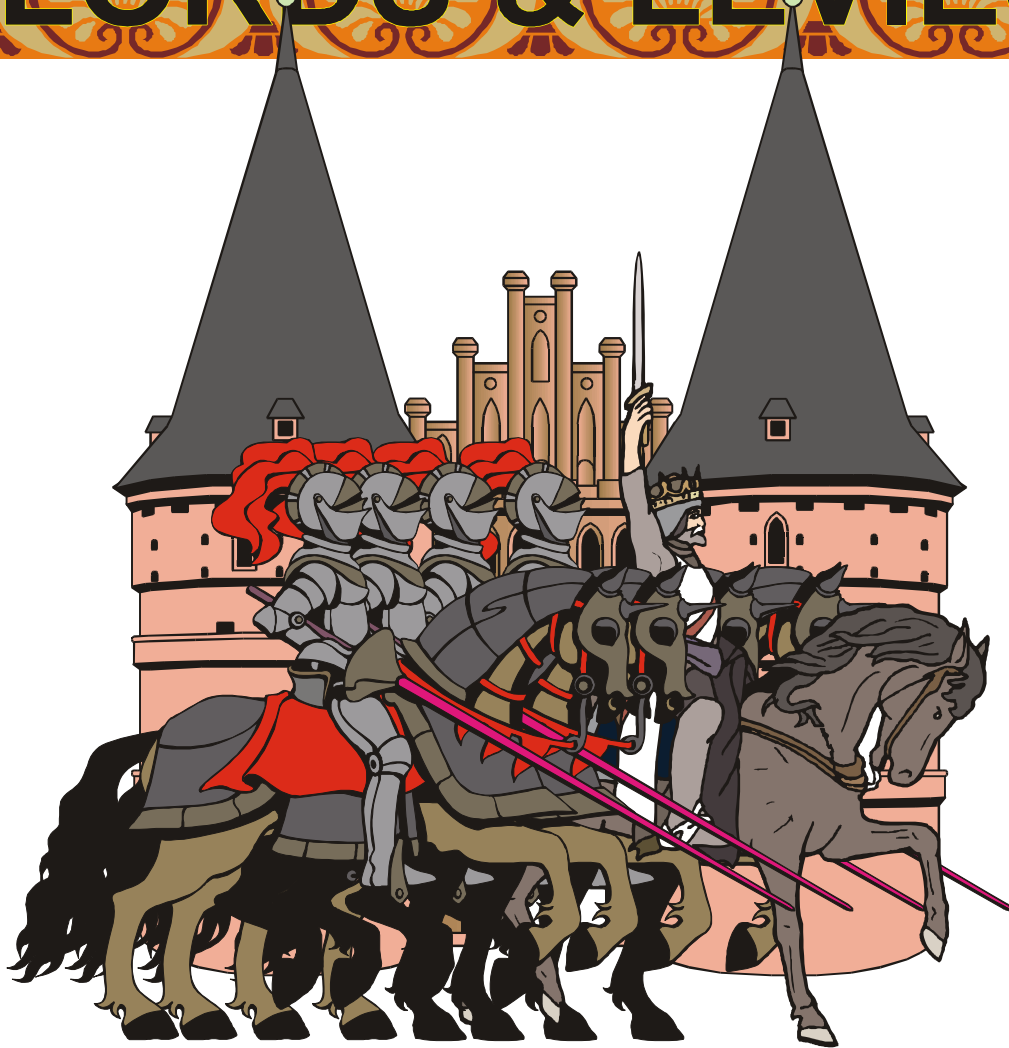


LORDS & LEVIES



***Medieval card driven
wargames rules***

“command by colour” series.

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LORDS & LEVIES.

Card driven medieval miniature battles.

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.

COMMAND CARDS.

The mechanism of these rules is largely based on dividing the opposing armies in 3 “colour-coded” types of units (red, blue & green), whereby units are activated by means of *command cards*.

Units can only be *moved*, *battle* or execute a special action according to the *orders* written on these cards. Therefore the players have to be aware that they must be able to adapt their tactics at all times to new situations arising due to orders.

There are three types of *command cards* in the game:

- **STANDARD COMMAND CARDS:** these activate units for *movement* and in *battle*. They indicate to which units (red, blue or green) the *orders* refer and how many units can be activated.
- **SPECIAL COMMAND CARDS:** allow a specific (or special) action as mentioned on the card in question.

