

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

"3.1.4"

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible - but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses in 3.0) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

Kulikovo is a game covering the September 8, 1380 battle between the Golden Horde clan of Mongols and the collected principalities that we know as Russia under the growing leadership of Muscovy, and the Grand Prince of Moscow, Dmitry Ivanovich, later entitled Donskoi for his victory at Kulikovo (which is right near the Don River). For 150 years, Tatar armies readily destroyed all Russian opposition. The Battle of Kulikovo is considered a major turning point/battle of the Middle Ages, in that it not only showed that a western-style heavy army could defeat the Mongols, but it was also the first major step in the unification of the various Russian principalities under the leadership of Muscovy.

Kulikovo is an accessible, fast-playing, fun game of low complexity. To that end, much detail has been either omitted or factored in to overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that stated focus.

2.0 GAME COMPONENTS

Kulikovo includes the following components:

One 22" x 32" game-map.

140 diecut counters on one sheet

This rules booklet

Four pages of charts and tables

If any of these parts are missing or damaged, write to:

Against the Odds Magazine

PO Box 165

Southeastern, PA 19399-0165 USA

Attn: *Kulikovo*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the Against the Odds and *Kulikovo* discussion folders at www.consimworld.com.

2.1 Game Map

The game map covers the area in which the battle was fought. The map is overlaid with a grid of hexagons - hexes - that are used to regulate movement. The game's charts, tables and tracks are also on the game map, for convenience.

The battlefield at Kulikovo - some 240 km (or 150+ miles) directly south of Moscow - is a plateau of rolling grassland, delineated by the difficult ravines of several tributaries to the Don River (off map, just to the north-east) and framed by fairly heavy woods. The slopes of the elevations were, for the most part, gentle, except where indicated. The rivers themselves, while not wide, were not crossable by large bodies of men. The Russian camp was directly south of the Don River, a short distance off the map to the NE. The Golden Horde's camp was just off the SW edge of the map.

2.2 Counters

There are four types of counters: Leaders, Combat units, Standards, and Status marker (Retired, Charge, etc.).

Note Underlined Combat Factors are negative numbers (to be subtracted from the combat DR). Non-underlined Combat Factors are positive numbers (to be added to the combat DR).

2.2.2 Combat Unit Type Symbol There are six different types of combat units: Heavy Cavalry, Medium Cavalry, Light Cavalry, Regular Infantry, Crossbow, and Bowman. The Unit Type Symbol is printed in the center of the counter and identifies both the kind of unit the piece represents, its principal weapons, and its degree of mobility (footsloggers or cavalry). See the unit key at the end of these rules.

2.3 The Die

The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A '0' is a "zero", not a "ten".

2.4 Abbreviations and Definitions

It might help to be familiar with the following game terms:

Command Term used to describe which units may move and fight. Commands can be identified easily by the color stripe at the top of the counters. Commands are led by Commanders, sometimes called Leaders.

Continuity The Mechanic used to determine which player goes.

DR, DRM Abbreviations for Die Roll and Die Roll Modifier, the latter being a plus or minus number used to adjust the DR.

Heavy Cavalry (H) Wearing armor, carrying shields, and armed with lances and swords. These were the knights and elites of the Russian Army as well as the "Household Guards" of Mamai Khan.

Medium Cavalry (M) "Heavy cavalry 'light'." Armed with swords and some spears/lances, but not as heavily armored and with slightly smaller horses.

Light Cavalry (L) Having minimal armor, these troops relied upon speed and missiles to inflict or avoid harm.

Regular Infantry (R) Spear and pike-armed, most with some armor and shields.

Bowman (B) Light infantry armed with bows.

Crossbows (C) Infantry armed with crossbows.

Horse Units Any of Heavy, Medium and Light Cavalry.

Leg Units Any of Regular Infantry, Bowman or Crossbows.

ZOC Zone of Control, used to delineate the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

2.5 Note on Spellings

Both Russian and Mongol military terms and names are subject to multiple modern-day spellings. Remember that when you send us an email about trashing your family name.

2.6 Game Scale

The map scale is 295 yards per hex. Each combat unit contains about 750 men.

There is no time scale, as there are no turns, in the usual historical game sense. The actual battle, which started at around 11 AM, lasted until around 3 PM.

Historical Note Legend gives each side over 50.000 (and, in some source, 120.000), but research has shown that the usual size of armies in this era, in this area, were not more than 35.000. The Mongols appear to have slightly outnumbered the Russian.

2.7 Playing Time

The game should take about three hours to play to conclusion, about 50% more the first time through.

3.0 SEQUENCE OF PLAY

There are no game-turns in Kulikovo. The game simply starts and keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic; see Module 4.0. Play continues in this manner until one player reaches his Flight Level, which means his/her opponent has won.

