



RULES of PLAY

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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 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. 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 below) if you have an idea on how we can communicate better with you.

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

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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: game-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 *Blind Faith* discussion folders at consimworld.com.



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1.0 INTRODUCTION

In 1415, King of Hungary and Holy Roman Emperor Sigismund ordered two popular and cherished church reformers, Jan Hus and Jerome of Prague, to be burned at the stake for heresy. Outrage swept through Bohemia, a fief of the Holy Roman Empire. After the death of King of Bohemia Wenzel IV in 1419, Sigismund assumed his title—and pushed the area into open rebellion. The bitter struggle devastated large parts of the empire in a manner not seen again until the eruption of another religious conflict, the Thirty Years War.

The Imperial player seeks to destroy the heretics and retake Bohemia before the Pope is forced to make concessions in another church council. The Hussite player must survive long enough to begin a Reformation in Europe one hundred years early. The conflict became a classic example of asymmetric warfare as the feudal system and universal church faced growing opposition and change.

1.1 Game Scale

Each hex on the map represents 25km. Mounted units represent 200 to 500 troops and foot units represent 500 to 1,000 men. Wagon units represent 20 to 30 wagons with a full complement of foot and artillery. One turn represents one year's worth of campaigning.

2.0 GAME COMPONENTS AND TERMS

Each copy of *Blind Faith* is composed of the following:

- One 22"x34" map sheet
- 180 ⁹/₁₆" double-sided counters
- This set of rules

Players will need to supply one or more six-sided dice (D6) to play the game.

2.1 The Game Map

The map portrays the southeastern area of the Holy Roman Empire circa 1420. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units across the area. A unit is considered to be in only one hex at any one time.

Each hex contains natural and/or man-made terrain and/or water features that can affect the movement of units and combat between opposing units. The various terrain and water features on the map alter their exact real-world configurations slightly in order to make them coincide with the hex-grid. Yet the relationships among them from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts in the real campaign.

Also note that every hex on the map contains a unique four-digit identification number to help find exact locations quickly and to allow for the recording of unit positions if the game has to be taken down before it can be completed.

Areas without hex numbers are unplayable and may not be entered. Bridges are considered present wherever a road crosses a river hex side.

Compass Direction: The compass arrow on the map indicates true north. For play purposes, consider the north edge of the map to consist of hexes 0101 through 2506, with each of the other three map edges taking their designations based on that version of "north."

Map Charts: The mapsheet also contains various battle and other unit and marker placements to aid players.

2.2 Game Terms and Abbreviations

+1/-1: Die modifier when attacking/defending.

+2/-2: Die modifier when attacking/defending.

1D6: Roll one six-sided die.

2D6: Roll two six-sided dice and add them together to get a total.

3D6: Roll three six-sided dice and add them together to get a total.

Artillery: All Wagon units and the Sigismund Luxembourg unit

Combat Prowess: Die modifier used in Assault combats.

CRT: Combat Results Table

Die Roll: Rolling 1D6.

Die Roll Modifier: An addition or subtraction from a die roll.

Disbanded: Permanently removed from game.

EK: Ecclesiastical Knights (from church lands).

Eliminated: Permanently removed from game.

Faction: Individual allegiances within HRE and Hussite sides.

FBD: Field Battle Display for tactical Field Battles.

FP: Florin Points—the currency of the HRE.

FT: Foot units.

HRE: Holy Roman Empire.

HS: Hussar cavalry.

Hussite: Rebels against HRE. Factions include Calixtenes (moderates), Taborites (radicals), and Orphans (splinter group).

Interception Rating: Leader's ability to move stationary units into combat during Campaign Phase.

Levy: Foot units

LK: Lay Knights (from non-church lands).

Mounted: Knight and Hussar units.

MP: Movement Points.

Neutral Territories: Out of play.

Imperial: Supporters of HRE. Factions include Royal Crusaders (from Bohemia and Hungary) and Papal Crusaders (from Germany and other territories of HRE).

