

Medieval Battles



Legnano

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Battles of the Middle Ages

Battle of Legnano

1176

Rulebook version 1.0

1.0 Introduction

Battles of the Middle Ages is an easy to learn wargaming system that tries to recreate, in a gaming situation, several of the most famous (or not so famous) battles of the medieval World, from the end of the Dark Ages to the dawning of Renaissance. These games are designed to be fast and furious, easy to learn and to play but with enough chrome and historical research to make them fun to play and more.

In this rulebook, rules that we think are useful but not essential to the enjoyment of the game are considered Optional, and as such are noted. Feel free to use the ones that more fit to your gaming conditions and style (time on your hand, level of opponents, whims of the moment).

2.0 Components

2.1 Units

Each cavalry unit represent from 75 to 250 men, each infantry unit from 100 to 500, depending on the scenario played.

Each combat unit is rated with a letter (from A to C), indicating the morale level and the combat potential of that unit (see below), and a number, that represents its movement capacity (usually 4 for infantry and 8 for cavalry).

Leaders are rated for Command (from 1 to 4, the number represents the number of chits of that leader that are used each turn for activation purposes) and movement (again, usually 8).

Leader chits are equal to the leader units, but without numbers (they are simply used for activation purposes).

2.2 Map

Each game of the series comes with a 2A4 full color map. Each hex is from 50 to 300 meters, depending on the scenario. On the map are printed the

starting position of the units involved in the battle, making set-up easier and faster. Each player put his units on the map where he wants using the colored silhouettes of each command. Leaders are normally placed over any of the units of the same command (color).

2.3 Dice

This series of games uses two different kind of dice for resolving combat (1d6 modified) and morale (1d10 modified). 2d6 are needed for resolving Leader losses.

3.0 Sequence of play

3.1 Activation Phase

3.1.1 At the start of each turn all the leader activation chits are put in a cup or other opaque container. Both players then alternate drawing from the cup. The drawn leader may be activated (Only once per turn - if an already activated leader chit is drawn, it is put aside and another draw is made).

3.1.2 The phase is ended when all the chits less one are drawn from the cup; so it is possible that one leader would not be activated in a turn.

3.1.3 Once activated the units belonging to that leader may perform the following two actions:

- Movement [4.0]
- Combat [5.0]

NOTE: A player may choose not to activate a leader when his chit is drawn. In the case of a leader with multiple activation chits, this leader may be activated when another chit is drawn, but it's a risky business, as he may not be activated if his is the last chit to remain in the cup.

3.2 Rally Phase

Both players check at the same time for their disordered and routed units. Each unit rolls separately to see if it recovers or not as per Morale and Rally [6.0]

3.3 Victory Check

Both players check to see if their armies are routed or not as per Determining Victory [8.0].

4.0 Movement

Each unit and leader moves one hex at the time, spending one or more Movement Points (MPs) depending on the terrain (see the Terrain Effects Chart). Movement cannot be made over friendly or enemy units (Exception: you may be forced to move through a friendly unit during a rout movement, see below), and it must stop when entering an hex adjacent to an enemy unit

(Optional rule: if you use the rules for Facing, movement stops only when entering an enemy front hex, not a rear one).

4.1 Zone Control

Each ordered unit (ie, not disordered or routed) enforces a Zone of Control (ZOC) extending into the six surrounding hexes (Only the front hexes, if you use the optional rule for Facing). To leave an hex adjacent to an ordered enemy unit, a unit must succeed in a Morale check (see below).

4.2 Stacking

Only one combat unit and a leader is permitted in a single hex. So, there is no unit stacking in this series of games.

5.0 Combat

5.1 Basic Combat Rules

5.1.1 Combat takes place after the completion of movement for all units belonging to the active leader.

5.1.2 Combat is resolved between adjacent units and is not mandatory. A unit deciding to attack must do so against all adjacent enemy units except those that are disordered or routed.

5.1.3 Combat chits:

Before the start of a combat, when a unit is for the first time involved in combat, the owner draws a combat chit (the pink ones with letters from A to C and numbers) and gives to the unit the number on that chit related to the correct letter. A level units may have combat value from 7 to 10, B level from 4 to 7, and C level from 1 to 4.

- Each chit remains with the unit for the duration of the game (but see Optional rules).

5.1.4 Both players sum the total points of the units involved and refer to the Combat Results Table (CRT) for the ratio found, applying the following modifiers:

Attacking through flank: +1 right shift

Attacking through rear: +2 right shift

Leader in combat: +1/-1 to the die roll for attacking or defending

Supreme commander in combat: +2/-2 to the die roll for attacking or defending

Cavalry attacking infantry through flank or rear: double value

Cavalry attacking infantry through front hex: halved (rounded down)

Infantry attacking infantry or cavalry attacking cavalry through flank hex: +1 right shift

Infantry attacking infantry or cavalry attacking cavalry through rear hex: +2 right shift

Attacking disordered unit: +1 to the die roll

Disordered unit: halved (may only defend)

Better morale: +1/-1 to the die roll

Terrain modifiers: as per TEC

5.2 Combat Results Table (CRT)

See end of this booklet.