3.1 Commands

Commands for each battle are identified by the color stripe across the counter bottom, corresponding to that of the leader.

4.0 ACTIVATION AND CONTINUITY

When a Command is activated, all units in that Command may Move and/or Fire. After that has been completed, units eligible to do so may Shock Attack.

4.1 Activation

When the player designates a Command for activation, the player may use some or all of that Command's units, regardless where they are on the map. However, units that start the activation outside the Command Range of their Leader:

- may not move adjacent to an enemy unit (they may Counter-Charge, though!)
- if in an enemy ZOC, the unit may not leave that ZOC.

A Player may always "Pass" instead of activating a Command. If he does that, it is treated as if he failed an Activation DR.

4.2 Continuity

After the player has undertaken actions with his chosen Command, he may attempt to continue his "turn" by selecting another (different) of his Commands to activate. To do this, he notes the Activation Rating of the Command's leader and rolls the die:

If the DR is the same as or lower than the selected Command Leader's Activation Rating, that Command activates.

If the DR is higher than that rating, "play" passes to his opponent, who may now activate any one Command he wishes, no DR necessary.

4.3 Seizing Continuity

If a Player is about to DR for Continuity, his opponent may attempt to Seize Continuity before the former rolls the die. Instead, the non-phasing player announces with which Command he will attempt the Seizure, rolls the die, and consults the Leader's Rating:

If the DR is the same as or lower than that rating, that Command may undertake actions, and that Player is now the Active player.

If the DR is higher, there is no Seizure. In addition, the originally phasing Player gets to select any one Command - even the one that just went! - to activate without die rolling.

Example The Mongolian Player goes. He selects Orda's command to activate. After that Activation, he selects the Mercenary Command for an attempt at continuity. The Russian player, however, decides it would be better if that didn't happen and announces, before the DR, that he is going to attempt to Seize Continuity with the Lookout Regiment's Command. He rolls the die, getting an "8" though, which is higher than the Lookout Regiment's Command Rating of 3. The Mongolian player, now with a free choice, decides to activate Orda's command once again. If the Russian player had rolled a 3 or less, he would have Seized Continuity.

5.0 MOVEMENT

Each unit has a Movement Allowance, representing the number of Movement Points (MP) a unit may expend in activation. The costs to enter the various types of hexes and cross certain types of hex sides are listed and discussed in the individual battle rules. Units may not move off the map. (If they do, they're eliminated.)

5.1 General Rule

Units move from one hex to another, contiguous hex. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly - see the exception for retreating units (Module 8.0) - and they have to stop when they enter an enemy ZOC.

Units that start their Activation outside the Command Range of their Leader (Module 13.0) may move, but they may not move adjacent to an enemy unit. If they start adjacent, they may not move away.

Units Move (and/or Fire) in the Move/Fire Segment. Individual units from the same command may do either/both, in whatever order the player wishes. See Module 9.0 for when missile units may Fire.

5.2 What is Movement and Not Movement

There is a difference between moving counters around the map, and the game mechanic of Movement.

Movement, as a mechanic, is any action that requires the expenditure of Movement Points. Actions that move a unit - e.g., Retreat, Changing facing, Charge, etc. - but do not require an expenditure of Movement Points are not Movement in terms of a game mechanic.

6.0 FACING

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex's vertices, not the side of the hex. A unit may ignore this facing when moving, but once it stops movement it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal, the two at the other end, the Rear; the side, Flank.

Facing determines a unit's ZOC, at whom missile units may fire, and in what direction units may charge. In general, this applies to only their (two) frontal hex/hex sides.

Facing does not matter when determining movement direction (except for Charging units), and units are free to change Facing as much as they want during movement, at no cost, unless they are in an enemy ZOC (see Module 7.0). However, they may do so only when activated.

Exception Units in an enemy ZOC can only change Facing one vertex, if they stay in the hex. If they are moving out of that hex, they can change facing any number of vertices.

Changing facing is not considered movement for purposes of "fire or Movement", as it does not expend Movement Points. See also Module 11.0.

7.0 ZONES OF CONTROL (ZOC)

All combat units, except Regular Infantry (R) exert a ZOC into their frontal hexes.

Design Note ZOC represent a unit's ability to exert its presence - either through firepower or mobility - into the space to its front.

A friendly unit must stop when it enters an enemy ZOC; it may not move any further that activation. It may change facing (one vertex) in that ZOC, when it stops.

It costs any unit 1 MP to leave an enemy Horse Unit's ZOC at the start of its turn to move into another hex. If that hex is another ZOC it must stop. It may not return to a ZOC of the enemy unit it just left.

Light Cavalry (L) may enter and leave an enemy ZOC, regardless of the unit type, in the same turn by paying a 1 MP cost to leave; see Module 9.0.