Routed: Temporarily removed from game, but will return next turn.

TE: Target Eliminated

TEC: Terrain Effects Chart.

TR: Target Routed

Urban Terrain: Fortress, City, Town, and Customs station hexes.

ZOC: Zones of Control.

+: Bishop

2.3 Counters

Blind Faith uses counters to represent combat formations as well as informational markers and memory aids. After reading these rules at least once, carefully punch out the counters. Trimming off the "dog ears" from their corners with a fingernail clipper will facilitate easier handling and stacking during play and enhances their appearance.

2.3.1 Faction Colors

Hussite Player (blue counters)

- Calixtenes (red stripe)
- Taborites (white stripe)
- Orphans (dark blue stripe)

HRE Player

- Austria (peach counters, white stripe)
- Bohemia, Moravia, Silesian Duchies (peach counters, red stripe)
- French (peach counters, blue stripe)
- Hungary (peach counters, green stripe)
- Saxony (peach counters, black stripe)
- Imperial German (white counters, black stripe)
- Denmark (orange counters, red stripe)

2.3.2 Unit Types

There are five types of units in the game:



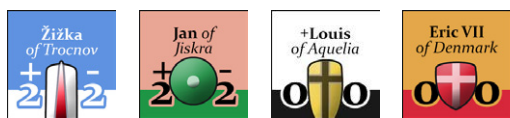
- Foot (rectangular pavis shield)
- Hussar (round shield)
- Lay Knight (short crossed shield)
- Ecclesiastical Knight (long crossed shield) (HRE only)
- Wagon (wagon icon)



All Wagon units and the Sigismund Luxembourg unit are also Artillery, shown with an additional hand cannon icon.

2.4 Sample Counters

Each counter displays several types of information: nationality (Case 2.3.1 above), historical identification (name or city), type (Case 2.3.2 above), and Combat Prowess die roll modifiers (the left-hand number is the Combat Prowess die roll modifier if the unit is attacking and the right-hand number is the Combat Prowess die roll modifier if the unit is defending).



The “+” before a name indicates a Bishop.

2.5 Markers

Markers are special counters used to record various game functions. Markers generally contain only a symbol or notation for their use and will be explained at appropriate points in the rules.

2.6 Dice

At least one six-sided die (D6) is needed.

2.7 Rules

These rules govern game actions. If an action is not specified in the rules, it cannot be performed. Optional rules are included to reflect a variety of historical events and possibilities. That said, players are free to experiment with their own optional “house” rules.

3.0 SEQUENCE OF PLAY

Each turn, perform the following Phases in order, completing each Phase before starting the next Phase.

3.1 Events and Blockade Phase

Starting on Turn 2 and every turn thereafter, the Hussite player rolls 3D6, consults the Events Table on page 15, and performs the event listed.

After events, roll for Blockade Attrition (Case 10.6.1) for every unit currently garrisoning an urban terrain and being blockaded.

3.2 Muster Phase

The Hussite player checks the Turn Record Track for reinforcements, if any.

The HRE player adds Florin Point (FP) income, pays to maintain existing units, and pays for reinforcements, if any. Papal Legates roll dice to muster Imperial German units.

Both sides may spend Florin Points to rebuild a town, city, or fortress (Module 16.0)

Note that Blockades prevent the placement of reinforcements in towns, cities, and fortresses.

3.3 Papal Crusade Phase

The HRE player rolls 1D6, checks the counter for the current Pope in the Throne of St. Peter box, and if the die roll is within the range specified on the counter, the Pope’s call for a Papal Crusade (Module 7.0) is successful.

The HRE player may opt to try and replace a Papal Legate with a new, randomly-drawn Papal Legate.

On Turn 1 (only), the Papal Crusade is in effect—do not roll.

3.4 HRE Campaign Phase

The HRE player may move his units and conduct field battles or sieges.

