

RENAISSANCE RAIDERS



BORDER REIVERS & WARS OF RELIGION hex-based wargames rules

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RENAISSANCE RAIDERS.

Renaissance (*Border Reivers*) hex-based miniature battles.

These rules were initially developed for being played on 10cm (4") flat to flat hexagons as offered by Kallistra (<http://www.kallistra.co.uk/>). The author of these rules is in no way connected with this company, other than the fact that he uses their product for this and other hex-based games. It is (of course) perfectly possible to use other hex-sizes or hex-systems, or replace each hex by a distance of 10cm measured on the table, but remember we chose the hexagonal grid to speed up the game and avoid measuring.

FASTPLAY VARIANT:

In order to shorten the game time, saving throws (and defence throws) can be omitted: this results in a faster and bloodier game, ideal for an introduction, demo or participation game, enabling the players to field about 20 units each and still finish the game in 60-90 minutes.

UNIT TYPES.

The following goes for all unit types: a unit can only fire in so far as it is equipped with firearms or bows. If this is not the case, the unit is restricted to "close combat" (hex adjacent to the unit it attacks). "Mixed units" (whereby 50% of the figures are primarily armed with one type of arm and the other 50% with another) are allowed. **In case only half of a unit is equipped with firearms, the number of casualties inflicted can never be higher than the number of firearms remaining in the unit and 1 die less is cast.** We do advise not to use mixed units until you are truly familiar with the game. In this game, infantry and cavalry are called "unit" or "units".

Loose horses, pack animals, livestock, carts and wagons (train or "spoils of war") count as infantry for movement purposes. Horses may be "commandeered" to remount figures whose horse has been killed.

(Automotive) "**spoils of war**" cannot move by themselves, but need to be in the "ZOC" (zone of control = the 6 hexes around a hex) of a *covering* unit. For as long as the "spoils of war" (or the train) are in the ZOC of a *covering* unit, this "*covering*" unit must first be forced to retreat (or be eliminated) before the "spoils of war" (or the train) can be taken by simply placing the attacking unit next to the target.

Up to 2 **commandeered horses without riders** may be **attached to a cavalry** unit of **at least 4 mounted figures** and move at cavalry speed (otherwise: restricted to 1 spare horse). Should a rider have his mount shot from under him in combat, the player has the option to remount the rider (if a spare horse is at hand), move this cavalry unit at infantry speed or give up the dismounted rider as a casualty. In case a *commander's* horse is killed and no spare horse is at hand, the player may give up another (still mounted) figure in the same unit.

A-class infantry: professional soldiers, mercenaries, March Warden's crack troops or (Border Reivers) gentry. Only this infantry or *commanders* may wear $\frac{3}{4}$ armour. Please note that most troops were not very wealthy and $\frac{3}{4}$ armour would be an exception. This infantry may move 2 hexes without doing battle or move 1 hex and battle. A-class infantry units count up to 6 figures.

B-class infantry: most other troops and most Border Reivers. This type of infantry may move 2 hexes without doing battle or move 1 hex and battle. B-class infantry units count up to 8 figures.

C-class infantry: irregular units of lesser to poor quality (levies) and civilian mob. This type of infantry may move 2 hexes without doing battle or move 1 hex and battle. C-class infantry units count up to 8 figures.

A-class cavalry (“mounted units/troops”): professional soldiers, mercenaries, March Warden’s troops or (Border Reivers) gentry. Only A-class cavalry or *commanders* may wear $\frac{3}{4}$ armour. Please note that most troops were not very rich and $\frac{3}{4}$ armour would be an exception. This cavalry may move 3 hexes and battle, move 2 hexes and dismount or mount and move 2 hexes. Lancers fighting on horseback get an extra die when charging into contact. A-class cavalry units count up to 5 figures.

B-class cavalry (“mounted units/troops”): other mounted troops. This cavalry may move 3 hexes and battle, move 2 hexes and dismount or mount and move 2 hexes. Lancers fighting on horseback get an extra die when charging into contact. B-class cavalry units count up to 5 figures.

Artillery: may move 1 hex and not battle or not move and battle. Artillery units count up to 4 figures and a gun. Artillery crews are considered A-class for morale purposes and are armed with a sword only.

Commanders: may move according to their means of transport, when ordered to do so (with or without units under their command). A commander is represented by 1 figure.

There are 2 types of commanders:

- Captains (in case an overlord is present, he may also act as a captain).
- Overlords (supreme commanders).

