that hex (e.g., four REGULAR PIKEMEN in square defend on that hex with a combined factor equal to 8MDF regardless of the side or combination of sides on which they are attacked).

C) Pikes in square have a movement factor of one.

D) Only one unit of the pikes in square may move on the turn in which the player DISBANDS THE SQUARE. The unit moving out of the square may change facing as well as the pikes disbanding on the original hex. They may all now attack any units they find themselves adjacent to. One unit per turn may leave the square formation, WHILE THE OTHERS STAY IN SQUARE. The departing unit may only move one hex and may face in any desired direction.

E) One unit per turn may join a previously existing square at the cost of three MF to enter the hex in question.

F) One non-pike combat unit may join the

square or start out two MF to move into and likewise to move are not subject to restriction but must enter or leave a square. G) No units may travel by a square. H) A Fire Unit "strife" fire offensively and formation. Non-pike facing for combat may NOT charge out of. Non-pike units may. I) A square combat PIKEMEN may be rolling a 1, 2, or 3. J) Pikes in square at combat variables.

CROSS RIVER defending directly adjacent hexes to may not slip behind flanks, if to do so would the controlled river the first such hex they intended, however, they wish.

RANGE ATTENUATION (RAP): With the explosion fire units fire with are immediately adjacent each hexagon of adjacent lost per unit: e.g., a hexes is reduced to maximum ranges, the ARTILLERY, have ARTILLERY retain limit of its range.

FIRE EFFECT MULTI firing units, including their effective FCF when firing at enemy more than one per stacked in the target target units, multiplied the effective FCF is target units in the UNITS are not counted FEM factor may not times the basic FEM LONGBOW unit fire adjacent hex fires with

OVERALL SEQUENCE

1. First Player move
2. First Player in attacking which defender rolls for Militia Pike
3. Second Player defensive fire, extract for from First Player
4. First Player re-extracts whatever left defending units.
5. First Player resolve (Melee).
6. Second Player
7. The Second Player and complete turn indicator.

SETTING UP FOR

- Players may utilize
1. Simply form arm fertile little minds.
  2. Use the Historical Scenario Chart.
  3. Develop your own little research. Use the per counter, except figure about 10 gun element in this is the each other, not the of the bodies. Use of necessarily be applied response favors it, Historical Scenarios

square or start out with it. It costs such a unit two MF to move into an already formed square and likewise to move out. **COMMAND UNITS** are not subject to the one-additional-unit restriction but must pay a movement penalty to enter or leave a square anyway.

G) No units may travel through a hex occupied by a square.

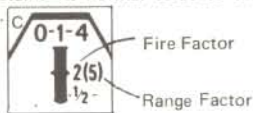
H) A Fire Unit "stacked" inside a square may fire offensively and defensively out of the formation. Non-pike units retain their MDF and facing for combat purposes. Cavalry units may NOT charge out of a square or through it. Non-pike units may attack from a square.

I) A square composed entirely of MILITIA PIKEMEN may be "broken" (demoralized) by rolling a 1, 2, or 3 before they receive an attack.

J) Pikes in square are affected by TEC and CUC combat variables.

**CROSS RIVER ATTACK RULE:** Units defending directly behind rivers control the adjacent hexes to their front. Attacking units may not slip behind such units to attack their flanks, if to do so would mean passing through the controlled river hexes. They must stop on the first such hex they enter. If no such attack is intended, however, they may pass through if they wish.

**RANGE ATTENUATION PHENOMENON (RAP):** With the exception of ARTILLERY, all fire units fire with their full FCFs only if they are immediately adjacent to their targets. For each hexagon of additional distance one FCF is lost per unit: e.g., a **LONGBOW** unit firing two hexes is reduced to 2. At their respective maximum ranges, therefore, all fire units except ARTILLERY, have a FCF of 1 per unit firing. ARTILLERY retains its normal value to the limit of its range.