Units that do not start their Activation in range of their Commander may not leave an enemy ZOC.

8.0 STACKING

Combat units may not stack (be together in the same hex) at any time) - even during movement. This rule does not apply to Retreats (which have a separate application; see below). Leaders and Standards stack freely with any unit.

9.0 MISSILE FIRE

Missile units - Light Cavalry (L), Bowman (B) and Crossbowmen (C) are capable of firing at enemy units. The maximum range - the maximum number of hexes over which that unit may fire - is 2 hexes. You count the target hex, but not the firing hex. Missile units may fire through their frontal and flank hex sides (Module 6.0), although when using Reaction fire, they are limited to Frontal hex fire.

Historical Note Crossbows - and here we are dealing with the wooden variety - and composite bows, the smaller but exceptionally sturdy bow of the steppes and East - have about the same maximum range. The crossbows have far greater penetration power, especially with the exceptionally heavy shaft heads used by the Russians, but the composite bows have a far greater rate of fire, at least 3 to 1, maybe more.

9.1 Light Cavalry (L)

Light Cavalry may fire as part of (during) Movement. It costs 1 MP to do so if these units are in an enemy ZOC when they do (no MP if not in a ZOC), and such fire may draw Counter-Charge (which takes place after the Light Cavalry have finished their movement). However, Light Cavalry may leave a ZOC they have entered in the same turn, paying a 1 MP cost to do so.

Historical Note The capability of horse archers, especially the Turko-Mongol steppe horsemen, to do this is part of their Harass and Disperse tactics, riding close to the enemy lines, firing quickly, then riding away, all in a continual series of squadrons. However, by this time, the Russians learned how to deal with this by using their fairly mobile heavy cavalry and counter-charge tactics.

9.2 Missile Units (L, B and C)

Missile units (Light Cavalry, Bowman and Crossbows) may fire at any time during Movement. However, once they fire, their movement for that activation is finished. There are three opportunities for Missile Fire, each one available depending on the unit type: Phasing Fire, Return Fire and Reaction Fire.

Light Cavalry and Bowman (L, B) may fire:

- **Phasing Fire** When it is their phase. A unit may fire once when its command is activated.

- **Return Fire** When fired at by an enemy Missile unit, if the latter is within range. The Return Fire and the Phasing Fire are resolved simultaneously, before any results are applied. L or B may use Return Fire only once during a given enemy Activation.

- **Reaction Fire** When any enemy unit moves or Charges into its ZOC/frontal hexes. This applies to each enemy unit that does so.

Crossbows Units (C) may fire:

- **Phasing Fire** When it is their phase. A unit may fire once when its command is activated.

- **Reaction Fire** When any enemy unit moves or Charges into its ZOC/frontal hexes. This applies to only one enemy unit that does so in a given activation, and it is resolved the instant such movement takes place.

- Crossbows may **not** use return Fire.

Play Note The differences between crossbows and composite bows, noted previously, are factored into their Missile DRM and the above mechanic.

Each unit fires individually, and each unit may fire at only one target (within range and Line of Sight, see below) at a time. Non-phasing units using Reaction or Return Fire may fire at each enemy unit that becomes "eligible", as per above.

9.3 Resolving Missile Fire

To Fire, check the range and consult the Fire Range Chart. The Chart gives any DRM for that status at that range.

Example: A Bowman firing at a range of 1 hex gets a DRM of +1. Now roll one die, noting whether the target is Disordered or in normal status. The Fire Table lists all of the circumstances that provide additions to or subtractions from the DRM. Compare the adjusted DR to the Fire Table to get the result, as defined in Module 12.0.

9.3.1 Angle of Fire

Missile Fire aimed at Horse Units through the latter's Flank hex sides earns the firing unit a +1 DRM. This reflects firing at the easier-to-hit, unprotected flanks of the horses.

Historical Note While there was some cavalry that was armored, as they were in the Middle Ages, most were not.

9.4 Line of Sight (LOS)

A unit must be able to see a unit to fire at it. To do so, the player must be able to trace an unblocked LOS from the center of the firing hex to the center of the target hex. LOS is blocked by the following:

- by Woods hexes. You may fire into these hexes, but not through one.

- if any intervening hex (or hex side) is higher - of greater elevation - than both the firing and target hex.

- Crossbowmen may not fire through other units. Light Cavalry and Bowman may. (They're actually firing over them.)

Play Note LOS is also used for the rule on the Russian Ambush Regiment; see Section 15.2.

10.0 SHOCK

Design Note: Units' weapon systems, armor and morale are represented by a combination of the System Matrix and the unit Defensive DRM.