EVENT CARDS.

The mechanism of these rules is (only) **partly** based on *event cards*. These cards represent (at random) all sorts of things that can happen during a battle (be it good or bad for one side or the other...) without the need for complicated rules or tables.

There are two types of *event cards* in the game:

- **“NOW!” EVENT CARDS:** must be played (and take effect) **immediately**.
- **“YOUR CHOICE” EVENT CARDS:** **may be played immediately or later** in the **current game turn** at the discretion of the player.

The “NOW!” & “YOUR CHOICE” *EVENT CARDS* are combined & shuffled into one deck for the game. **The scenario should specify the maximum number of event cards a player receives at the start of the game and how many he may hold (usually 3-6 cards).**

The event cards can be supplemented by more cards designed by whoever wishes to create a new scenario or a twist (taking care to keep in mind the balance and spirit of the original game!).

OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units (1 victory point per unit/commander destroyed) as per scenario and/or reaching and holding certain objectives or gaining spoils of war (1 or more victory points apiece). The first player to gain his quota is the victor.

GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score determines who first draws an *initiative card* for the rest of the game.

1. Draw an *initiative card* (and draw an *event card* if applicable).
2. Player holding the initiative cast an average die (once per turn) & **activates** a unit.
3. Read an *event card* (if applicable).
4. **Move** the activated unit (or act according to the *event card*).
5. **Battle**.
6. Opponent(s) go(es) through steps 3-6.
7. First player **activates** his next unit (up to the number cast on the average die).

1. Draw an initiative card.

Initiative cards are used to determine **which player holds the initiative** for the current turn and activates his units **first**. For this purpose, a standard 52 card deck (plus 2 jokers) is used whereby a king is the highest score and an ace the lowest (king-queen-jack-10-9-8-7-6-5-4-3-2-1). In case of a draw, hearts are the highest score, followed by diamonds, clubs and spades. Each player draws one card. The player who draws the highest card can either accept to take the initiative **for this turn** or leave it to an opponent. **In case the highest card drawn is a king, queen, jack or 10**, the player holding the initiative **has to draw an event card** from the top of the *event card deck*. However, the **player may not view the content of the event card before he decides to activate it (prior to moving a unit)**.

In case a **joker** (top score) is drawn, this player not only holds the initiative, but may also indicate which enemy unit is to move (should he pass on the initiative), draw and read an event card **immediately** (prior to activating a unit) and decide to keep it (or not) or to pass it on to his opponent!

2. cast an average die & activate a unit.

Next, the player *accepting* the initiative casts an average die (marked 2,3,3,4,4,5). The result (between 2 & 5) indicates how many units will be activated in the current game turn by each player.

After accepting to take the *initiative*, the player must activate a unit. Only activated units may subsequently *move*, *battle*, take a special action or choose to stand.

Note: *captains* and *overlords* may participate in battles even if they have not been given an *order*. See *commanders in battle* section for details.

3. Read & activate the event card (if applicable).

If applicable, the player holding the initiative must look at the event card he's drawn prior to activating a unit (be it the first or a subsequent one). The choice of the unit is up to him, but he must activate the card before the turn ends. If this is a "*now!*" *event card*, he must act accordingly (with the activated unit or whatever else the card orders). If it is a "*your choice*" *event card*, he may either activate it immediately or hold on to it for possible use later, or he may chose to play a "*your choice*" *event card* already in his possession. **However, he needs only to reveal the contents of the card to his opponent when the card is activated, but prior to casting the hit-dice.**

Example: You have drawn a "*now!*" *event card* ordering you to fall back instead of the advance you planned. **After** you have **activated your unit (but prior to moving)**, you read the card and you have to announce what the card orders you to do... On the other hand, when you play a "*your choice*" *event card* e.g. allowing you to fire twice, you only have to reveal this card to your opponent during *battle*. Even with event cards the rule that each unit may only be activated once per game turn still stands: e.g. if you activate all your cavalry with the *HIT & RUN!* card at once, these units may not be activated again this turn.

4. Moving units.

Units cannot *move* onto or through a hexagon that already contains another unit. A friendly commander does not count as a unit, an enemy commander does. When a unit enters a hexagon already occupied by a friendly commander, movement ends there.

You may never split a unit. The individual figures within a unit must stay together and *move* as a group. Units that have been reduced through casualties may not combine with other units, except commanders.