The Hussite player may perform Interception movement (Case 8.8.1) with Mounted and Wagon units to intervene in a battle or siege.

3.5 Hussite Campaign Phase

The Hussite player may move units that had not moved during the HRE Campaign Phase and conduct field battles or sieges.

Exception: If the unit *Žižka of Trocnov* is stacked with at least one wagon, units stacked with *Žižka of Trocnov* and the wagon may move this phase even if it had performed interception movement (Case 8.8.3) during the HRE Campaign Phase.

The HRE player may perform Interception movement with Mounted units that had not moved during the HRE Campaign Phase to intervene in a battle or siege.

3.6 End Turn Phase

Remove an Atrocity marker in the **current** game turn's box on the Turn Record Track.

Leave the Atrocity markers in the next game turn's box.

Check for Automatic Victory.

If not, advance the Game Turn marker to the next turn on the Turn Record Track.

If no more turns remain and neither player achieved Automatic Victory, check which player won a Winning Draw (Module 17.0).

If the game continues, the HRE player may opt to remove all Danish troops from the map.

Both HRE and Hussite players permanently remove all eliminated units from the game.

The HRE player disbands all Routed units. These may be mustered in a future turn.

The Hussite player places all Routed units on the map in any friendly-controlled town, city, or fortress.

4.0 EVENTS PHASE

Turn 1 uses an automatic special event. Starting on Turn 2 and every turn thereafter, the Hussite player rolls 3D6, consults the Events Table, and performs the event listed.

4.1 Turn 1 Special Event: The Breslau Award

The HRE player must decide on Turn 1 whether to support the *Orders of Brothers of the German House of St. Mary in Jerusalem* (Teutonic Knights) or the *Kingdom of Poland and Lithuania* in their ongoing war in the Baltic region.

If the HRE player supports the Teutonic Knights, the Breslau event has no effect on the game.

If the HRE player supports the *Kingdom of Poland and Lithuania*, remove all Polish/Lithuanian and Saxon/Meissen counters from the map. Hussite and HRE units are prohibited from entering Poland, Lithuania, Saxony, and Meissen hexes. Also, treat future turn Event Phase die rolls of 6-7 as a non-event/no effect.

The Polish/Lithuanian counters are: Lithuanian Hussars, Polish Hussars, and Korybutovic of Poland (all have a white Polish eagle on the counter). The Saxon/Meissen counters are: Boso of Vitzhum, Catherine of Meissen, Frederick of Meissen, Mulberg, Dresden, Pirna, and Meissen.

4.2 Events Die Roll

On Turn 2 and every turn thereafter, the Hussite player rolls 3D6, consults the Events Table, and performs the event listed. If the HRE supported the *Kingdom of Poland and Lithuania* on Turn 1, treat die rolls of 5-6 as a non-event/no effect.

4 BLIND FAITH: The Hussite Wars Rules of Play

5.0 HUSSITE MUSTER

The Hussite player checks the Turn Record Track for reinforcements. If any are scheduled to arrive this turn, place them on the map. Note that the Orphan faction and some other Hussite units are not listed on the Turn Record Track and may enter the map depending on specific game situations.

5.1 Hussite Turn Record Track Reinforcements

Place Hussite counters in specific hexes, depending on the faction. Units ignore stacking restrictions.

Calixtene: Place in Mt. Oreb, Prague, or Zatec.

Taborite: Place in Tabor. If Tabor is occupied, place in Mt. Oreb, Prague, or Zatec.

If a particular entry city is occupied or was pillaged by the HRE player, the reinforcements do not enter in that city, but may enter in another entry city.

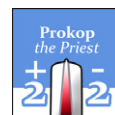
If all entry cities are occupied or were pillaged by the HRE player, the reinforcements do not enter at all. In this case, the reinforcement counters are permanently removed from play and never enter the game. *Note: New units and reinforcements are never placed in towns, cities, and fortresses that are under Blockade or have been Pillaged.*

5.2 Other Hussite Reinforcements



5.2.1 The Orphan Split If *Žižka of Trocnov* is eliminated in combat, the Taborite faction splits and a new Orphan faction comes into existence.