In the Shock Phase, all eligible phasing units listed as Attacker on the Weapon System Matrix may (not must) conduct a Shock Attack. However, if they choose to do so, they must Shock any/all enemy units that are in their frontal hexes, unless some of those units are being so attacked by other, friendly units. Units not listed in the Attacker Row may never Shock Attack (or Charge). They do defend, though.

10.1 Retreat Before Shock

Horse Units that are not Disordered, if attacked by Leg Units, may Retreat Before Shock, by moving one hex away from the attacking unit.

If attacked by Horse Units, Light Cavalry that are not Disordered may Retreat Before Shock by moving one hex away from the attacking unit. A die is then rolled and adjusted by the retreating unit's Defensive DRM rating.

If the adjusted DR is 5 or less, the Light Cavalry unit retreats successfully.

If the adjusted DR is 6 or more, the Light Cavalry unit retreats but is Disordered.

Retreating units of any kind may not enter an enemy ZOC, or an occupied hex, but they may change facing at will. The (one) attacker may advance into the vacated hex, if the player so wishes, but may not then Shock or change Facing.

10.2 Shock Resolution

Shock Attack is voluntary, but if a unit does so it must Shock all enemy units in its Frontal hexes. It does not have to do so against enemy units being Shocked by other, friendly units.

To resolve Shock, which may be done in any order the Attacker wishes, roll the die, then apply any DRM attained from the following situations.

1. Strength Advantage
2. Position Advantage
3. The Defender's Defense DRM
4. Charging H or M
5. Leader Presence
6. Unit type (Weapons System Matrix)
7. Attacker Status (Disordered)
8. Defender's Status (Retired)

1) Strength Advantage The player with the higher number of units receives the differential between the number of units as a DRM.

Example One H unit attacks two R units. There is a -1 Strength Disadvantage DRM to the Shock resolution.

2) Position Advantage There are two types of position advantages:

Angle of Attack This reflects the advantage of attacking from an angle other than (only) frontally:

- If any Shock/Charge attacking units are attacking through a defender's Flank, there is a +2 DRM

- If any Shock/Charge attacking units are attacking through a Defender's Rear, there is a +3 DRM

- If the attackers are attacking through any combination of Front + Flank, Front + Rear, Flank + Rear, there is a +4 DRM

Terrain See the Terrain Chart for the effects of Terrain on combat.

3) Shock Defense Rating Underlined Combat Factors are negative numbers (to be subtracted from the combat DR). Non-underlined Combat Factors are positive numbers (to be added to the combat DR). The defending unit's - not the attacker's - individual Shock Defense DRM Rating is added (or subtracted).

Example: H are attacking an R unit with a Defense DRM of +1. Add one to the DR.

4) Charge

- If a Medium Cavalry (M) unit is charging (Module 11.0), add one (+1) to the Shock resolution DR.

- If a Heavy Cavalry (H) unit is charging (Module 11.0), add two (+2) to the Shock resolution DR.

5) Leader Presence If a leader is stacked with any unit in a battle, there is a:

+1 DRM if stacked with an Attacker

-1 DRM if stacked with a Defender

6) Weapons/Armor Comparison The Attacker uses the Weapons System Matrix to compare his Attacking unit Type to that of the Defender. The matrix provides the appropriate DRM. If an Attacker is using two units, each of a different type, he may use the best DRM available.

7) Attacker Disorder If the Attacker is Disordered (Section 12.1), there is a -2 DRM (the Defending unit's disorder status is covered by the chart).

8) Retire Status If the Defender is Retired (Section 12.2) add two (+2) to the Attacker's DR.

To resolve the Shock, roll the die for each defending unit, apply the DRM and consult the Combat Results Table for the type of unit that is Attacking: either non-Charge Shock or Charge. Look under the column appropriate to the defending unit's status (Normal or Disordered) to see what happened.

If more than one unit is being attacked, and they each could take advantage of different terrain, because the Attacker is rolling the die for each Defender, he applies the terrain that that unit is in for that resolution.

Play Note If 1 unit is attacking 2 units, the attacker will roll twice, each with a -1 DRM, and undergo possible adverse results twice.

Example H unit Charges two L. In resolving each Defender separately, the H gets a Continue Attack against the first, but is Disordered in the second combat. The H must then Continue Attacking, but Disordered.

Note All of the above are cumulative; "+" DRM favor the Attacker, "-" the Defender.

10.3 Advance After Shock

If a Defender vacates a hex as a result on the Shock or Charge Table, the Attacker must advance one of his attacking units into that hex. If more than one unit attacked, the unit with the best Shock DRM Rating advances; if a tie, player decides. The advance is undertaken after the victorious unit has finished all of any multiple attacks with those units, and advances only if it is not Disordered in one of those attacks. The advancing unit may change its facing, as it wishes, after such advance.