You may *move* activated units (there might be more than one, due to an *event card*) in any sequence you wish. However, **you must complete each move before beginning another**. Each unit may *move* only once, except under the "*breakthrough*"-rule. **All moves must be completed before you may battle (battling is explained in another section of the rules).**

Some terrain features affect movement and may prevent a unit from moving its full distance or battling (see order sheet).

Note: “*retreating*” is a different type of movement with slightly different rules. See *retreating section* for details.

Moving commanders.

You may *move* a commander onto a hex occupied by a friendly unit, as long as there is no other friendly commander in the same hex. If a commander enters a hex occupied by a friendly unit, he must end his movement for that turn. A commander may never *move* onto or through a hex occupied by an enemy commander or unit. A lone commander is considered a unit for movement purposes.

COMPANIES - commanders “controlling” two units.

As soon as a *commander* enters a hex already occupied by a friendly unit, the *commander* takes *control* of this unit (and up to one more other friendly unit in an adjacent hex).

A commander *commanding* one or two units may be relieved of his *command* (this counts as a unit activation), move away and take *command* over another unit or units.

As long as a commander controls two units, these units are counted as ONE in relation to orders issued or command cards.

If a unit controlled by a *commander* is given an *order*, the *commander* may move with the unit, or he may stay in place. This counts as one *order*. A commander who moves with his unit must *move* to the same hex. Exception: you may not *move* a commander *commanding* unit or units if he has already moved on this turn.

Forcing a breakthrough.

When an infantry unit engages in “*close combat*” (*battling* an enemy in a adjacent hex) and succeeds in either destroying the enemy unit or forcing it to *retreat* (and thus emptying the hex), the unit can force a “*breakthrough*” by entering the now free hex.

Artillery can never force a *breakthrough*. When forcing a *breakthrough*, terrain restrictions are taken into account as normal.

When a mounted unit forces a *breakthrough*, it can engage the retreating unit in *battle* once more (but not follow up again).

Entering buildings.

To enter a stronghold (tower, castle, fortress), you first need to destroy a gate (or heavy fortified door). To enter a house or other structure with a normal (house)door, cast 1D6: (1-3= failed, 4-6= success!).

5. Battle.

After having moved the activated unit(s) due to the latest *activation*, unit(s) must be close enough to the enemy (and in a position to “see” the enemy) in order to *combat* or *do battle*. (see “*range*” and “*line of sight*”).

Each battle must be resolved before the next is started. A unit may *battle* with another unit only once per turn (exception: mounted troops in a “*breakthrough*”). A unit may never split its battle dice between several enemy targets. Units in close combat cannot fire at more distant units, nor can they be fired upon.

“Close combat mode” ends automatically (for all units) at the end of each turn or - for any specific unit - when it breaks away due to moving.

If – during a **prime contact** (= contact between the first 2 units entering a **melee**) - a target unit contains 2 different types of figures (e.g. arquebusiers/swordsmen), the **defender has the option of choosing which figures will take casualties** when attacked (prior to casting the battle dice). The same rule applies when a unit is fired upon. If a **melee is already in progress** and one side or the other adds a unit to the melee (walk-in), **the attacker has the option of choosing which figures will take casualties** (prior to casting the dice).

To *do battle*, act as follows:

- determine the *range* (distance to the enemy target);
- determine the *line of sight*;
- determine the *terrain* within the *line of sight*;
- roll the battle dice. The type of battling unit, battlefield terrain and the distance to the enemy target determine the number of dice rolled.

Range.

All melee weapons: *range* of 1 hex. Dice: **4 (green = close combat hit-dice)**.

Infantry with longbow: *range* of 4 hexes. Dice: **(3/4)* - 3 - 2 - 1 (red = fire hit-dice)**.

Infantry (or dismounted cavalry) with **arquebus:** *range* of 3 hexes. Dice: **(3/3)* - 2 - 1**.

infantry or dismounted cavalry with crossbow: *range* of 3 hexes. Dice: **(3/3)* - 2 - 1**.

Infantry (or **cavalry**) with pistols: *range* of 2 hexes. Dice: **(3/2)* - 1**.

(4/4)*: units adjacent to one another always *battle* with **melee weapons**, unless an **impassable object blocks the way**. An impassable object blocks movement, in which case **firing** into adjacent hexes is permitted. "Impassable objects": e.g. high walls, border towers and cliffs.