**FIRE EFFECT MULTIPLICATION (FEM):** All firing units, including ARTILLERY, multiply their effective FCF, after accounting for RAP, when firing at enemy units which are stacked more than one per hex. If there are two units stacked in the target hex, multiply by two; three target units, multiply by three. In other words the effective FCF is multiplied by the number of target units in the target hex. **COMMAND UNITS** are not counted in this procedure. The FEM factor may never be greater than three times the basic FCF. Utilizing this rule a **LONGBOW** unit firing at a stack of three in an adjacent hex fires with a FCF of 9.

#### OVERALL SEQUENCE OF PLAY

1. First Player moves units.
2. First Player indicates which units are attacking which defending units. Second Player rolls for Militia Pikemen Demoralization.
3. Second Player allocates and resolves defensive fire, extracting whatever losses called for from First Player's attacking units.
4. First Player resolves all offensive fire, extracts whatever losses from Second Player's defending units.
5. First Player resolves all viable ground attacks (Melee).
6. Second Player proceeds with Steps 1 through 5.
7. The Second Player having completed Step 5 and complete turn has taken place. Move turn indicator.

#### SETTING UP FOR BATTLE

Players may utilize the game three basic ways.

1. Simply form armies made up from your own fertile little minds.
2. Use the Historical Scenarios found on the Scenario Chart.
3. Develop your own Historical Scenario with a little research. Use the rule of thumb of 500 men per counter, except that for ARTILLERY figure about 10 guns per battery. The essential element in this is the proportion of the armies to each other, not the straight arithmetic quantity of the bodies. Use optional rules, which may not necessarily be applicable to both sides. If reader response favors it, S&T will provide additional Historical Scenarios in the near future.

#### VICTORY CONDITIONS

Basically the game is won on points. Each combat unit is worth a certain number of points equal to its Melee Combat Factor or Fire Combat Factor, whichever is greater. Command units are worth 15 points. For each unit lost, you lose that many points to your opponent. Each army is worth a certain total number of points—see the Scenario Chart.

There are three basic levels of victory attainable: Marginal, Tactical, and Strategic, as expressed by a ratio between the "Game-Loser's" losses and the "Game Winner's" losses.

**MARGINAL VICTORY.** 1+ to 1. Winner can not have losses greater than 40%, otherwise the battle is a draw.

**TACTICAL VICTORY.** 2 to 1. If winner's losses are greater than 30% he only achieves Marginal Victory.

**STRATEGIC VICTORY.** 3 to 1. If winner's losses exceed 25% he achieves only a Tactical Victory.

In all victory levels a minimum of 20 points must be lost by the "Game Loser" before a victory may be claimed. After that point is reached the player who is winning may end the game at the end of any complete turn by declaring a victory using the ratios above. The game must be played, however, to a minimum of six turns, unless the losing player agrees to concede. Concessions may be refused by the winning player if he desires a higher level of victory.

Note that in some of the Historical Scenarios other conditions of victory are specified in addition to, or in place of, those described here.

**TACTICAL CONCESSION.** A player may deliberately withdraw from the field in order to prevent the enemy from obtaining a Strategic Victory once his losses show at least a 2 to 1 ratio with those of his opponent.

#### INITIAL DEPLOYMENT

The Player indicated as deploying first by the Scenario or by mutual agreement designates one hex as his center of mass and deploys his troops within a five-hex radius of it. The other Player then deploys his army a minimum of 8 hexes distant, facing the front of the enemy. Normally the player who deploys first moves second, but in some Scenarios this is not the case. In addition certain Scenarios are relatively specific in outlining the deployment to be followed. Players should try to deploy on as many different terrain features as possible to add an additional element of variation.

## Optional Rules

#### AND FURTHER COMPLICATIONS

The following rules may be employed at the player's discretion, through prior agreement or as directed in the Scenarios. In the latter case only such Optional Rules as are specified may be utilized and only in the way indicated.