The STANDARD & SPECIAL COMMAND CARDS are combined & shuffled into one deck for the game.

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

At the beginning of each game, the players take the number of standard/special *command cards* as per scenario. The information on the cards is only revealed when they are played.

OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units (1 victory point per unit destroyed/commander) as per scenario and/or reaching and holding certain objectives (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 battle die is thrown; highest score chooses who goes first.

1. **Play a standard/special *command card*.**
2. **Order units.**
3. **Move the ordered units.**
4. **Battle.**
5. **Draw a new *command card*.**

1. Play a command card.

Command cards are normally used to order *movement* and/or an *attack*. At the start of your turn, play one card from your hand. The card will tell you what colour of units (and how

many) you may issue what orders to. Some cards allow you to take special actions (as explained on the card).

If none of the *command cards* you hold allow you to *order* any of your units, discard 1 card and draw a replacement from the command card draw pile. This ends your turn.

2. Order units.

After playing a *command card*, announce which of your units you will *order*. Only those units that are given an *order* may *move*, *battle* or take a special action. You may not give more than one *order* to each unit.

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

3. Fronts.

	<p>Each unit has two fronts:</p> <ul style="list-style-type: none"> - an “active front”: made up from the hex side it is facing and both adjacent hex sides (A); - a “passive front”: the 3 remaining hex sides (P). <p>A unit may only attack units that are facing its “active front”, and only make a <i>defence throw</i> when attacked on its active front.</p>
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4. Move.

You may *move* units you’ve *ordered* 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 on a turn before you may *battle* (battling is explained in the next section of the rules). Units must end their move with their front facing one of the hex sides of their active front at the beginning of the move and are thus automatically allowed to make a change of facing of 60°. **Units are allowed to change facing only once per move.**

<p><i>Unit's facing prior to moving.</i></p>	<p><i>Unit is allowed to end its move with one of the above facings without penalty.</i></p>		

Changing from active front to passive front is regarded as (part of) a move and equivalent to moving one hex. **Units are allowed to change front only once per move.**

<p><i>Unit's facing prior to moving.</i></p>	<p><i>Unit has to deduct one hex of its movement in order to end its move with one of the above facings.</i></p>		

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). In case only part of a unit is equipped with firearms, the number of casualties inflicted can never be higher than the number of firearms in the unit and 1 battle die less is cast. We do advice not to use mixed units until you are truly familiar with the game.

A-class infantry: knights or their equivalent in other civilisations or professional mercenaries with the heaviest armour for the period (“best armour class”) and artillery crews. This infantry may move 2 hexes without doing battle or move 1 hex and battle. In this game, infantry is called “unit” or “units”. A-class infantry units count up to 6 figures.

Pack animals, carts and wagons & siege engines count as A-class infantry for movement purposes.

B-class infantry: units with some form of military training (e.g. town militia, archers guilds), mercenaries of lesser quality or tribal warriors to whom war is second nature with lesser armour. This type of infantry may move 2 hexes without doing battle or move one hex and battle. In this game, infantry is called “unit” or “units”. B-class infantry units count up to 8 figures.

C-class infantry: irregular units of lesser to poor quality (levies) and engineers. This type of infantry may move 2 hexes without doing battle or move one hex and battle. In this game, infantry is called “unit” or “units”. C-class infantry units count up to 8 figures.

A-class cavalry (“mounted units/troops”): mounted knights or their equivalent in other civilisations or first rate mounted professional mercenaries with the heaviest armour for the period (“best armour class”). This cavalry may move 3 hexes and battle, dismount and battle or battle and mount. Lancers fighting on horseback get an extra battle die when *charging*. In this game, cavalry is called “unit” or “units”. 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, dismount and battle or battle and mount. Lancers fighting on horseback get an extra battle die when *charging*. In this game, cavalry is called “unit” or “units”. B-class cavalry units count up to 5 figures.

Field guns & bolt throwers: may move 1 hex and not battle or not move and battle. In this game, artillery is called “unit” or “units”. Artillery units count up to 4 figures and a gun or siege engine. An artillery unit may fire every other move.

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 army commander is present, he may also act as a captain).
- Sergeants;

Moving units.

Units cannot *move* onto or through a hexagon that already contains two friendly (or any number of enemy) units. A friendly commander (in this case) does not count as a unit, an enemy commander does. When a unit enters a hexagon already occupied by a friendly unit or 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.