Field artillery: *range* 5 hexes. Dice: **4-4-3-2-1**. +1 die if deployed on hilltop.

When a unit has suffered casualties, the number of dice thrown is not reduced, but a unit can never inflict more casualties than the number of figures remaining in its own ranks (depicted with the weapons used). For artillery units, only the figures count, not guns or limbers. An artillery unit is destroyed when all figures are killed.

Commanders in battle.

A **commander** *commanding* a unit in his own hex may always support this unit by **adding one die** to the number of dice eligible for the unit **for close combat only**. A *commander* not attached to (a) unit(s) cannot *battle*, unless when challenged to single combat. A *Commander* may challenge other *commanders* to single combat.

Characters in battle.

In some games or campaigns "characters" might be included (fair maidens etc), who – for the story's sake – better not die... These characters are treated as "*commanders*" (possibly non combatants with no + influence on units) and are only "wounded" instead of "killed". If they are "wounded" and alone in a hex, they can be taken prisoner and may be counted as victory points.

Line of sight.

A unit must be able to "see" the enemy unit it wants to *battle*. This is known as having a "*line of sight*". Imagine a line drawn from the centre of the hex containing the battling unit to the centre of the hex containing the target. This *line of sight* is blocked only if a hex (of part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or commander (regardless if friend or foe), woods, hills, fields or buildings. The terrain in the target hex does not block *line of sight*. Only artillery may fire over a friendly unit or commander in an adjacent hex on lower ground. Units situated 2 hexes or further away block artillery line of fire.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, *line of sight* is not blocked unless the obstructions are on both sides of the line.

Terrain effects.

As per attached order sheet.

Resolve battle.

Losses are calculated before a unit (voluntarily or forced) *retreats*. 3 types of special dice are used.

Close combat hit-dice: these dice are cast when close combat occurs.

NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below).



a “hit” for troops armed with halberds, poleaxes (and variants).



a “hit” for halberds, poleaxes (and variants), pikes (foot) and lances (horse).



a “hit” for pikes/lances and swords.



a “hit” for a unit armed with one type of weapons (e.g. pikes only).
(for unarmed figures this is the only way to score a “hit”).

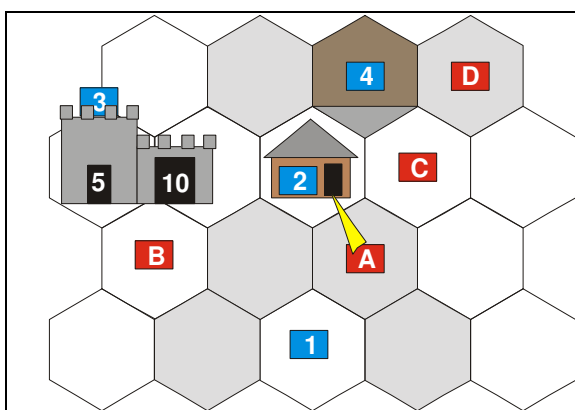


a “miss” for all.



a possible retreat (1 hex/flag).

In case the dice throw results in more than 1 “hit” of the same type (but not including *unit hit*), the first *hit* is an automatic *kill* and a figure is removed.



When to use **fire** or **close combat hit-dice**?

Unless there is an **impassable object** blocking the way, a unit entering the ZOC of an enemy unit casts **close combat hit-dice** when *battling*.

When unit **A** attacks unit **1**, **close combat hit-dice** are used, since **A** enters the ZOC of **1** (light grey hexes). When unit **B** attacks unit **1**, **fire hit-dice** are used, since **B** remains outside the ZOC of **1**.













When unit **D** attacks unit **4**, **close combat hit-dice** are used, since **D** enters the ZOC of **4** (light grey hexes, gentle slope of the brown hill).

However, When unit **C** attacks unit **4**, **fire hit-dice** are used, since there is an insurmountable escarpment (**impassable object**) between **C** and **4** (dark grey triangle).

When attacking unit **2** (occupying the **house**) and prior to casting the hit-dice, unit **A** may cast **1D6** in order to break down the door of the building occupied by unit **2** (1-3= failed, 4-6= success!). In case the door is wrecked, unit **A** will enter the building and start a melee (**close combat hit-dice**) with unit **2**. Otherwise, **A** may only fire at the occupants of the building (**fire hit-dice**). Unit **B** cannot enter the **fort** occupied by **3**, unless either the **gate** (10 points) or the **strengthened door** (5 points) have been destroyed by cannon or grenades. As long as this is not the case, **B** can only attack **3** by firing at it (**fire hit-dice**).