Roll 1D6 and permanently remove from the game a number of Taborite units (Hussite player's choice) equal to the die roll result. For every unit eliminated this way, randomly select one Orphan unit. The new Orphan faction unit or units enter the map at Mt. Oreb (hex 2213), Hradec Kralove (hex 2112), Castle Waldsteinn (hex 1811), or Caslav (hex 2316). If all these cities and towns are pillaged or occupied by HRE units, then the Orphan units do not appear. Orphan units are under the control of the Hussite player, but they constitute a third faction and must obey all the normal rules for stacking, movement, and combat.



5.2.2 Prokop the Priest If the Orphan Split occurs, place the Prokop the Priest counter in Tabor. If Tabor is pillaged or occupied by HRE units, place in the nearest, unoccupied Hussite town, city, or fortress.



5.2.3 Polish/Lithuanian Intervention If this event is rolled in the Event Phase, and was not changed to a non-event/no effect due to HRE choice during Turn 1 Special Event Phase: The Breslau Award, then place all Polish/Lithuanian units in Krakow (hex 3714).

5.3 Hussite Routed Units

Hussite units that routed last turn and appear on the current turn's box are placed in any friendly-controlled town, city, or fortress that is not occupied by HRE units or has been pillaged.

6.0 HRE MUSTER

The HRE player receives income called Florin Points (FPs)—the currency of the HRE—and spends FPs to maintain existing units and pay for reinforcements. Some units enter play via the Papal Crusade (Module 7.0).

6.1 Florin Points



Florin Points (FPs) are the currency of the HRE and earned from three income sources: Bohemia, Hungary, and the Empire (Germany). Use the FP markers to record FPs on the FP Track. Florin Points can be saved from turn to turn.

Note: Florin Points are never generated in urban terrain hexes that are under Blockade or have been Pillaged.

HRE and Hussites may spend Florin Points to rebuild a town, city, or fortress (Module 15.0).



6.1.1 Hungarian Customs Stations Each station that remains unoccupied and un-pillaged by Hussite units generates 1 FP per turn. The customs stations are: Banta (hex 4218), Lublo (hex 3918), Zsolna (hex 3519), Trehesen (hex 3521), Nitra (hex 3724), Pressburg (hex 3526), Gyor (hex 3728), Esztergom (hex 4027), and Sopron (hex 3429).

6.1.2 Bohemian Loyalists Two cities, Pilsen (hex 1418) and Kuttenberg (hex 2116), if unoccupied and un-pillaged by Hussite units, generate 3 FP per turn each. The town of Budweis (hex 2124), if unoccupied and un-pillaged by Hussite units, generates 1 FP per turn.

6.1.3 Imperial Finance The HRE player rolls 2D6 and adds the results together. The total equals the number of FPs added that turn. Note that some Events impact HRE FP generation.

6.1.4 Hussite Revenue Hussites only gain FPs from Pillaging (Case 10.7.1).

6.2 HRE Muster and Maintenance

The HRE player spends FPs to muster new units from Austria, Bohemia, Hungary, and Saxony. The HRE player can pick and choose which units to muster. HRE Imperial German units are mustered only from a Papal Crusade (Section 7.0). New units are placed in any unoccupied home town or city—i.e. Austrian units muster in Austria, Bohemian units in Bohemia, etc. Some units appear in specific locations (Section 17.3).

Note: New units and reinforcements are never placed in towns, cities, and fortresses that are under Blockade or have been Pillaged.

The HRE player also spends FPs to maintain existing mounted units on the map. If a mounted unit does not receive maintenance FPs, it is disbanded and removed from the map. It is available for mustering in future turns.