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 one or two friendly units, as long as there is no other friendly commander in the same hex. If a commander enters a hex occupied by one or two friendly units, 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.

COMPANIES: commanders “commanding” one or two units.

As soon as a commander enters a hex already occupied by one or two friendly units, the commander takes *command* over these units.

A commander *commanding* one or two units may (when ordered through a *command card*) be relieved of his *command*, move away and take *command* over another unit or units.

As long as a **captain** commands two units in the same hex, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order “activate 2 red units or individual commanders”. In case you have two units (of which at least one red) under *command* of a captain (in one hex), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another captain commanding 2 units of which at least one red).

If a unit commanded 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.

As long as an **sergeant** commands two units **of the same colour** in the same hex, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order “activate 2 red units or individual commanders”. In case you have two red units under *command* of a sergeant (in one hex), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another sergeant commanding 2 red units). **If only one of the units is a red unit, the other unit may also move with the sergeant, but may not battle.**

If a unit commanded 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.

“BATTLES”: grouping several units.

At the start of the game the players are allowed to form one or more “*Battles*” (each *commanded* by a captain). The other players are informed about the composition and location of these “*Battles*”. You can never form more “*Battles*” than the number of captains present.

A “*Battle*” is composed of one captain and (max) 4 units (any mix of units is possible) in **one or two colours**. To be able to act as a “*Battle*”, these units must remain in the *ZOC* (“zone of control”) of their captain. The *ZOC* is formed by the hex containing the captain and the 6 adjacent hexes.

A “*Battle*” is regarded as one unit for *movement* purposes (but NOT for *battling*!). the “*Battle*” moves at the speed of its slowest component. The units composing the “*Battle*” are never allowed to voluntarily leave the *ZOC* of their captain, except under the “*breakthrough*”-rule (whereby it is understood that, on the next turn the player is allowed to activate units of the given colour, the “*Battle*” **must be reunited**).

Sergeants can never be part of a “Battle” (the presence of a captain symbolises also the sergeants in the “Battle”).

When – for whatever reason – one or more units belonging to a “Battle” end up outside the ZOC of their captain (due to a *forced retreat*), it is their first priority to rejoin the “Battle” as soon as possible. As long as these units remain outside the ZOC of their captain, they are treated as separate units.

A captain *commanding* a “Battle” may only leave his “Battle” when giving up his *command*. Thus the “Battle” ceases to exist and the components are treated as separate units. This action is an *order* and takes one turn whereby the units of the “Battle” cannot take any other action (except to *defend* themselves). The inverse process is used to create a new “Battle”, whereby the components must be in the captain’s ZOC when the new “Battle” is formed. When forming a “Battle” the units of the new “Battle” cannot take any other action (except to *defend* themselves)

When a captain is forced to leave his “Battle” (due to a *forced retreat*), the “Battle” continues to exist, but the components have to be moved separately until the captain takes control once more by moving the whole “Battle” in his ZOC.

Forcing a breakthrough.

When an infantry unit engages in “close combat” (*battling* an enemy in an 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).

5. Combat.

After completing all moves, the ordered 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. If a target hex contains 2 different types of units (e.g. infantry/cavalry), the defender has the option of choosing which unit will take casualties when attacked; if not the attacker may choose.

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 battle dice rolled.

Range.

A-class infantry: up to 4 hexes. Battle dice: **4-3-2-1**.

B-class infantry: up to 4 hexes. Battle dice: **4-3-2-1**.

For special infantry weapons (A & B class longbow, crossbow & handgun): see *order sheet*.