In all other cases, the defender may cast **1 saving die** per *hit* scored:



Saving-dice: these dice are cast to see if **in combat** a "*hit*" turns into a "*kill*" or not.
NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below). You will also observe that figures in $\frac{3}{4}$ armour are hard to kill in close combat. This is logical, since they were either seasoned troops or gentry, trained in the use of arms.

- | | | |
|---|---|---|
|  |  | defence failed, figure <i>killed</i> (or taken hostage in case of <i>commanders</i> or <i>characters</i>). |
|  |  | a "save" for figures in $\frac{3}{4}$ armour or breastplate. |
|  |  | a "save" for figures in jack. |
|  |  | a "save" for figures using a shield. Halberdiers, foot lancers and pikemen (having to use both arms in combat) never have the option of shields under these rules, even if the figures are depicted so. |
|  |  | a "save" for all. |
|  |  | in case the target is mounted, the horse is killed and the rider dismounted. Otherwise a "save" for figures in $\frac{3}{4}$ armour . |

When the last remaining figure of a unit is killed, the attacker scores a victory point. Should the attacker score more *hits* than the number of figures in the defending unit, these additional hits are wasted.

Hitting a commander.

A commander can only be attacked by infantry or mounted troops and only when he is not together with a unit in the same hex. When attacking a commander, calculate the number of dice as usual. The attacking player must then roll a **combat saving-die to hit**:

- | | | |
|---|---|--|
|  |  | a " <i>hit</i> " when attacking a commander. |
|---|---|--|

Unless the defender makes a successful *saving throw* with a **combat saving-die**, the commander is eliminated and the attacker gains a victory point.

When a unit has suffered casualties, the number of dice thrown is not reduced, but a unit can never inflict more casualties than the number of figures remaining in its own ranks (depicted with the weapons used). For artillery units, only the figures count, not guns or limbers. An artillery unit is destroyed when all figures are killed.

Fire hit-dice: these dice are cast when firearms or bows are used.

NOTE: If you do not want to make the special dice, you can always use a normal D6 instead (as shown below).



a “hit” for cannon, long firearms, pistols, bows & crossbows.



a “hit” for bows & crossbows.



a “hit” for cannon & long firearms.



a “hit” for a unit armed with one type of weapons only (e.g. all longbows) except artillery.



a “miss” for all.



a possible retreat (1 hex/flag).

When the last remaining figure of a unit is killed, the attacker scores a victory point. Should the attacker score more *hits* than the number of figures in the defending unit, these additional hits are wasted.

Optional defence roll: when the defender decides to *make a stand* (= not make a *voluntary retreat*) he may **roll one die (use a *combat saving-die* for this purpose) in defence per defending unit per turn** (if in *range* according to the general rules).



a “hit” against figures with no armour.



a “hit” against figures in ¾ armour or breastplate.



a “hit” against figures in jack.



a “hit” against a mounted target, the horse is killed and the rider dismounted.



a “miss”.



a “miss”.

Terrain restrictions have to be taken into account. A hit scored with the *defence* throw automatically results in a *kill*. “*Kills*” are calculated and figures removed before units (have to) *retreat*.

Single combat.

Commanders may challenge other *commanders* to single combat when within range and if the player has the appropriate *event card*. The single combat consists of 3 rounds with 1 die **and** saving throws. Highest score wins and opponent is killed. (See below).

Retreat.

After all *hits* have been resolved and casualties removed, *retreats* must be resolved.



Forced retreat: for each flag symbol rolled during the *battle*, the defending unit must *retreat* 1 hex towards its own side of the battlefield. The defender has the option to make a *saving throw* with one *close combat hit die* per flag (flag saves). But, if the attacker throws 2 flags, the first is an automatic *retreat* (no *saving throw* allowed). *Terrain* has no effect on *retreat* moves.

As long as a unit does not fall below the following numbers of figures, all flags may be ignored by the defender.

A-CLASS:

Infantry: 4 figs.

Mounted troops: 4 figs.

Artillery: 3 figs.

B-CLASS:

Infantry: 6 figs.

Mounted troops: 5 figs.

C-CLASS:

Infantry: 8 figs.

Units in the same hex as a commander may deduct 1 further figure from the above numbers (except artillery).