**FEUDAL RULE.** This rule applies only to **HEAVY CAVALRY** units and reflects the feudal mentality. The knights almost always acted in an impulsive and rashly heroic manner. Therefore:

- A) **HEAVY CAVALRY** must always move at full speed towards the enemy mass, with no subtle or devious maneuvering allowed.
- B) Whenever an actual enemy unit is sighted within seven hexes of a **HEAVY CAVALRY** unit with no intervening obstacles, that **HEAVY CAVALRY** unit must charge, or attempt to charge, and engage the sighted unit. Enemy **COMMAND UNITS** take precedence over all other enemy troops as the object of such a charge.
- C) Should friendly foot troops be in the way of the charge, roll the die. A roll of 5 or 6 means that the knights may charge through their own infantry. The poor foot sloggers are dispersed by their own horse! A roll of 1 through 4 means the **HEAVY CAVALRY** need not obey its instincts.

D) Using this rule the **HEAVY CAVALRY** is always in the vanguard of any column of march and is always moved before any other friendly unit.

E) **HEAVY CAVALRY** must attack every turn physically possible.

F) **HEAVY CAVALRY** never retreats, unless the Panic Rule is used, and always attacks the same hex until successful or until dispersed or eliminated. **HEAVY CAVALRY** may, however, pull back to gain room for a proper charge.

G) When a charge under this rule is impeded by terrain it must nevertheless go as far as possible within the movement rules.

**COMMAND UNITS.** Kings, Princes and Mercenary Captains—not necessarily mutually exclusive titles—usually led their troops in person. Many times the Italian city-states took a **CARROCCIO** (ceremonial war chariot) onto the field as well. The command rules reflect the effect of the Commander's presence upon the effectiveness and morale of the troops.



A) **COMMAND UNITS** increase by one the die roll number of all enemy troops within a three-hex radius.

B) **COMMAND UNITS** decrease by one the die roll number of all friendly troops within a three-hex radius.

C) Groups of enemy units involved in one battle from several different hexes are affected by the **COMMAND UNIT'S** presence only if more than 50% of them are within the three-hex radius. Likewise for friendly troops.

D) In addition to modifying the die-roll, mounted **COMMAND UNITS** add one MCF to the charge of each stack of cavalry within a three-hex radius, should they be participating in such a charge themselves.

E) Defending **MILITIA PIKEMEN** within three hexes of a **COMMAND UNIT** may not be demoralized.

F) "Dispersal" of a **COMMAND UNIT** reduces its influence to the hex on which it is.

G) Elimination of all friendly **COMMAND UNITS** caused the **MILITIA PIKEMEN** to suffer an automatic demoralization. Units suffering "dispersal" when all **COMMAND UNITS** have been eliminated remain so for TWO turns.

H) If the enemy **COMMAND UNIT(S)** is destroyed subsequent to the destruction of all friendly such units, the enemy **MILITIA PIKEMEN** are automatically demoralized and previously demoralized friendly **MILITIA PIKEMEN**, return to normal. Both sides, however, continue to suffer from the prolonged dispersal period as per Rule G.

I) When a **COMMAND UNIT** represents the **CARROCCIO** it may not be eliminated, only captured. It is considered "captured" when the Combat Results Table indicates "elimination". It may then be moved by the capturing player but does not affect his troops or die-rolls. It may be "recaptured" by eliminating any escorting enemy guards, or moving over it with friendly troops if unguarded. Recapture restores to a normal state demoralized **MILITIA PIKEMEN** and removes the prolonged dispersal provision. Also all units on the friendly side benefit from the combat bonus effects of the **CARROCCIO** for the next two turns, regardless of where they are on the board. Loss of the **CARROCCIO** is a 15 point loss, recapture a 20 point gain.

J) When the Multiple Commander Rule is used, only the troops directly under the command of a given **COMMAND UNIT** benefit from the presence of that unit. All units on a given side, however, may benefit from that side's ranking **COMMAND UNIT**.

K) **MILITIA PIKEMEN** stacked with a **COMMAND UNIT** may not suffer "demoralization".

L) Multiple Commanders. Feudal and Renaissance armies usually got bogged down in rank and command precedence. If multiple commanders—more than one player to a side—are to be used, their commands must be clearly defined. Each may operate with total independence, unless he wishes to subordinate himself to another player. Use the "key" letters on the units to identify who controls what

pieces. The "A" command and he is considered commander, and the other alphabetical sequence **COMMAND UNIT** is group.