11.0 CHARGING

For Heavy (H) and Medium (M) Cavalry to be truly effective they must Charge. Light Cavalry (L) and Leg Units may not charge. Charge is not Movement; it is part of Combat.

11.1 Charge Qualifications

Units that start adjacent to an enemy unit may Shock that unit, but it is not charging.

- Disordered units may not Charge; they may Shock without a charge.
- Units may not Charge a unit being Shock attacked by another unit in the same Activation.

Units may not Charge across Steep Slope, River, Cliff hex sides or into a Woods hex; they may Shock without a charge.

To Charge, a unit must start the Combat part of its Activation either two or three hexes distant from the target unit. It also cannot have started its activation (prior to movement) in an enemy ZOC. All Charges are designated prior to actually resolving any one Charge. Charges are resolved, in the Combat Phase, by moving the Charging unit adjacent to the target. (Remember, this is not actual game Movement, so there is no use of Movement Points.)

Charging Heavy Cavalry receives a +2 DRM when resolving combat, and it is resolved on the Charge Table (not the Shock Table).

Charging Medium Cavalry receives a +1 DRM when resolving combat, and it is resolved on the Charge Table (not the Shock Table).

A charging unit that moved in that activation subtracts one (-1) from its Charge Resolution DR.

Charges are resolved using the Charge Resolution Table. If more than one unit is attacking the same Defender, and at least one of those units is Charging, use the Charge Table to resolve.

11.2 Charge Reluctance

Horses do not like to "charge" a heavily defended line of infantry (showing much more common sense than their riders). To reflect this, whenever H or M are Charging through the frontal hex of a Regular Infantry unit (not Bowman or Crossbows), the charging player rolls the die.

If the DR is a 0-4, the attacking unit successfully charges.

If the DR is a 5-9, the charge is blunted by the reluctance of the horses to close, and the unit must attack/Shock without the benefit of the Charge DRM.

When rolling for Medium Cavalry, add one (+1) to this DR.

A unit that has Charged and attained a "Continue Attack" result is no longer Charging. The "Continue Attack" is resolved as regular Shock.

Counter-Charging units do not roll for Reluctance; they automatically attack.

11.3 Counter-Charge

A Counter-Charge is the ability of H and M to negate the inertia of any enemy attack or to react to the sting of its missiles, by launching its own Charge. Only H and M that are neither Disordered nor in the ZOC of another enemy unit may attempt to Counter-Charge.

H and M may Counter-Charge when about to be fired upon, or Shocked or Charged, through their Frontal or Flank hex sides. When the attempt is being made because of Fire, the Counter-Charge DR is made before the Counter-Charge takes place (or the unit stays where it is, its attempt at Counter-Charge being unsuccessful).

To Counter-Charge, the defender rolls the die before the Fire/Shock that is affecting this action is resolved:

Add/subtract the **Counter-Charging unit's Defense DRM** to/from the DR.

If being attacked through the Flank, add one (+1).

If the defender is an M, add one (+1).

If the adjusted DR is 0-3, the unit has successfully Counter-Charged.

- If it is against attacking H/M, it negates the +2 Charge DRM (but you still use the Charge part of the Table). The original Attacker is still the Attacker, and no units are moved.

- If it is against any other unit, the originally defending H/M is now the attacker (even if it not his turn). It must be moved adjacent to an enemy unit, but without changing Facing. It must then Charge that unit. Such Counter-Charge attack is resolved immediately.

A Counter-Charge is resolved (complete with +2 DRM) as if it were a normal Charge. If the successfully Counter-Charge unit is Disordered by the fire which initiated the Counter-Charge (as above), the Counter-Charge is still undertaken, but is resolved as a normal Shock Attack. If the target of a Counter-Charge is targeted for being attacked by another unit and that has not yet been resolved, the latter must be resolved before the Counter-Charge is.

Otherwise (a DR of 4-9) it failed to Counter-Charge and stands to receive the Charge attack or enemy Fire.

A defending H/M unit may change facing once per Phase in order to effect Counter-Charge (unless it is attacked from the Rear).

Play Note A unit may change Facing to start a Counter-Charge but, as per above, once it starts its Counter-Charge it may not change facing.

And you cannot Counter-Charge again a Counter-Charge. There can be only one Counter-Charge per combat.

12.0 COMBAT RESULTS

Play Note Look at the Fire, Shock, and Charge Combat Results Tables while reading this section.

Charging H/M use the Charge Table. All other Shock attacks use the Shock Table.

Shock and Charge combat results depend on whether the defending unit is Normal or Disordered. Missile Fire results depend on whether the target is Horse or Leg Units.