5.3 Combat results (A si the Attacker, D the Defender)

NE: no effect.

D: unit is disordered. It may move only toward the entry edge of the map (normally to the rear), may not attack and if attacked is halved and the attacker gains +1 to the die roll. If it tries to leave an enemy ZOC, it receives a +1 morale modifier. A second "D" result routs the unit.

R: unit is routed. It immediately retreat three hexes toward its map edge, in the most possible direct line. It has to pass over friendly units, if that is the most direct line to its edge of the map. It cannot pass over enemy unit and may deviate from its path if forced to enter an enemy ZOC. If that path is the only one permitted, the routed unit is eliminated instead. If attacked again while routed, it is automatically eliminated. Routed units are counted in the Victory determination phase of each turn.

E: unit is eliminated. VPs for eliminating it are counted during the Victory phase of each turn.

5.4 Leaders in combat

5.4.1 Each time a leader is involved in combat roll two dice: if the result is "2" or "12" the leader is killed and is eliminated from play.

5.4.2 If a leader is killed, leave only a single chit for him in the draw.

5.4.3 When that counter is next drawn, only one unit of the dead leader's command may be activated. When doing so place a replacement leader counter on that unit (Use a blank counter).

5.4.4 On second and following turns, when the dead leader's chit is picked for activation then ALL units in that command are activated. You may still choose not to activate but since this is the only chit, it will be wasted.

NOTE: This simulates the formation taking time to adjust to a new leader taking command.

5.4.5 The Command Value of a replacement leader is zero.

5.4.6 A leader otherwise is never eliminated. **Exception:** If a leader is alone in a hex he must make the elimination check each time an enemy unit moves into his hex. If he survives, put him with any of the units in his command.

6.0 Morale and Rally

6.1 There are three levels of morale in this game, from "A" to "C". To make a morale check, the owner rolls one ten sided die (where "0" is read as "10"). "A" level units have a morale of "7", "B" level of "5" and "C" level of "3". Morale is checked for several reasons during the course of the game. To succeed, the modified die roll must be less/or equal to the morale value of the unit.

6.2 In the rally phase, Disordered units automatically recover if not adjacent to an enemy unit.

6.2.1 If adjacent to an enemy unit, the owner rolls a die, subtracting one if the unit is stacked

with/adjacent to its leader or a friendly unit with good morale. If the result is equal/less than the morale value of the unit, the unit recovers. Otherwise, it remains disordered.

6.3

A Routed unit may recover only if at least 3 hexes away from the nearer enemy unit. In the rally phase, the owner rolls a die, subtracting 2 if a leader is stacked with, 1 if adjacent. If the result is equal/less than the morale value of the unit, the unit becomes Disordered.

If the roll fails, the unit is moved two more hexes towards its map edge. If the unit routs off the map it is eliminated.

6.3.1 If the routed unit is forced to pass through a friendly unit, the latter becomes disordered or if already disordered it is routed.

6.4 Leaving enemy ZOCs

To move away from an enemy ZOC a unit must succeed in a morale check. Modifiers for the roll are the following: -1 if stacked/adjacent to its leader; +1 if the enemy unit is of a higher morale than the unit trying to retreat, -1 for cavalry exiting an infantry ZOC (but see Optional rule 7.4 Retreat before combat), +1 for infantry exiting a cavalry ZOC, +1 if the unit making the retreat is disordered.

In the rally phase, Disordered units automatically recover if not adjacent to an enemy unit.

7.0 Optional Rules

These rules add a little more realism to the system, with significant variations both to gameplay and to the time necessary to complete a game. They are recommended for competitive play and after a couple of tries with the basic system they should always be used.

7.1 Command Radius

7.1.1 To move its full movement allowance, each unit must start its turn no more than 4 hexes away from its leader (including the hex the unit is in, but excluding the one there the leader is).

7.1.2 A unit out of Command Radius has its movement allowance halved (rounding down) and cannot attack. It defends normally.

NOTE: The rules for Command Radius still apply to replacement leaders.

7.2 Facing

7.2.1 Each infantry unit must be put on the map facing an hex corner, so that it has a front (2 hexsides), 2 flank hexes and 2 rear hexes.

Each cavalry unit must be put on the map facing an hexside, so that it has 3 front hexes, 2 flank hexes and 1 rear hex.

7.2.2 Each unit may only move and attack through its frontal hexsides.

7.2.3 During the movement phase, each unit may change orientation at the cost of 1 movement point. To change orientation into an enemy front hex, it must succeed in a morale check; otherwise it can't do it.

7.2.4 If attacking, a unit must attack all enemy units that are in its front hexes.

7.2.5 Combat modifiers are awarded for the several situation that may happen during combat regarding facing. (see 5.1.3)

NOTE: If multiple attackers assault a unit through more than one such hexsides, use the better differential for the attacker (without adding them).

