

This FAQ is compiled from questions submitted to us by email and raised on message boards etc. Hopefully that this should clarify a few points. As always if you have questions please don't hesitate to get in touch.

## Morale and Movement

### Seen Enemy Casualties

This only applies if the enemy casualties have been caused during the previous move (i.e. during the period from your last unit morale test). This has no cumulative effect during the game to reduce book keeping.

### Down

The term Down has raised a lot of comment. Down does not represent that the warrior is literally on the ground (although it is often represented in the game by putting the figure down). It represents any form of stun, slip, light wound, or disadvantage for the next round. A figure may get up immediately or suffer disadvantages in combat etc. Remember Down impacts movement, combat and damage

**A figure in command at the start of its turn (before anyone in his unit has moved) counts as being so throughout the turn, even if the leader moves out of range before the in-command guys roll?**

Yes Take the positions at the start of the move.

### Charging

The only time you get charging bonuses is when you get a No Ctrl on movement. Moving at normal or slow into contact does not apply. This represents the impact of a charge. Moving normally into combat (which could be quite tentative) would not give you a big advantage - warrior skill and weapon type are more important.

If a warrior has been charging and has not connected and in his opponents move his enemy "normal" moves into contact he loses his charge bonus. This represents mistiming the charge. i.e. running out of steam etc. We have found that the real skill of this game is somehow holding troops like berserkers back until you know they will impact. Historically long wild charges (i.e. not controlled until the last minute) turned your men into casualties - for example early crusader knights charging everything in sight etc.

**When a group of figures charge nearest enemy, what happens if the nearest enemy is already engaged by as many figures as possible? Go for the next nearest? Or join in the scrum and hope to get a chance to get stuck in?**

The straight line rule for charging is a compromise (it is there to avoid a situation where No control troops carefully select the best route and made the best use of tactics to carefully surround each figure for maximum effect remember these guys are NOT in your control!) On the other hand straight line is a bit draconian. To be honest in play testing we don't get the tape measure out and measure to the nearest enemy we just charge at various likely looking victims in range. You can always move along side the enemy (although you cannot turn to face) or perhaps support the first figure. Charging troops were prone to getting in each others way!

A warrior that has been forced back could charge back into the fray if he throws No Ctrl.

**Commander's Unit - Should overall leaders be on their own and what morale and motivation do you use? Can he have different morale etc from the troops?**

For many armies I think of the commander's unit being a small body guard unit around him who are as good (i.e. as stable) as him. Otherwise It's ok to have him on his own (and vulnerable!). A unit leader shares the stability with his unit - they come as a package.

If historically a unit commander was really appalling then average the characteristics i.e. a bad commander dragging an otherwise excellent unit down. Remember there is nothing to stop an overall leader fighting in the ranks of a unit. He still maintains his characteristics and can only influence the unit through the subordinate commander - remember that a commander personally involved in hand to hand combat cannot influence anyone.

## Distance Combat

### Range of missile weapons in woods etc

The limitation of range is basically as per the visibility rules. Don't forget to add fence/hedge protection to show the occasional arrow deflected.

**Can you concentrate missile shooting on one individual?**

You can definitely concentrate your fire on an individual. This reflects reality. Leaders were extremely vulnerable to this historically (you may want to think about his positioning!). However you should also declare who is shooting at who before you start rolling dice rather than see the result of one figure before deciding your next target.

In the Viking Sagas, although it was expected that a commander would lead from the front in a melee, it does seem to have been acceptable for a leader to shelter in a

Skjaldborg during the initial missile exchange. Which would imply that targeting of the leader may have taken place. Having said that over longer ranges it would have been difficult to identify a particular individual so this is a compromise to a certain extent.

### **The range of slings is far too conservative.**

Going back to do some more research on this one. Suggestions have come in that 12" would be better.

### **A Halted figure cannot move but can he fight/shoot?**

Yes

## **Close Combat**

### **Pikes don't seem to have the advantage of extra depth over spears**

This is a compromise - going for simpler rules at the expense of some realism. A pike block would have an advantage over backed up spears. But is that the advantage of the extra length of weapon or depth of formation? Might consider a category of extra long weapon in a later version. If anyone starts using non historical formations to gain game advantages tell them to re-read page 8 part 1!

### **A steady pike block should be immune to a frontal attack by cavalry, but pikes going up against sword-and-buckler men is a much different situation.**

The sword and buckler men will have an advantage of better weapon as long as they can survive getting in close! (non pole arms in subsequent contact in the Better Weapons table) Don't forget that the cavalry have a "minus" on their individual moves test fighting infantry with pole arms (effective opposition) so they are less likely to charge home at least and may not move into contact at all.

The fight between steady, formed infantry and cavalry is often one of nerve as much as physical fighting. As long as the infantry stay firm it's difficult to attack with horsemen. If they waver then they are as good as dead.

### **Many-vs-one combat. If an individual is pushed back by one of the many (and is thus no longer in combat contact) is he still attacked this round by the others?**

No - he has had a lucky escape!

### **Many-v-one combat. Does a single figure attack each enemy on his turn? Even if he dies or is pushed back in one of those**

### **attacks?**

A single figure does fight each enemy (or try to!) in turn (but always with multiple combat against him) if he dies or is pushed back that ends it there and then. Although this sounds a bit super human in most games it doesn't last that long.

### **But isn't all combat is simultaneous?**

What was being referred to then is that you should assume that a figure who is supported at the start of resolving combat will continue to be supported even if combat resolutions have removed that support. So your buddy still supports you this round as he sinks to the ground next to you - next turn of course you've had it!

## **Damage and protection**

### **Is the Supported modifier for the Damage table used even if the attacker is rolling and it is he who is supported? What if both attacker and defender are supported?**

If either side is supported. The theory behind the combat system was try to determine what raised and lowered the intensity of combat as much as individual hits on his enemy. A tight Shieldwall clash could end up as a big shoving match which often reduces the chance to make large attacking helmet cleaving blows as everyone pushes and shoves and tries desperately to stay on their feet.

### **Is the Attacker Charged modifier used even if the defender is rolling?**

Yes it does - his momentum just impaled him further onto your spear! The thinking here is that a wild attack that fails often leads the attacker badly off balance and exposed to a devastating riposte.

### **Protection for Helmet only?**

Omission - This as poor protection as it's area of protection is small.