**PANIC.** Occasionally a would break under the battle. To account for the points inherent in the army. This is used as a resiliency, of that army loss has reached a level point value a "panic" at the beginning of one

A) All units within ten tail and run: directly route possible, toward board free of enemy t edge of the board may counted as points lost.

B) Units in panic may defense value reduced FCF—and may not adjacent to enemy units

C) Panic can only be per side.

D) Units stacked with in the Castle, or more enemy when the "panic are considered to "stout-hearted". They

E) Stout-hearted tro **UNITS** may attempt normal, panicked troo intercept the panic themselves in the sam front. Each stout-hear **UNIT** may attempt

panicked units per turn with a roll of 5 or 6; C 3, 4, 5, or 6. Once panicked troops may rally other units.

F) Troops in a dispersal occurs, can and must dispersed units may dispersed at this tin additional turn, but troops with them effe

When such units ret "stout-hearted" them

G) **COMMAND UNIT MILITIA PIKEMEN**, and **SWORDSMEN** are always "stout-hearted"

H) A loss of 20 or n lowers the "panic thre

I) Use demoralization unit counters to indic

J) The Scenario Chart for each army in the Index Counter on the threshold of each army

**FEROCITY.** Because actual battlefield perfo Spanish troops were their opponents. Ther

**REGULAR PIKEMEN** and Swiss **REGULAR** come within three he units the die must whether or not the ene of 1, 2, or 3 demoraliz rolled for each enemy hexes.

A) Demoralization ha as panic, except that th flee the field.

B) Units stacked with suffer from ferocity de

C) Ferocity is rolled a have moved and before

D) Ferocious units ha other when in rival arm

E) Units demoralized in the same way that

F) Units which have rallied, may be demora



pieces. The "A" commander's troops move first, and he is considered to be the ranking commander, and the other allied forces move in an alphabetical sequence, according to the COMMAND UNIT leading that particular group.

**PANIC.** Occasionally an otherwise brave army would break under the pressure of a hard fought battle. To account for this one must total up the points inherent in the Order-of-Battle of a given army. This is used as a measure of the depth, or resiliency, of that army. Once an army's point loss has reached a level which is 40% of its total point value a "panic" results. Panic takes effect at the beginning of one's turn.

A) All units within ten hexes of the enemy turn tail and run: directly away, by the straightest route possible, towards the nearest edge of the board free of enemy troops. Units leaving the edge of the board may never return and are counted as points lost.

B) Units in panic may not attack, have their defense value reduced 50%—both MDF and FCF—and may not move through hexes adjacent to enemy units if at all avoidable.

C) Panic can only be triggered once per game per side.

D) Units stacked with the COMMAND UNIT, in the Castle, or more than 10 hexes from the enemy when the "panic threshold" is reached are considered to be unpanicked or "stout-hearted". They remain at normal value.

E) Stout-hearted troops and COMMAND UNITS may attempt to "rally", or return to normal, panicked troops. To do this they must intercept the panicked units by placing themselves in the same hex or adjacent to its front. Each stout-hearted unit or COMMAND UNIT may attempt to rally one stack of panicked units per turn. Stout-hearts rally units with a roll of 5 or 6; COMMAND UNITS, with a 3, 4, 5, or 6. Once rallied, the previously panicked troops may themselves attempt to rally other units.

F) Troops in a dispersed condition when panic occurs, can and must move. This is the only time dispersed units may move. COMMAND UNITS dispersed at this time remain so for one additional turn, but need not move nor are troops with them effected except in this way. When such units return to normal they are "stout-hearted" themselves.

G) COMMAND UNITS, Swiss REGULAR and MILITIA PIKEMEN, and Spanish PIKEMEN and SWORDSMEN are never panicked, and are always "stout-hearted".

H) A loss of 20 or more points in one turn lowers the "panic threshold" for that side by 20.

I) Use demoralization indicators on panicked unit counters to indicate their condition.

J) The Scenario Chart gives the Panic Threshold for each army in the chart. Place a Threshold Index Counter on the Point Scale to mark the threshold of each army.