FP Cost Table

UNIT	MUSTER	MAINTAIN
KNIGHT or HUSSAR	2	1
FOOT	1	0
WAGON	4	2

6.3 Danish Intervention for HRE



One event on the Event Table brings Danish units into play on the side of the HRE player. If a Papal Crusade is in effect when this event is rolled, this event is not implemented and no event takes place this turn.

6.3.1 Danish Unit FPs The HRE player does not spend Florin Points to muster or maintain Danish units. They enter the game without the HRE player spending any FPs.

6.3.2 Danish Unit Placement Place all five Danish units on the north edge of the map in Saxony (hexes 0101-0701). The units are controlled by the HRE player.

6.3.3 Danish Unit Restrictions While Danish units are in play, the HRE player never rolls for the Papal Crusade. Danish units never stack with any other HRE units.

6.3.4 Routed Danish Units All routed Danish units may be mustered using Florin Points. If mustered, the units appear on the north edge of the map in Saxony (hexes 0101-0701).

6.3.5 Eliminated Danish Units All eliminated Danish units are permanently removed from the game and are never rebuilt using Florin Points.

6.3.6 Danish Unit Removal The HRE player may opt to send all Danish units back to Denmark during the End Phase on any turn, including the same turn in which an event mustered them into HRE service. Remove all Danish units from the map.

6.3.7 Danish Units and Future Event Rolls If Danish units are already on the map, ignore Danish Event rolls—treat them as a non-event/no effect. If Danish units had been removed or eliminated, future Event rolls calling for Danish intervention are ignored and treated as a non-event/no effect.

7.0 PAPAL CRUSADE

Each turn, the HRE player decides whether or not the Pope will call for a Papal Crusade. If all four Papal Legates have been permanently eliminated from the game, the Pope can never call for a Papal Crusade for the rest of the game.

7.1 The Pope and Succession



Martin V is the starting Pope and his counter will begin the game in the Throne of St. Peter box. If Martin V dies

in the Event Phase, he is replaced with Eugenius IV—and Louis of Aquilia is removed from the game (Module 13.0). Eugenius IV is never replaced—he remains Pope for the rest of the game.

7.2 Calling for a Papal Crusade

To call for a Papal Crusade, the HRE player rolls 1D6. If the result is within the range specified on the current Pope's counter, the call was successful and a Papal Crusade is launched.

7.3 Papal Legates



The four Papal Legate counters represent the Pope's representatives. Three are non-combat units, but the fourth, Cardinal Winchester, also functions as a combat unit. Treat Cardinal Winchester as both a Papal Legate and as a combat unit. Legate Ferdinand of Lucena starts the game in the Papal Legate box.

When a Papal Crusade is successfully called, move the Papal Legate counter from the Papal Legate box to Nuremberg (hex 0921). If Nuremberg is Hussite occupied or pillaged, then place in Erfurt (hex 0311). If Nuremberg and Erfurt are Hussite occupied or pillaged, then place in Vienna (hex 3225). If Nuremberg, Erfurt, and Vienna are Hussite occupied or pillaged, then place in Breslau (hex 2608). If Nuremberg, Erfurt, Vienna, and Breslau are all Hussite occupied or pillaged, then the Papal Legate cannot be placed.

If the Papal Crusade ends at the end of a turn, remove the Papal Legate from the hex map. If a Papal Crusade is continued or successfully called, place the Papal Legate in the Papal Legate Box on the map. Note that this Papal Legate may be changed (Case 7.3.1).

7.3.1 Changing Papal Legates The HRE player may opt to try and replace a Papal Legate with a new, randomly drawn Papal Legate. Place the legates in an opaque container like a cup. Roll 1D6 and if the die roll is within the range specified on the current Pope's counter, the HRE player removes the existing Papal Legate counter from the map and replaces it with a new randomly drawn Papal Legate counter. The old removed Papal Legate goes back into the Papal Legate cup and may be randomly drawn in a future turn.