Voluntary retreat: prior to being attacked, the defender has the option to make an (orderly) *voluntary retreat* (1 hex) and ignore all fags thrown. The attacker battles against the unit before it is allowed to *retreat* (and casualties are inflicted). A unit making a *voluntary retreat* is allowed to *saving throws*, but not a *defence throw*.

Retreat rules:

- A unit cannot *retreat* in a hex already occupied by another unit.
- If a unit *retreats* in a hex occupied by a friendly commander, it is rallied and all remaining flags are ignored.
- A unit *commanded* by a commander forced to *retreat* must take the commander with it.
- If a unit cannot *retreat*, 1 figure in the losing unit must be eliminated for each *retreat* move that cannot be completed. Such losses may include the commander.
- If a unit (and/or commander) is forced to *retreat* off the battlefield, the unit (and/or commander) is eliminated.

6. Draw an initiative card.

After all units have had the option to be activated, the next turn starts.

Damage inflicted against structures by cannon fire = 3 points.

A structure that has sustained over **50% of damage** loses 1/4th of its original strength in cannon (1/2 when over 75%), rounded up.

“Strength points” of structures:

- small wooden structure (up to 10cm in length for 28mm figures) or fortress door: 5 points.
- large wooden structures (over 10cm in length for 28mm) or fortress gate: 10 points.
- small stone structures (up to 10cm in length for 28mm figures): 15 points.
- large stone structures (over 10cm in length for 28mm): 30 points.
- curtain wall: 40 points.
- tower: 50 points.
- Huts etc are destroyed by the first hit.

Closed structures or compounds can be entered as soon as 50% of the strength points are gone or by means of an *event card*. **Gates** of strongholds (tower, castle fortress) have a point value of 10, **strengthened doors** of 5. In order to classify as “gate”, a horse and wagon must be able to pass through. Otherwise it is a “strengthened door”.

OPTIONAL SINGLE COMBAT RULE.

The “*single combat*” *event cards* mention:

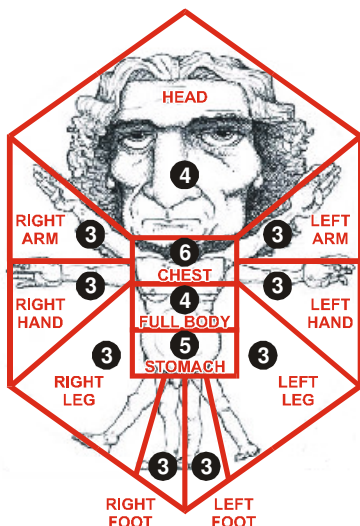
5 rounds of 1 battle die with saving throw. Highest score wins. Ransom is 1 block of “spoils of war”.

The ransom amount mentioned on the cards is a fixed price the player defeated in single combat must pay to regain his *commander*. A “block of spoils of war” is the content of a hex in loose horses, pack animals, livestock, carts and wagons (fair maiden...) belonging to the defeated. In case the defeated figure is a captain, the choice is up to the defeated player, in case it is an overlord, the winner chooses. The ransom is placed in the *ZOC* of the unit the winning *commander* is attached to or his nearest unit.

In case the result of the duel is a draw (both players scoring 0 or 1 point), the **defender** has the option to go for a second (final) duel of 5 rounds. If this also proves inconclusive (or the defender does not opt for a second duel) , both combatants return to their former positions. This ends the game turn for the attacker.

The defeated player has the option of having his *commander* killed if he doesn’t want to pay up, but this might cost him (a) victory point(s).

SINGLE COMBAT ADVANCED RULE.



For this combat system you need a special D12 and a copy of the drawing to the left & a chip or marker per player.

Each side of the special D12 mentions a part of the body (**HEAD, RIGHT ARM, STOMACH** etc).

Prior to the attacker casting the special D12, the **defender** places **his** chip (or marker) in one of the red zones on his copy of the drawing (this is where he intends to block the enemy’s suspected strike). The **attacker** then casts the special D12. If the result of the dice throw is identical to the body part in the zone marked by the defender or in an adjacent zone sharing a **common side** with the marked zone, the attack has failed. If not, the defender may still claim a “*near miss*” by casting a **close combat hit-die** and scoring a “**MISS**”. Otherwise, the defender figure is injured. For each injury inflicted, an number of hit points (white number in black circles on the drawing) is deducted from the figures’ total. A figure with 0 hit points remaining is killed.