**PANIC!**

**FEROCITY.** Because of their reputation and actual battlefield performance certain Swiss and Spanish troops were particularly dreaded by their opponents. Therefore, whenever Spanish REGULAR PIKEMEN, Spanish SWORDSMEN and Swiss REGULAR and MILITIA PIKEMEN come within three hexes of an enemy unit or units the die must be rolled to determine whether or not the enemy is demoralized. A roll of 1, 2, or 3 demoralizes the enemy. One die is rolled for each enemy held hex within three hexes.

A) Demoralization has the same general effects as panic, except that the units in question do not flee the field.

B) Units stacked with a command unit do not suffer from ferocity demoralization.

C) Ferocity is rolled after the "ferocious" units have moved and before combat.

D) Ferocious units have no influence on each other when in rival armies.

E) Units demoralized by ferocity may be rallied in the same way that panicked units are rallied.

F) Units which have been demoralized and rallied, may be demoralized again.

**TREACHERY.** The loyalties of any given unit in an army during the Middle Ages and Renaissance were not always taken for granted. The officers or men could sometimes be "bought-off" or would simply decide to change sides or leave the field. Therefore:

A) Once each game, at any time after the first turn, either side—though an occasion only one as directed in the Scenario—may exercise the Treachery Option, at the beginning of the opposing player's turn.

B) The die is rolled once for each hex containing enemy units, except for the COMMAND UNIT.

C) A roll of 1, 2, or 3 means that the stack or unit is loyal.

D) A roll of 4 or 5 means the unit(s) in question must leave the field by the most direct route. They may not attack their former side and are counted as points lost. If they are destroyed before they can leave by troops still loyal they are not considered as points lost by either side.

E) A roll of 6 means that the troops in question defect to the enemy and may be used by him beginning that turn, as if they were part of his regular forces. Replace these units with one of the appropriate color or use a "turncoat" marker to indicate the switch. They are counted as points lost to their original owner, and, of course, may count as points lost to their new owner if eliminated.



F) In multi-commander games the die is rolled for each subordinate COMMAND UNIT, including its command. A 5 or 6 is treated as a 6 in this situation. The troops of the ranking COMMAND UNIT are rolled for separately in the regular fashion.

G) Treacherous units may NOT be rallied.

H) Players do not have to call treachery simultaneously. Previously traitorous units may re-defect to their original side later and are counted as points regained.

**FORTUNE FACTOR.** Sometimes one side had all the luck in a battle. To reflect this, round off the odds of all attacks made by the "fortunate" player, including defensive fire attacks.

Example: 17to8 becomes 3to1 instead of 2to1.

**DEFENSIVE POSITIONS.** There are two types of field defensive position counters:



A) Trenches. May be positioned as desired or as directed by the Scenario. May not be moved once positioned. May be occupied by any unmounted unit. Units defending in trenches are doubled. Cavalry may not charge through a trench-hex. Pike units may not form square in trenches. Trenches may be captured by the enemy (i.e., seized by destroying defenders) and represent a two point loss. Recapture (i.e., by destroying the new defenders) represents a two point gain. Any unmounted combat unit, except COMMAND UNITS and dismounted HEAVY CAVALRY, may build new trench units by occupying a hex for three turns uninterrupted by combat. If attacked such units defend at half their MDF. If they survive, they continue digging where they left off. Trench digging units may move on the turn after the trench is completed. Trenches may be voluntarily destroyed at the end of any movement turn, by removing the trench from the board, incurring a one point loss. Trenches must be occupied to be destroyed. Units in trenches stack and face normally.



B) Caltrops (anti-cavalry traps). Similar to trenches, except they do not increase the defense of any unit stacking on them. Pike units may not form square and are reduced to half their MCF when attacking. Cavalry or artillery may not voluntarily enter such hexes. Other units enter such hexes at the cost of 2MF and leave at like cost. HEAVY CAVALRY forced to charge into such hexes under the Feudal Rule are stopped by such hexes and are permanently

"broken" to half their strength for the rest of the game. They may never rally from this condition. Use an upside down demoralization counter to show this. HEAVY CAVALRY broken by caltrops may not attack on the turn following and are automatically destroyed if attacked while still entangled in the caltrops. Caltrops are neutral, they affect both sides and represent no points. They may be positioned or constructed just like trenches.