If the die roll is outside the range specified, the Papal Legate cannot be changed.

7.3.2 Eliminating Papal Legates If a Papal Legate counter is alone in a hex with Hussite units, the Papal Legate is eliminated and the counter is permanently removed from the game. On the next turn, the HRE player can roll for a Papal Crusade as usual and randomly draw one of the remaining Papal Legate counters.

If all four Papal Legates have been permanently eliminated from the game, the Pope can never call for a Papal Crusade for the rest of the game.

7.3.3 Mustering Imperial German Units With Papal Legates

Each Papal Legate counter indicates the number of D6 dice to roll during the HRE Muster Phase. If multiple D6s are rolled, add the

die roll results together. The die roll result indicates the number of HRE Imperial German counters (white counters with a black stripe) to be drawn randomly and placed in the same hex as the Papal Legate.

7.3.4 Stacking With Papal Legates A Papal Legate counter allows the HRE player to stack different factions together in the same hex as the legate. Otherwise, different factions never stack together in the same hex (Cases 8.6.2 and 8.6.3). If different factions are in the same hex and no Papal Legate counter is in the hex, the factions must separate in the next available movement phase.

7.5 Continuing and Ending Papal Crusades

On Turn 1 (only), the game starts with a Papal Crusade in effect—do not roll.

On Turn 2, the HRE player decides whether to voluntarily continue a Papal Crusade that is in effect (no need to roll) or voluntarily allow the Papal Crusade to expire.

If expired and the HRE player subsequently wants to restart the Papal Crusade, then roll 1D6 as per Section 7.2 to see if it comes into effect. Otherwise, the HRE player can voluntarily extend the Papal Crusade into every game turn until the end of the game.

7.6 Stacking During a Papal Crusade

Hussites may ignore faction stacking restrictions (Cases 8.6.2 and 8.6.3) and stack units of different factions together during a Papal Crusade.

8.0 CAMPAIGN MOVEMENT

Each unit possesses a number of movement points (MPs) to spend per turn to enter hexes during the Campaign Phase.

Although combat is embedded within movement, conducting combat does not cost any MPs. It is likely that some stacks will have enough MPs to fight multiple combats in multiple hexes during a single turn.

8.1 Movement Limitations

Units that performed a successful Interception movement (Section 8.8) never move during the owning player's Campaign Phase in the same turn (**exception:** Case 8.8.3). Likewise, units that moved in their Campaign Phase never perform Interception movement in the same turn.

Units may use some, all, or none of their MPs during the movement phase, but never exceed their MP maximum. Units may move individually or as a stack, combining or splitting off as desired as long as stacking limitations (Section 8.6) are followed. Unit MPs never accumulate from turn to turn, nor may they be loaned or transferred from one unit or stack to another, nor borrowed from a future turn.

Units move from a hex to one of the six adjacent hexes—no “skipping” of hexes is allowed.

Units must cease movement upon entering a hex containing enemy units and conduct combat, although if victorious, they may continue movement. Note that this requires players to remember or record remaining MPs.

8.2 Unit Movement Points

All units have the following MPs:

Foot: 10 MPs

Wagons: 20 MPs

Mounted (EK, LK, HS): 25 MPs

8.3 Movement and Terrain Costs

Each hex has a specific terrain type and thus units spend a specific MP cost to enter a particular hex. Road hexes reduce movement costs of a hex, but only when units move from one road hex to a connected road hex. River hexes cost additional MPs to cross except when using a Road hex (i.e. a bridge or ford).

Units must have enough MPs remaining to enter a hex. See the Terrain Effects Chart on the back of this rulebook for full details.

8.4 Movement Etiquette

When ending the movement of a unit or stack, it is often helpful to rotate the units to face a different hexside to indicate completed movement. Once you begin moving a different unit or stack, you cannot change the position of an already moved unit or stack unless your opponent agrees to allow it.