Renaissance raiders – order sheet

Unit	Move		Dice number, colour & range	Terrain	Move	+/- Dice red/green/black (choice)	Line of sig
Mounted troops melee weapons	3	&	3 lancers: +1 when charging	Wood	Stop & not battle	-1 attacker	blocked
Dism. troops melee weapons	1	&	3				
	2	&	0				
Infantry melee weapons	1	&	4	Fighting uphill & In orchard		-1 attacker	
	2	&	0				
Infantry or dism. cav. Arquebus or crossbow	1	&	3/3 - 2 - 1	Firing at/with figs inside building (small arms fire)	When entering: stop & not battle	-2 attacker -1 defender	blocked
	2	&	0				
Infantry or dism. cav. pistol	1	&	3/2 - 1	River	Stop if no ford	-1 defender	
	2	&	0	Marshes	Stop	-1 attacker	
Artillery	0	&	4 - 4 - 3 - 2 - 1	Depressions	Only infantry	Can only be attacked by infantry in adj. hex Artillery: no restrictions	
				Debris	Stop		blocked
	1	&	0	Field (crops)		-1 attacker	blocked
Artillery On hilltop			+ 1 die if deployed on hilltop	Rough terrain	Stop & not battle	-1 attacker	
Longbow	1	&	(3/4)* - 3 - 2 - 1	Fence/low wall		-1 attacker -1 defender also if both units are in base-to-base contact with either.	
	2	&	0				
Captain See commander rules		&	+ 1 die (except artillery)	Fieldwork		-2 attacker	
Overlord See commander rules		&	+2 dice (except artillery)	Escarpment*/ high wall*	* cannot be crossed	-2 attacker	

Numbers in **green** indicate the use of **melee hit-dice**, those in **red** indicate the use of **fire hit-dice** and those in black choice of one or the other.

Game turn:

1. Play an **initiative card** (joker-king-queen-jack: draw an **event card**).
2. **Activate** a unit.
3. **Read** the event card (if applicable).
4. **Move** the activated unit (or units, due to an event card).
5. **Battle**:
 - **options defender**: (choice to be made before attacker engages in battle)
 - voluntary retreat (1 hex) (no defence throw – breakthrough by attacker not possible)
 - make a stand (with defence throw)
 - **attacker battles**:
 - casts the eligible number of dice per unit before defender makes a voluntary retreat (if he has chosen to).
 - hits on defender's unit are calculated.
 - **defender** makes saving throws, kills are eliminated.
 - **defender** throws defence die (if eligible)
 - resolve **retreats**;

Flags can be ignored if unit strength higher than:

A-CLASS:

Infantry: 4 figs

Mounted troops: 4 figs

Artillery: 3 fig

B-CLASS:

Infantry: 6 figs

Mounted troops: 5 figs

C-CLASS:

Infantry: 8 figs

Units in the same hex as a commander may deduct 1 further figure from the above numbers (except artillery).

6. **New initiative cards** are drawn.

7. **When all units have been activated, the turn ends.**

OPTIONAL HOUNDSMAN RULE.

Houndsman with 2 hounds: Moves 2 hexes. Not a “*unit*” as such, but this team can be added to any infantry or cavalry unit in Border Reiver “Hot Trots”. The houndsman figure is purely a token to show that the hounds are with the unit in question and has not combat value. As long as the team is in the same hex of a pursuing unit, this unit may add 1 hex to its movement. If a unit with hounds is pursuing the enemy and has to stop 2 hexes short of the unit it is chasing, the dogs can be let loose and advance another hex, to enter in “*close combat*” with their target.



For **attack** purposes (one *close combat hit-die* per hound), the hounds are regarded as “poleaxes” (without the benefit of the “UNIT HIT” score).



For **defence** (*close combat saving-dice*) they are regarded as non armoured troops (“MISS” saves). Once both dogs are killed, the houndsman is also removed.

OPTIONAL MARCH WARDEN RULE.

When the March Warden unit is activated (due to playing a “*now!*” event card), it may be used as a standard A class cavalry unit with *overlord* attached, but it may also start a *Hot Trod*, whereby the unit is (subsequently) moved adjacent to up to 2 other units of the March Warden player. These units are thus part of the posse and may be moved (together with the March Warden and his unit) as one unit, but must *fire* and take part in *close combat* as separate units at the speed of the slowest unit. On top of these two units, a houndsman team may join the posse.

Enjoy the game!