7.3 Charge

7.3.1 A cavalry unit may charge other cavalry units if it starts its movement no more than 4 hexes but at least 2 hexes away from the target. It has to be in command to charge. Such units double their combat factors and add 1 level to their morale rating (ie, if they are B become A, and so on. If they have same starting morale that the unit they are charging, they get a +1 die roll modifier). B and C level cavalry units must check morale before charging. If they fail, they cannot charge (but they may attack normally). At the end of the charge C level units are disordered, while A and B level units must succeed in a morale check (with +1 modifier), otherwise they are disordered too.

NOTE: If they suffer an adverse combat result, they have to add this automatic disorder to the result rolled.

7.3.2 Cavalry may not charge out of or into woods.

7.3.3 Cavalry is automatically disordered if it charges downhill, without rolling any die. C level units, may not charge downhill. An uphill charge is not allowed (only a normal attack).

7.4 Variable Combat Factors

To make each game more subject to randomness (perhaps less historical, but funnier to play especially solitaire), you may decide to draw new combat chits for a unit each time it suffers an adverse combat result (disorder or rout) or even with each new combat (talking about whims of a moment, eh? I personally like this rule very much, but I know that could be hated by grognards).

8.0 Victory

8.1 Players earn Victory Points (VPs) for eliminating or routing enemy units and leaders as follows:

- Each eliminated or routed leader counts as 2 VPs x command value.

NOTE: There are no VPs earned for eliminating replacement leaders. The elimination of the Supreme Commander may result in the end of the game in several scenarios

- Each eliminated or routed combat unit is worth a total equal to its combat value. A level units are worth 5VPs, B level units are worth 3 VPs and C level units are worth 1 VPs.
- Certain scenarios may give additional VPs.

8.2 During the Victory Check phase total the number of VPs lost by each side. When one side exceeds its rout level the other side wins.

8.3 If both sides exceed the rout level on the same turn the game is a draw. If no side has routed by the end of the last game turn the game is a draw.

9.0 Victory

9.1 The battle of Legnano is one of the most famous battle of the Comunal period of Italian history, more important for the example than for real consequences. Alberto da Giussano, mythical hero of that battle for the Lombards, and his infantry troops were able to stand the force of the German cavaliers and stop the Emperor Frederic I Barbarossa from messing with the affairs of the rising Italian cities.

9.2 Duration

The game lasts 8 turns.

9.3 Special Rules

9.3.1 The Carroccio

This wagon was the symbol of the faith for the Lombard army and it is worth more for them than the supreme commander. For morale purposes, all checks made by Lombard infantry units in a 1 hex range from it gain a -3 die roll modifier to a morale check and 1 level higher for combat purposes. Each cavalry unit in a 1 hex range or infantry in a 2 hexes range gain a -1 die roll modifier for morale checks.

9.3.2 The Carroccio has 2 MPs and may only move on clear hexes. If attacked it defends as an A level

infantry unit, if it is adjacent to at least another infantry unit. It can't be disordered (treat as NE), but it is eliminated if the result is rout or elimination. If it is attacked alone (ie without other friendly units adjaent to it), it is automatically destroyed (and the game ends immediately with an Imperial victory).

9.4 Rout levels

The German (Imperial) army routs immediately if Fredrick dies or is eliminated. Otherwise, its rout level is 52.

Lombard army routs if the Carroccio is eliminated or if they reach a rout level of 58.

9.5 Supreme Commanders

For the German army the supreme commander is Frederick (with a command value of 2). For the Lombards is Alberto da Giussano (with a command value of 3).

9.6 Terrain Effects Chart

In the battle of Legnano there are only two kinds of terrain: clear and forest. Infantry units spend 2 MPs to enter a forest and are halved if attacking into. Cavalry unit spend 4 MPs to enter a forest and are disordered at the end of movement. They are worth 1/3 of their combat value in attacking, they may not charge into and have to succeed in a morale check for attacking.

Bibliography

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Game Designer: Roberto Chiavini
Game Graphics: Giulia Canova

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COMBAT RESULT TABLE

	1/3	1/2	1/1	1,5/1	2/1	3/1	4/1	5/1
-1	AE	AE	AR	AR	AD	AD	NE	NE
0	AE	AR	AR	AD	AD	NE	NE	DD
1	AR	AR	AD	AD	NE	NE	DD	DD
2	AR	AD	AD	NE	NE	DD	DD	DR
3	AD	AD	NE	NE	DD	DD	DR	DR
4	AD	NE	NE	DD	DD	DR	DR	DE
5	NE	NE	DD	DD	DR	DR	DE	DE
6	NE	DD	DD	DR	DR	DE	DE	DE
7	DD	DD	DR	DR	DE	DE	DE	DE
8	DD	DR	DR	DE	DE	DE	DE	DE





Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder
Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder
Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder	Disorder