8.5 Zones of Control

Units exert control only in the hex they occupy. A unit **never** exerts a Zone of Control into adjacent hexes.

Units under siege by enemy units (Module 10.0) in a customs station, town, city, or fortress do not exert control in the hex and enemy units may freely move through the hex without stopping.

8.6 Stacking

Each hex may hold an unlimited number of units, subject to urban garrison limits and to faction limits. Note that garrison limits only apply during a siege when enemy units are in the same hex and have driven the friendly units within the walls of a fortress, city, town, or customs station.

8.6.1 Urban Garrison Limits

TYPE	GARRISON MAXIMUM
Customs stations	1 unit (Hungarian Customs Guards only)
Town	2 units
City	6 units
Fortress	3 units

8.6.2 Faction Stacking Units of the same faction may stack together in a hex without limit, subject to garrison stacking limits. Otherwise, different factions do not stack together unless a Papal Crusade is in effect (Case 7.3.4).

Units may join and depart stacks at no additional MP cost.

8.6.3 Hussite Stacking Limits Different Hussite factions may only stack together in the same hex if a Papal Crusade (Module 7.0) has been called. If a stack of Hussite units contains different factions and the Papal Crusade ends, the factions must separate in the next available movement phase.

8.6.4 HRE Stacking Limits A Papal Legate counter allows the HRE player to stack different factions together in the same hex as the legate. Otherwise, different factions never stack together in the same hex.

If different factions are in the same hex and no Papal Legate counter is in the hex, the factions must separate in the next available movement phase.

8.7 Entering Battle

A unit or stack that enters a hex containing enemy units immediately ceases movement and conducts either a Field Battle (Module 9.0) or Siege Battle (Module 10.0). Players should remember how many MPs a unit or stack entering combat has remaining because attacking units that remain on the map are allowed to continue movement up to their maximum MP allowance.

EK, LK, HS, and Wagon units that were not part of the attacking or defending stack may join the battle using Interception (Section 8.8).

8.8 Interception Movement to Enter Battle

A unit or stack of units that moved during its Campaign Phase never performs Interception movement in the same turn. Likewise, units that perform a successful Interception never move during their Campaign Phase in the same turn. Note that *Žižka of Trocnov* (Case 8.8.3) is an exception to this limitation.

Only EK, LK, HS, and Wagon units are permitted to intercept an enemy force or join a battle. Foot units never perform Interception movement.

Interception can occur against any enemy force, moving or stationary, that is not under Siege.

Interception movement is voluntary—units are never forced to intercept, even if an enemy unit or stack moves into or through an adjacent hex.



The player attempting the intercept selects a hex to intercept enemy movement. The intercepting units must have enough MPs to reach the interception point hex. Use the appropriate MP marker to keep track of interception MPs on the Turn Record Track.

A stack never makes multiple Interceptions—one interception per turn maximum, even if the intercepting stack has movement points remaining.

Complete any Interception, including combat, before activating any other Interception.

8.8.1 Successful Interception Moves If successful with an Interception, move the intercepting units into the enemy hex, mark the hex with a Battle Marker, and remove units to perform a Field Battle (Module 9.0).

If the intercepting units interrupt enemy movement and force a Field Battle by themselves, the intercepting units are considered the attackers in the Field Battle.

Note: Interceptions can be made against enemy units or stacks that are moving. A successful Interception will temporarily halt enemy movement and force a Field Battle.

No more than one stack can perform Interception and fight a Field Battle at a time. This specifically prohibits multiple stacks from performing interceptions on a single moving enemy stack. That sort of coordination didn't exist.

8.8.2 Interception By Units Under Siege Units under Siege may perform Interception, but only against enemy units moving into the same hex, at which point a Field Battle (Module 9.0) occurs using all units, including the non-moving Siege units, in the hex.