12.1 Disorder

When a unit Disordered, flip the counter to its "Disordered" side (the one with diagonal lines). The effects of being Disordered are:

- The Changes to the ratings as noted on the counter.
- -2 if Shock attacking while Disordered.
- A Disordered unit may not Charge or Counter-Charge.

A unit that must Retreat moves one hex away from the unit inflicting the result. It may not Stack, and it may not move into an enemy-occupied hex. It may move into an enemy ZOC, and it may change facing. If its retreat is blocked by a friendly Bowman/Crossbow unit, it may retreat through that unit an extra hex. If it does so, the Bowman/Crossbow unit is Disordered; if already Disordered, it is Retired.

A unit's Retreat path is determined by the owing player. If the unit cannot retreat, it is eliminated. See also Continued Attack below (Section 12.4).

12.2 Retire

Pick up the unit and place it as close to its Standard as you can. Place a "Retired" marker on top of it. Retired units have a Movement Allowance of 1 hex per activation, and it may (if it needs to) only move towards its Standard. If a Retired unit is attacked, treat as Disordered, but add two (+2) to the Shock Resolution DR.

If an army's Standard has been captured, a Retired result becomes an Eliminated.

12.3 Eliminated

The unit is no longer effective as a fighting force and is finished for the day. Remove it from the board.

12.4 Continued Attack

When this result is obtained, one attacking unit must move (advance) one hex, without changing Facing, and Charge (again) all units in its ZOC. Resolve using the standard rules.

- If more than one unit attacked, the unit with the best Shock DRM advances to continue. If a tie, player chooses.

- If there is no one to move adjacent to, simply Advance into the vacated hex. When resolving a Continued Attack, subtract one (-1) from the Resolution DR for each previous Attack undertaken in that Activation.

If the unit moved adjacent to is already under attack from another unit, the moving unit does not Continue Attack, it just Advance.

Play Note Thus, a Continued Attack will automatically incur at least a -1 DRM. The DRM reflects the ongoing loss of formation and impetus such attacks are subject to.

12.5 Rally

Units may return to normal status through Rally.

12.5.1 Disordered Rally

Disordered units may cure their Disordered status by spending their entire activation doing nothing. If they are not adjacent to an enemy unit, and they do nothing, flip the disordered counter to its normal side.

12.5.2 Retired Rally

Retired units that are in or within one hex of their Standard may be Rallied if that Standard is activated; see 14.0. When activated, remove the Retired marker from every eligible unit and make sure the units are in Disordered status.

13.0 LEADERS

Every unit in the game belongs to a Command, as noted above, and as listed specifically in the Deployment instructions. When a Command is chosen to active, all units of that Command may move and fight.

13.1 Command Range

A Leader's Command range is traced in hexes, not Movement Points, from the Commander to the combat unit. Command status is determined at the start of Activation and stays with the unit throughout that Activation. You cannot trace Command range through an enemy unit or ZOC.

A combat unit not actually within Command Range but adjacent to a unit that is (or one that is considered in Command by virtue of this specific rule), is considered to be in Command (in a sort of chain effect).

13.2 Command Restrictions and Capabilities

A combat unit that is within its Commander's range may do anything and everything allowed by the rules.

Units that start activation outside their leader's Command Range may not move adjacent to an enemy unit, and, if they start in an enemy ZOC they may not move out. However, units that would normally be out of range that are adjacent to a unit that is in Command are considered in Command.

Combat units stacked with their Leader - the Overall Commander (the one with a golden shield) is every unit's Leader - gain a + or - 1 beneficial DRM when resolving Shock or Charge. See the DRM for Shock information on the Charts Card.

Commanders (with silver shields) that are stacked with, or adjacent to, their Overall Commander, have their Activation Rating increased by one.

13.3 Leader Death

Leaders can get killed in the following instances (in game terms, this encompasses being Captured and other not-so-hot events):

By Fire Anytime an adjusted Fire DR of 9 or more occurs, and there is a leader in the target hex, roll the die. If the DR is an '8' or '9' the leader is killed. Otherwise, there is no effect.

By Shock or Charge Any time a leader is stacked with a unit that receives a Disordered, Retired, or Eliminated result roll the die for the leader, subtracting his Activation Rating. If the adjusted DR is 3 or higher that leader has been "killed". If he survives, but the combat unit does not, place the leader with the nearest unit from his Command. If he is surrounded - by enemy units and/or ZOC - he is, instead, captured, thrown to the ground, and hacked to ribbons... no DR is necessary.

When a leader is killed, at the start of that player's next activation - but after the Command for that Activation has been chosen - flip the dead leader to its Replacement Leader side and place with any combat unit from that Command. Substitute leaders (ones that assumed command when the leader unit was killed/flipped) do not have substitutes. The leader remains in play (other subordinates take over), is not flipped again, but the substitute leader's elimination does count towards victory.