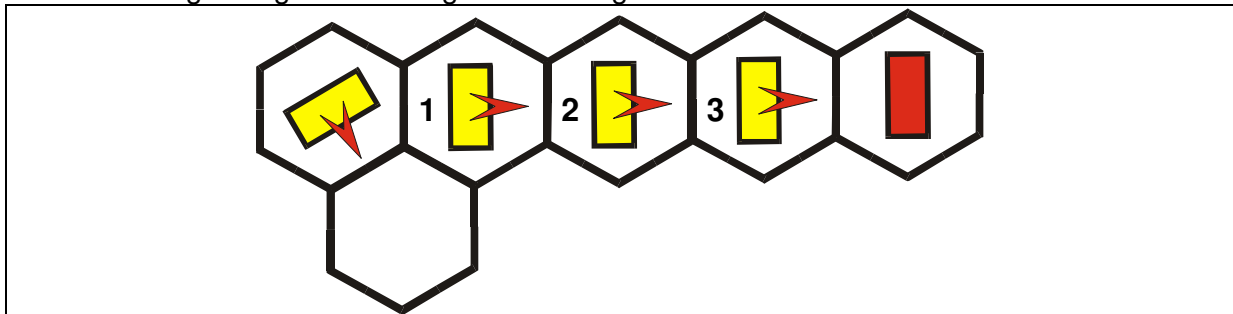
C-class infantry: up to 3 hexes. Battle dice: **3-2-1**.

Mounted troops: up to 4 hexes. Battle dice: **3-2-1** (lancers: **+1** for impact if “charging”, except when charging the *active front* of pikes).

Dismounted cavalry: fight as their infantry equivalent.

Field guns & bolt throwers: up to 6 hexes. Battle dice: **4-3-3-2-1-1**.

“Charging”: Mounted lancers (only) may “charge” (non-pike units only) if they enter melee without having changed the facing of its frontage **at all** for the last 2 hexes.



How to charge. The yellow lancer unit moves to an adjacent hex, changes facing (but not front), moves another 2 hexes and charges home on a non-pike unit (+1 battle die).

“Receiving”. If a unit (any type) is caught in the ZOC of an enemy unit (during a prior move) and is facing this enemy unit’s “active front”, it may try to turn the enemy’s flank by moving to the opponent’s “passive front”. However, the unit attacked **has the option** to “receive” the attack by changing its own front at the end of the enemy’s movement, but **only once every turn**.

<p><i>How to receive. It is the yellow (cavalry) unit's turn & move.</i></p>	<p><i>The yellow cavalry first moves 1 hex.</i></p>	<p><i>It then moves another hex and changes front, thus spending its movement allowance, ending facing the passive front of the red unit.</i></p>	<p><i>The red unit opts to “receive” the yellow cavalry unit by changing from passive to active front. This is allowed only once per turn.</i></p>

When a unit has suffered casualties, the number of battle dice thrown is not reduced, but a unit can never inflict more casualties than the number of figures remaining in its own ranks. 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 captain *commanding* one or two infantry- or cavalry units in his own hex may always support either one of these units by adding one battle die to the number of battle dice eligible for the unit. A captain not attached to (a) unit(s) cannot *battle*, unless when challenged to single combat. In case the army commander is with a unit, one battle die is added to the number of battle dice eligible for the unit. Army commanders may challenge other army commanders and captains to single combat; captains only other captains. A sergeant cannot enter into single combat. The scenario stipulates whether or not an army commander (king, overlord etc) is present on the battlefield.

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. In order to fire downhill, a unit must be on the edge of the hill. Terrain features (when firing downhill) always block sight.

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.

5. Resolve battle.

Losses are calculated before a unit (voluntarily or forced) *retreats*.

Battle dice-symbols:

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



a “*hit*” on troops in heaviest armour for the period, lesser armour (or leather) or no armour.



a “*hit*” on troops in lesser armour for the period (or leather) or no armour.



a “*hit*” on troops with no armour.



only in close combat:

a “*hit*” for infantry with polearms or against troops in heaviest armour for the period. For unarmed villagers and engineers this is the only way to score a “*hit*”.



a “*miss*” for all.



a possible retreat (1 hex/flag).

“*Kills*” are calculated and figures removed before units (have to) *retreat*.

In case the battle dice throw results in more than 1 “*hit*” (but not including crossed swords), the first *hit* is an automatic *kill* and a figure is removed. In all other cases, the defender may cast one *saving throw* (1 battle die) per *hit* scored. In “*close combat*”, a *saving throw* of crossed swords means a *miss*. When battling a unit that is not in an adjacent hex, a figure is saved when either a shield or crossed swords are thrown. 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.

Defence: when the defender decides to *make a stand* (= not make a *voluntary retreat*) he may roll one *battle die* (in defence) **per defending unit per turn** (if in *range* according to the general rules). A hit is scored when the defender throws the “hit”-symbol of the enemy or higher. Terrain restrictions have to be taken into account. A hit scored with the *defensive battle die* automatically results in a *kill*.