**THE CASTLE.** The only Scenario calling for the castle is "T". You may, however, add a castle to any O/B for variation. The castle may be placed on any seven-hex group that does not include a swamp or woods hex.

A) The castle is worth 15 points. Voluntary destruction is a loss of 8 points. Recapture regains 15 points, plus a 5 point enemy loss.

B) Each outer hex in the castle has an inherent defense factor of 4, which represents the walls and the organic troops assigned to those walls. In addition one unmounted combat unit per hex may "man" the walls, facing themselves to conform to the three outer sides of the wall hex. No more than one unit may occupy a castle hex.

C) Fire units firing into a given wall hex must do so from one of the hexes included in that wall's field of fire. You may not fire over intervening castle wall hexes. The entire castle is classed as an obstacle. Only fire units outside the castle may attack units defending on its walls.

When a defending unit is eliminated, the inherent Wall Defense Factor is ignored and the attacker may move onto that castle-hex in the next turn (unless it is re-manned by other troops in the castle). When attacking an unoccupied wall-hex, the attacker must obtain an "elimination" result against the inherent Wall Defense Factor of 4. Only fire units may attack the castle.

D) Only fire units on the castle wall hexes may attack—fire—out of the castle.

E) Units defending on a wall hex double their defense factor and add in the inherent 4 factors of the wall sector thereafter.

F) Before attacking units may enter (i.e., breach the wall of) the castle they must eliminate the unit manning a given wall hex. Once the attacker gains entry he may melee with any enemy still in the castle.

G) A unit in the center hex, or "keep" of the castle is not subject to any type of fire from outside the castle except artillery. The keep has an inherent defense factor on 1 on any facing. It also has an inherent FCF of 6 in post-1350 situations. This fire is all around and may be split up any way the player desires. This artillery has a range of 8 and may not fire into a wall sector, but may fire over intervening units. Regular artillery may not fire from the castle under any circumstance except through one of the gates.

H) HEAVY ARTILLERY may be used to batter down the gates of the castle. An "elimination" roll means the gate is blown; two "dispersal" rolls also blow the gates. The attacking artillery must be no more than four hexes, straight out in a perpendicular line from the hex-side: in effect, head on. The gates have an inherent FPF of 3.

I) Once the gates have been smashed unmounted attacks by melee troops may be made through the hex-side. A unit defending behind a smashed gate still doubles but no longer benefits from the inherent defense factor of the wall. Only one unit may melee through a hex-side once inside the castle.

J) Movement into and out of the castle by friendly troops is through the two gate hexes.

K) Movement inside the castle is at double MF, but a hex must be empty to pass through it.



**DISMOUNT/MOUNT AND HORSE.** The 15th and 16th Centuries saw a great experimentation with horses, used by infantry. Even before this it was a common practice to dismount on occasion. Therefore, in games from 1500 to 1600:

A) HEAVY CAVALRY (same MF as PIKEMEN, with a MCF of 3).

B) LIGHT CAVALRY (same MF as CROSSBOWMEN (same MF as LIGHT CAVALRY)).

C) CROSSBOWMEN (same MF as LIGHT CAVALRY (same MF and MCF as LIGHT CAVALRY)).

D) ARQUEBUSIERS (same MF as LIGHT CAVALRY (same MF and MCF as LIGHT CAVALRY), but not a foot unit).

E) No foot unit may mount Heavy Cavalry.

F) Riderless mounts have no facing and may be destroyed by any adjacent unit or captured and used by an adjacent unit if allowable. When firing at riderless mounts odds are always 8-1. A dispersed riderless mount may not be mounted.

G) Riderless mounts count as one point for stacking and FEM purposes.

H) When Cavalry dismounts, the "dismounted" counter of the appropriate unit and a riderless counter directly behind the dismounted unit. Destroyed or captured mounts count as one point loss, but do not figure the value of the total value of an army.

I) Riderless mounts are subject to the same restrictions. They may be captured and slaughtered to prevent capture.

