

# Shields & Swords & Charts



| UNIT TYPE<br>MODIFIER<br>MATRIX<br>(DRM) |    | Defending Unit |    |    |    |    |
|------------------------------------------|----|----------------|----|----|----|----|
|                                          |    | V              | L  | I  | HH | LH |
| Attacking Unit                           | V  | +1             | -1 | -1 | +1 | +0 |
|                                          | L  | +1             | +1 | +1 | +2 | +1 |
|                                          | I  | +1             | +0 | +1 | +1 | +0 |
|                                          | HH | +0             | -1 | +0 | +0 | -1 |
|                                          | LH | +1             | -1 | +1 | +1 | +0 |

## Combat Class Modifiers

Up one level

- Pitched Battle
- Suppressed Target
- Attacking Downhill
- Bonus + Horse for Light Horse

Down one level

- Defender in Shield Wall
- Attacker in Shield Wall

Up *two* levels

- Bonus + Horse for Heavy Horse

Unit Type Letter



Combat Class

Illustration



Fire Factor

Crown



Loss Stripes

## Combat Results Table

| CC | -2 | -1 | 0   | 1   | 2   | 3   | 4  | 5  | 6  | 7  | 8+ |
|----|----|----|-----|-----|-----|-----|----|----|----|----|----|
| AA | DE | DE | DE  | DL  | DL  | DL  | DR | DR | NE | NE | NE |
| A  | DE | DE | DL  | DL  | DL  | DR  | DR | NE | EX | EX | AR |
| B  | DE | DL | DL  | DL  | DR  | DR* | NE | EX | EX | AR | AR |
| C  | DL | DL | DL  | DR  | DR* | NE* | EX | EX | AR | AR | AL |
| D  | DL | DL | DR  | DR* | NE* | EX  | EX | AR | AR | AL | AE |
| E  | DL | DR | DR* | NE* | EX  | EX  | AR | AR | AL | AE | AE |
| F  | DR | DR | NE* | EX  | EX  | AR  | AR | AL | AE | AE | AE |

DE/AE: Defender/Attacker Eliminated. DL/AL: Defender/Attacker Step-Loss. DR/AR: Defender/Attacker Retreat. EX: Exchange. NE: No Effect. (*DR\** and *NE\** may be treated as EX if Defender in Shield Wall.)

- If a **Heavy Horse** Unit is Primary Attacker, and the result is *EX*, the attacker may, at his option, treat this as a *DR* result instead
- If a **Light Horse** Unit is Primary Attacker, and the result is *EX*, the attacker may, at his option, treat this as an *AR* result instead (causing all attacking units to retreat).
- If a **Light Horse** Unit is Defending, and the result is *EX*, the defender may, at his option, treat this as a *DR* result instead (causing the target unit to retreat).

## Wing Integrity (Levies and Infantry)

At the beginning of each Phase, a Player must ascertain

- If there are Veteran/Horse Units remaining for that Wing, the checking Unit is within six hexes of one such Unit, *or*
- If there are no Veteran/Horse Units remaining for that Wing, the checking Unit is within four hexes of *two* other Units for that Wing.

Units that do not satisfy these conditions at the start of any Phase during the owning Player's Player Turn are eliminated. These eliminations *do* count toward Victory Conditions.



FIRE



HORSE



WITHDRAW



SHIELD WALL



MOVE



BONUS



COMBAT



BONUS



MOVE



COMBAT



BONUS

- **Bonus + Move:** The Wing performs a second Move Phase immediately after the first.
- **Bonus + Combat:** The Wing *either* performs a second Combat Phase immediately after the first, or performs a single Pitched Combat Phase.
- **Bonus + Withdraw:** Withdrawing Units belonging to the chosen Wing may Withdraw *two* hexes.

- **Bonus + Fire:** Firing Units add one to their roll.
- **Bonus + Horse:** The Wing's Heavy and Light Horse increase their CC by two and one Combat Classes, respectively, when Charging.
- **Bonus + Shield Wall:** Units in EZOC may also Withdraw one hex when forming Shield Wall.