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 battle dice as usual. The attacking player must then roll a crossed swords to *hit*. Unless the defender makes a successful *saving throw*, the commander is eliminated and the attacker gains a victory point.

Single combat.

Army commanders may challenge other army commanders or captains to single combat when within range and if the player has the appropriate special command card. Captains may challenge other captains, but not army commanders. Sergeants do not enter into single combat. The single combat consists of 5 rounds with 1 battle die **and** saving throws. Highest score wins and opponent is killed.

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 (even if this means that it has to leave the *ZOC* of its captain when being part of a “*Battle*”). The defender has the option to make a *saving throw* with one battle die (flag saves). 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 a *voluntary retreat* (1 hex). However, in doing so, the units may not leave its commander’s *ZOC* when it is part of a “*Battle*”. 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 two friendly or any number of enemy units.
- 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, unless the hex contains a second unit that is not retreating.
- 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, unless a second unit (not forced to retreat) is present in the same hex.
- If a unit (and/or commander) is forced to *retreat* off the battlefield, the unit (and/or commander) is eliminated.

6. Draw a command card.

After resolving all hits and retreats, discard the *command card* played and draw another card from the deck. Your turn is now over.

Enjoy the game!

Appendix 1: OPTIONAL USE OF STAKES.

In medieval times, foot archers often carried wooden pointed stakes that were planted in front of their line to offer extra protection against an advancing enemy. Some of the cards allow the player to plant stakes on **one** hex side of the active front of one or more activated archer units. Planting stakes costs 1 hex of movement.

When attacking on a hex side protected by stakes, the attacker has to deduct 1 battle die from his throw, but only for as long as the archer unit that planted the stakes holds the present hex and (if another friendly unit is in the same hex) the archers hold the front and take casualties when the hex is attacked in close combat. If this is not the case, or when the archer units leaves the hex for whatever reason, the stakes are automatically removed.

Scroll further down for order sheet and more...

LORDS & LEVIES – medieval rules - order sheet

Unit	Move		Battle dice & range	Terrain	Move	+ Battle dice	Line of sight
Mounted troops	3	&	3 – 2 – 1 lancers: +1 die (<i>charge only</i>)	Wood	Stop & not battle	-1 attacker	blocked
Dismounted cavalry	Mount or dism.	&	3 – 2 – 1	Orchard		-1 attacker	
Infantry A-class	1	&	4 - 3 - 2 - 1	Hill		-1 attacker	blocked
	2	&	0				
Infantry B-class	1	&	4 - 3 - 2 - 1	Building	Stop & not battle	-2 attacker	blocked
	2	&	0				
Infantry C-class	1	&	3 - 2 - 1	River	Stop if no ford	-1 defender	
	2	&	0	Marshes	Stop	-1 attacker	
Infantry A & B class special missile weapons	Longbow		4 - 3 - 3 - 2 - 1	Depressions	Only infantry	Can only be attacked by infantry in adj. hex Artillery: no restrictions	
	Crossbow		4 - 3 - 3 - 2 <i>crossed swords is hit against best armour class</i>	Debris	Stop		blocked
	Handgun		4 - 3 - 2 - 1 <i>crossed swords is hit against best armour class</i>	Field (crops)		-1 attacker	blocked
				Rough terrain	Stop & not battle	-1 attacker	
Field guns & bolt throwers	0	&	4 - 3 - 3 - 2 - 1 <i>crossed swords is hit against best armour class</i>	Fence		-1 attacker	
	1	&	0	Fieldwork		-2 attacker	
Artillery On hilltop			+ 1 die if deployed on hilltop	Stakes		-1 attacker	
Sergeant	See rules	&	Can command 2 units of 1 colour in 1 hex	Palisade		-1 attacker	blocked
Captain	See rules	&	Can command 2 units of 2 colours in 1 hex	Curtain wall, tower, gatehouse or keep.		-2 attacker	blocked

Game turn:

1. Play a **command card**.
2. Announce the units to be **activated** (according to **command card**).
3. **Move** all activated units.
4. **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 battle 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 defensive battle 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 captain may deduct 1 further figure from the above numbers (except artillery).

5. **Attacker** draws a command card.


LORDS & LEVIES

card driven medieval miniature battles.

Appendix 2: OPTIONAL MERCENARIES & SINGLE COMBAT RULES.