Each Light Mount horse unit represents one foot unit. Each extra mount has enough of these extra mounts to represent no more than half the total number of mounting foot soldiers. Dismounting costs three MFs. Units subject to the Feudal Rule are still dismounted; i.e., they must move line towards the enemy and are not possible turn.

**HONORS OF WAR.** Captains—CONDOTTIERE—and usually preferred ransom to killing. The option the players pretend to "gentlemen" and, should one be in an untenable position, the Honors of War may not be offered. If refused the refusal is doubled in points for the rest of the game. Honors of War may not be offered unless 50% of the defenders are dispersed or unless one of the gates is blown. It may not be offered at all unless losses are over 2 to 1 and approximately 50%. Honors of War means the leader with honor and will be freed upon ransom.

**MANEUVER GAME.** To avoid the use of troops, mercenaries often "play" the Honors of War option—which presumes the other player into an untenable position then offer the Honors of War. To avoid a defender's point loss is halved. The actual number of units taken by the attacker as a result of the Honors of War are doubled in point value.

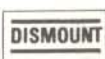


Artillerists (A) 1 pt

**ARTILLERISTS.** These units are gunners manning the artillery. They were very often not soldiers at all but contract workers. ARTILLERISTS are one unit for stacking purposes.

A) When "panicked" Artillerists abandon their guns—use an upside down demoralization indicator to show they are scattered—and run heading directly

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**DISMOUNT/MOUNT AND HORSES.** The 15th and 16th Centuries saw a great deal of experimentation with horses, usually nags, and infantry. Even before this it has become common practice to dismount the cavalry on occasion. Therefore, in games from 1300 on:

A) **HEAVY CAVALRY** dismounts as **PIKEMEN**, with a MF of 3.

B) **LIGHT CAVALRY** dismounts as **CROSSBOWMEN** (same MF and CF as **CROSSBOWMEN**).

C) **CROSSBOWMEN** mount as **LIGHT CAVALRY** (same MF and CF as **LIGHT CAVALRY**).

D) **ARQUEBUSIERS** and **LONGBOWEN** mount as **LIGHT CAVALRY** (same MF and MCF as **LIGHT CAVALRY**, but may not fire).

E) No foot unit may mount Heavy Mounts.

F) Riderless mounts have no facing or CF. They may be destroyed by any adjacent enemy unit or captured and used by an adjacent enemy unit, if allowable. When firing at riderless mounts odds are always 8-1. A dispersed mount unit may not be mounted.

G) Riderless mounts count as one-half a unit for stacking and FEM purposes.

H) When Cavalry dismounts place a "dismounted" counter of the appropriate type directly on the unit and a riderless mount counter directly behind the dismounted unit.

I) Destroyed or captured mounts are a 1 point loss, but do not figure the value of mounts into the total value of an army.

J) Riderless mounts are subject to all terrain restrictions. They may be deliberately slaughtered to prevent capture.

Each Light Mount horse unit represents enough horses for one foot unit. Each army normally has enough of these extra mounts to provide horses for no more than half the total number of mounting foot soldiers. Mounting or dismounting costs three MFs. Heavy Cavalry subject to the Feudal Rule are still subject when dismounted; i.e., they must move in a straight line towards the enemy and attack every possible turn.

**HONORS OF WAR.** Mercenary Captains—CONDOTTIERE—and Feudal Lords usually preferred ransom to killing so using this option the players pretend that they are "gentlemen" and, should one fall into an untenable position, the Honors of War should be offered. If refused the refuser's losses are doubled in points for the rest of the game. Honors of War may not be offered the castle unless 50% of the defenders are eliminated or dispersed or unless one of the gates is smashed. It may not be offered at all unless the enemy's losses are over 2 to 1 and approaching a 5 to 2 ratio. Honors of War means the loser surrenders with honor and will be freed upon payment of a ransom.

**MANEUVER GAME.** To avoid killing valuable troops, mercenaries often "played" at war. Under this option—which presumes the use of the Honors of War option—you must maneuver the other player into an untenable position and then offer the Honors of War. To motivate this, a defender's point loss is halved (though he still loses the actual number of units) and losses taken by the attacker as a result of defensive fire are doubled in point value.