Overall Commanders are never replaced. Dead Leaders count toward victory, in some cases rather heavily.

13.4 False Dmitri (Optional Rule)

Dmitri Ivanovich, Grand Prince of Moscow, was an up-front commander. This was his style, and it was one with which the Mongols were familiar. Dmitri was aware that the Mongols would probably try to kill him, thus reducing the command structure of his army. To forestall this, Dmitri had one of his loyal retainers, one Michael Andreevich Brenko, take the field in his armor and in his place.

It worked. The Mongols went right after this False Dmitri, killing Brenko midway through the battle... at which point Dmitri revealed himself (elsewhere, to be sure) and resumed actual command (at which point he became a target again, and he did take some heavy whacks).

If the Russian Player chooses to use this rule - he does not have to - at the start of the game, the Russian Player, when placing Dmitri, must use both of the Dmitri counters: the real Dmitri (one with Kvash on the reserve), and The False Dmitri (with Brenko on the reserve). One Dmitri unit must be placed with the Standard per 15.1, the other Dmitri unit (real or otherwise) can be placed with any other Russian unit (other than the Ambush Regiment). The Russian Player uses the front side ratings of both counters, but reduces the Activation rating of both Dmitris by one (to a '4'), until and unless the Mongols get a hold of Dmitri and kill him. At this point, the counter is flipped to show which Dmitri they just Mongolically mangled:

If it is the Real Dmitri, the Russian Player gets a chance to negate the death and roll to see if Dmitri escaped. Roll one die.

A DR of 5-9 means Dmitri fought his way out of a tough situation. Regardless where he is, place him atop his Standard. If he does survive, his printed Activation Rating is increased by one (to a "6").

A DR of 0-4 means the Mongols got him... see the effects of Leader deaths on Victor, below. Use the Replacement Leader for the Supreme Regiment.

If it was the False Dmitri, remove that counter and place the real Dmitri atop his Standard. There are no Flight points incurred, and the Real Dmitri uses his printed ratings.

Historical Note The term "False Dmitri" actually appears in Russian history, but not here. It is part and parcel of the truly troubled times - some say Civil War - that emerged in Russia on the death of Tsar Boris Godunov and the appearance of someone claiming he was the true heir to the tsar, a False Dmitri.

14.0 STANDARDS

The Standards of the armies were the rallying points for units. Any unit that is Retired and is within one hex of its Standard when the Standard is activated has its status changed from Retired to Disordered.

14.1 Standard Activation

Standards may be activated only in a Free Activation; they may not be activated by DR. When a Standard is activated, the player may either move the Standard (and just the Standard, not any units near it) or Rally Retired units.

A Standard may be moved to any hex on the game-map. However, when doing so, any Retired units that are within 1 hex of the Standard prior to its being moved must check to see what effect this has on them. Roll one die; adjust that DR by the unit's printed, normal (not Disordered) Shock DRM Rating. If the adjusted DR is a '4' or higher, that Retired unit is now Eliminated.

14.2 Capturing Standards

Standards may be captured by the enemy, if an enemy combat unit enters a hex occupied solely by the Standard. If this happens, aside from the victory point problems, all Retired results become Eliminated (including Retired on the map at that time) for the army that loses its Standard. Standards may not Retreat Before Combat.

15.0 INITIAL DEPLOYMENTS

The Russian player deploys first, followed by the Mongolian. Leader units may be deployed with any unit of their formation.

15.1 The Combined Army of the Principalities of Russia and Lithuania

All units start facing in whatever direction the player wishes. See unit key at end of rules for explanation of letter codes.

Standard of Muscovy at 3012

Lookout Regiment Prince Obelenski

3 R, 2 B at 4108, 4112, 4114, 4116

Advance Regiment Prince Belozerski

6 R at 3810-3815

3 C at 3910, 3912, 3914

Supreme Regiment Prince Dmitri Ivanovich, Overall Commander

6 H at 3309-3314

2 L, 3 R at 3410-3414

See 13.4 for optional "False Dmitri" rule

Right Hand Regiment Prince Rostovski

3 H at 3008, 3107, 3207

2 M at 3007, 3106

Left Hand Regiment Prince Yaroslavski

3 M at 3616-3618

2 H at 3516, 3517

Reserve Prince Ol'Gerdovich

4 H at 2812, 2815

**Dmitri, aside from being Overall Commander, also leads the Supreme Regiment. (All these somewhat obvious names are the real names these "divisions" had.) He is deployed as per the False Dmitri rule. Historically, the real Dmitri started in what would be 3316, Brenko-Dmitri right behind the Lookout Regiment, exhorting them onward (to little effect).*

15.2 Ambush Regiment

This was the actual name of this command - 6 (elite) Heavy Cavalry, and reveals a defensive tactic used (by both sides) a great deal in this era. These units, that essentially won the battle for Russia, may be initially placed in any contiguous hexes to which the Mongol player could not trace a Line of Sight at the start of the game. (Historically, they started in the heavily wooded area near 3321, but there are plenty of other "hiding place" given the map's terrain.)