Certainly in the latter part of this era, mercenaries were present at many battles, hence these additional rules.

The scenario will stipulate which units are mercenaries, or otherwise this is agreed upon prior to the start of the game.

<p>IT'S ALL FOR THE MONEY... Bribing enemy mercenaries.</p>  <p>Pick an enemy mercenary unit within reach of 1 of your captains. Cast 1D6 (x10) and add this to the amount on the GP pictured above. If the opponent cannot match the total amount, the unit of mercenaries changes sides and can be activated this turn.</p>	<p>The <i>special command card deck</i> contains two cards enabling a player to make an enemy mercenary unit change sides, following this procedure:</p> <ul style="list-style-type: none"> - play the card (this is only possible if one of your captains is within move distance of the mercenary unit). - cast 1D6 (x10) and add this to the amount shown on the golden coin (GP) on the card: this amount must be matched by the opponent in order to keep the mercenary unit on his side by playing one or more of his own <i>special command cards</i> (each worth a certain number of GP's). - If the opponent succeeds to match the amount due by discarding (a) card(s), the threat is taken care off; if not, the unit changes sides. - Whatever the number of cards the opponent has to play in order to pay the total due (1, 2, 3...), he is only allowed to take one new order card instead. <p>The opponent has the option of releasing the mercenary unit without bidding for its further services. Once played, the "IT'S ALL FOR THE MONEY" card is removed from the game until the deck is reshuffled. If the game is played without this optional rule, the "IT'S ALL FOR THE MONEY" cards are removed from the deck.</p>
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Single combat - ransom:

The "single combat" *special command cards* mention:

<p>5 rounds of 1 battle die with saving throw. Highest score wins. <i>With optional merc rules: ransom is 50 GP for a captain, 120 for an army commander.</i></p>	<p>5 rounds of 1 battle die with saving throw. Highest score wins. <i>With optional merc rules: ransom is 70 GP for a captain, 150 for an army commander.</i></p>
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The ransom amount mentioned on the cards is a fixed amount the player defeated in single combat must match by playing (a) card(s) to regain his figure (as described above for mercenaries). He also has the option of paying the given ransom +30GP immediately in order to avoid single combat.

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 captain/army commander killed if he doesn't want to pay, but this might cost him (a) victory point(s)...

LORDS & LEVIES

card driven medieval miniature battles.

Appendix 3: USING COMMERCIALY AVAILABLE 10 CM HEXAGONS.

These rules were initially developed for being played on an imitation grass carpet with 15cm (6") flat to flat hexagons. However, it is also possible to use commercially available hexagons such as the 10cm flat to flat ready flocked hexagons system as offered by Kallistra (<http://www.kallistra.co.uk/>). For figures up to 15-20mm it would still be practical to fit two 8 figure infantry units in one 10cm hex as described in the rules, but for 25-28mm this would pose a problem. In order to accommodate gamers who would opt for 10cm hexes with 25-28mm figures, a few minor adaptations to the rules will have to be made:

A hexagon may contain maximum 1 unit and a commander. Any mentioning in the rules of 2 units in one hexagon is therefore disregarded. Since a 10cm hexagon board will contain far more hexes than a 15cm one, tactically this will not make much of a difference, except in the case of "platoons". Therefore, the company rule for 25-28mm figures with 10cm hexes should go as follows:

2. COMPANIES: commanders "commanding" one or two units.

As soon as a commander enters a hex already occupied by a friendly unit, the commander takes *command* over this unit and up to one other unit in an adjacent hex.

A commander *commanding* one or two units may (when ordered through a *command card*) be relieved of his *command*, move away and take *command* over another unit or units.

As long as a **captain** commands two units in adjacent hexes, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order "activate 2 red units or individual commanders". In case you have two units (of which at least one red) under *command* of a captain (in 2 adjacent hexes), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another captain commanding 2 units of which at least one red).

If a unit commanded 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.

As long as a **sergeant** commands two units **of the same colour** in adjacent hexes, these units are counted as ONE in relation to *command cards*.

Example: you play a *command card* with the order "activate 2 red units or individual commanders". In case you have two red units under *command* of a sergeant (in adjacent hexes), you can activate both units (*move & battle*), as well as another red unit (or two, should you have another sergeant commanding 2 red units). **If only one of the units is a red unit, the other unit may also move with the sergeant, but may not battle.**

If a unit commanded 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.