Artillerists (A) 1 pt

**ARTILLERISTS.** These units represent the gunners manning the artillery. These people were very often not soldiers at all, but civilian contract workers. ARTILLERISTS count as one unit for stacking purposes.

A) When "panicked" ARTILLERISTS abandon their guns—use an upside down demoralization indicator to show an abandoned battery—and run heading directly away from

the enemy. Place an ARTILLERIST counter four hexes away from its original battery in such a situation.

B) When, under the Treachery provision, the results call for the unit to leave the field, the ARTILLERISTS also abandon their guns. When defecting the whole unit defect, guns and all.

C) When "destroyed" in melee action or fire fights—other than artillery fire—only the ARTILLERISTS are considered destroyed. The guns are considered as unmanned. Abandoned guns do not count against stacking.

D) Abandoned artillery may be captured by moving into the hex containing the guns. They may then be manned by enemy ARTILLERISTS. ARTILLERISTS are worth one point of the artillery's total value.

E) Guns may be voluntarily abandoned to prevent total destruction or to free ARTILLERISTS to man other guns.

ARTILLERISTS may man either LIGHT or HEAVY ARTILLERY but are not needed for the castle's artillery.

F) Guns may be voluntarily abandoned in swamps or rivers and are then considered destroyed.

G) Successful artillery fire destroys both guns and ARTILLERISTS.

H) Abandoned artillery may not move or fire until re-manned.

**ARTILLERY SPEED.** In games taking place before 1400 reduce artillery MFs by 50%. In post-1500 games double artillery MFs.

**IMPROVED ARQUEBUS.** In post-1500 games, increase arquebus range to 3 hexes. Also double the total FCF when two or more arquebus units fire from the same hex at the same target.

**WEATHER.** Usually, during this period, the war would be called off for the day in the event of bad weather, but occasionally the killing proceeded without sunny skies. Roll a die at the start of the game:

1 or 2 = Picnic weather fit for a prince. No effect on combat.

3 = Fog: Fire units, excluding LIGHT CAVALRY, reduce range by 1. Artillery reduces range by 2.

4 = Light Rain: Artillery range cut in half, no other fire allowed. Oil your armor.

5 = Heavy Rain: No fire; cavalry charges at half; pikes halved; all units lose 2 MF.

6 = Mud: Same a "5", except fire is allowed at normal rates.

**EMPLOYING THE OPTIONS.** Do not feel compelled to employ all or any of the optional rules. They are given purely to provide variation and to increase the complexity of the simulation. The Feudal Rule, for example, is designed primarily to exasperate the player whose side suffers under it and also as an illustration of what a bunch of egotistical psychotics most feudal knights were. Use the options mainly to inject a distinct personality and temperament into your army, since psychological and emotional factors bore heavily on the outcome of most of the battles of this period. Remember, you control the game and the rules are NOT Holy Writ.

— Albert Nofi  
with R.A. Simonsen



#### BIBLIOGRAPHY

The unquestioned must book is Charles Oman's **THE ART OF WAR IN THE MIDDLE AGES** and its companion volume **THE ART OF WAR IN THE SIXTEENTH CENTURY**. Montross's **WAR THROUGH THE AGES** is essentially a rehash of Oman but is, at that, superior to the abridgement of Oman currently available in paperback. Places like university libraries and New York Public Library have the full three volumes of Oman, go there for information. An unusual source is **THE CONAN SWORDBOOK**, edited by L. S. de Camp, which is a collection of articles and such from AMRA, the fanzine of the **HYBORIAN LEGION**. It is full of useful items on Medieval and Renaissance warfare, much of it contributed by noted scholars. An interesting fictional account of Sixteenth Century warfare is in H. Beam Piper's novel **LORD KALVAN OF OTHERWHEN**; Piper was an amateur military historian and a weapons buff who let it sneak into his books.

Of original materials little is available to the general public. Machiavelli's **DELL'ARTE DELLA GUERRA** is interesting but often in error, indeed every one of his predictions failed to come off, but some of his insights are noteworthy. Guicciardini's **STORIA D'ITALIA** is currently available in translation but the Italian version is a must, they didn't translate the important battles.