However, the actual units are not placed on the map. Instead, the Russian Player writes their start hexes down before play begins and before the Mongolian units are set up. These units may not do anything - move, fight, or whatever - until activated.

- The Ambush Regiment is activated under normal activation methods any time the Russian Player wishes (when it is his turn to activate), at which point the units therein are placed as noted and start from there.

- The Ambush Regiment is instantly placed on the map, without being activated, the instant any Mongol combat unit would have an LOS to any one unit in the Ambush Regiment. Now this, of course, requires some honesty on the part of the Russian Player - and sort of makes the rule a tad silly for solitaire play (unless your meds haven't kicked in yet) - but we'll say that if it proves the Russian Player was playing fast and loose with this mechanic, as his written deployments shall prove, he is given a one-way rail ticket (third class, Zhivago-style) to Siberia... and is declared a loser, both of the game and in Life.

15.3 The Army of The Golden Horde

All units start facing in whatever direction the player wishes. In addition, use the unit types that correspond to the command listed. Commanders are placed atop or within 1 hex of any unit in their command.

Horde Standard at 5020

Front line Regiment

2 B, 4 R, 2 C at 4309-4316

Mercenary Regiment *

4 R at 4512-4514, 4615

Left Flank

5 L, 5 M at 4509, 4510, 4609-4611, 4809, 4810, 4908-4910

Right Flank

7 L, 3 M at 4318, 4418, 4419, 4518, 4617, 4714, 4715, 4915-4917

Center Orda

7 H, 5 L at 4911-4913, 5212, 5213, 5212, 5213, 5409-5415

Guards Mamai, Overall Commander

2 H, 4 L at 5021, 5022, 5119-5122

** Whether or not The Horde had mercenary Genovese crossbowmen is a matter of who you read. They did have mercenary infantry; from where and what is speculative.*

15.4 Heroic Combat

This rule provides a little fun that is based upon the actual history. Players determine who goes first in the game by doing what the actual participants did on that day: have a little one-on-one combat to start the show, a fancy term for how we usually determine who goes first, with an added Flight Level point fillip. Each player rolls one die:

High DR wins the combat and goes first

Low DR incurs one Flight Point (see Victory, below)

Tie DR: Roll again, but ignore the loss of the Flight point.

Historical Note The actual combatants in this pre-game Dunking Contest, a Russian warrior monk named Peresviet (no Rasputin he, it turned out) and some Tartar "hero", Chelubey, ran each other through with lances on their initial pass, killing each other rather quickly. With everyone standing around murmuring about this rather brief, albeit tragic-comic, event, the Mongols bit the bullet and charged with their Front line.

Developer's Note Peresviet was declared the winner since his corse stayed in the saddle.

16.0 VICTORY

Victory is determined by having each side total his eliminated units and leaders and then roll a die. If the DR plus Flight points are greater than the Flight level of that Player, his opponent wins. The Flight Level is determined each time after a Command has undergone a Free (no DR) action. Formuch of early parts the game this will not be necessary.

The following Flight Points (FP) are added to the DR:

5 FP for losing your Overall Commander

3 FP for each Eliminated H or Standard

2 FP for each Eliminated M or L

1 FP for each Eliminated Leg Unit, Retired unit regardless of type, and/ or non-Overall Leader who is who is Eliminated. (If a unit is rallied out of Retired status, adjust the Flight Point Track accordingly.)

You keep track of each army's Flight Points on the Flight Point Track that is printed on the map.

Example *The Mongolians have accumulated 46 Flight points at the end of an Activation. The Mongolian player rolls the die, getting a '3'. He has not exceeded his FP Level and lives to fight another Activation.*

Design Note *The DR adds uncertainty to an army's breaking point, something which, while it probably will annoy some player, somewhere, does add some tension and flavor to the contretemps.*

16.1 Flight Level

The Russian Flight Level is 60

The Mongol Flight Level is 55

17.0 SOURCES AND ADDITIONAL READING

Kamenir, Victor. "Defying the Golden Horde." In *Military History* (September 2005), pp 22-29.

Nicolle, David, *Medieval Warfare Source Book, Vol 2*. (Arms & Armour Press, London UK, 1996)

Shcherbakov, A. A. and Dzys, I. *Kulikovskaia Bitva:1980*: Moskow, 2001.

The Map and Deployment Information are from the terrain-detailed battle maps and onsite photographs in *Kulikovskaia Bitva: 1380*.