8.8.3 Žižka of Trocnov If *Žižka of Trocnov* is stacked with at least one Wagon unit, the entire stack can perform movement during the Hussite Campaign Phase **and** perform Interception movement during the HRE Campaign Phase. *Žižka of Trocnov* moves at the Wagon movement rate. The stack must remain intact during the Interception movement and never picks up or drops off units during the Interception movement. The stack may pick up or drop off units during the Hussite Campaign Phase.

8.8.4 Garrisons Units in a hex with urban terrain (town, city, or fortress) may be either inside the urban terrain as a garrison or outside the urban terrain. If attacked by enemy units, the player must immediately decide whether to declare the units inside the urban terrain as a garrison (and thus besieged) or outside the urban terrain in the field for a Field Battle.

If garrison units intercept to force a Field Battle outside the town, city, or fortress, they cannot retreat inside and back into garrison. If they retreat, they must retreat away from the town, city, or fortress.

Only Hungarian Customs Guard units (Module 11.0) can garrison a customs station. They are always considered inside the customs station and never participate in a Field Battle. The only way to attack Hungarian Customs Guard units is to conduct a Siege Battle.

9.0 FIELD BATTLE

At the moment when a unit or stack of units enters an enemy-occupied hex that does not contain urban terrain, a Field Battle occurs. The moving player is the attacker. Note that a successful Interception (Section 8.7) may make the intercepting units the attackers.

If the enemy units are in an urban terrain hex, their owner must declare whether the units will engage in a Field Battle or become a garrison (Section 8.9). Note that Hungarian Customs Guard units never participate in a Field Battle.

Field Battles shift the combat units from the main map to the Field Battle Board.

A Field Battle consists of one or more Tactical Rounds.

9.1 Field Battle Tactical Round

Follow the following sequence for tactical rounds of a Field Battle.

1. Deployment
2. Artillery/Skirmish (Simultaneous Firing)
3. Attacker Assault (Attacker Only)
4. Attacker Retreat Option
5. Defender Retreat Option
6. If neither side retreated and units remain, repeat steps 1 through 5.

9.2 Field Battle Deployment

The Field Battle Display (FBD) on the map represents the tactical deployment of troops, transferring all counters from the map hex where the Field Battle is taking place to the FBD. Place the Battle Hex marker on the map hex to remind players where surviving units will be placed after resolving the battle.

The Defender places all his units in the Defender box.

The Attacker places one unit in each Attacker Assault box and any remaining units in the Attacker Reserve box. Attacker units must deploy in Attacker Assault boxes before being placed in the Attacker Reserve box. If the Attacker has fewer than four units, all units must be placed in the Attacker Assault boxes.

If the battle lasts more than one Tactical Round, the Attacker must deploy units from the Attacker Reserve box to empty Attacker Assault boxes.

9.3 Field Battle Artillery/Skirmish

Both players conduct **simultaneous** Artillery/Skirmish combat. Units in the Attacker Reserve box do not fire or skirmish and are never targeted by defensive fire or skirmish.

Wagons: Wagon units possess artillery capability.

Sigismund Luxemburg: This unit also possesses artillery capability.

9.3.1 Defending Artillery/Skirmish Fire Each defending unit selects one target unit in an Attacker Assault box. Multiple



defending units may fire/skirmish at one attacking unit, but each defending unit fire/skirmishes only once per tactical round. The defender selects all targets and allocates all defensive fire/skirmishing before rolling the dice.

Roll 1D6 per firing/skirmish unit and cross-index the die roll with the specific target type on the Field Battle Artillery/Skirmish Table.

Artillery/Skirmish combat is simultaneous. Do not remove Attacker casualties until the attacking units have had the chance to fire/skirmish.

9.3.2 Attacking Artillery/Skirmish Fire Each attacking unit in an Attacker Assault box now performs offensive fire/skirmish. Each attacking unit selects one target unit in the Defender Battle Line box. Multiple attacking units may fire/skirmish at one defending unit, but each attacking unit fire/skirmishes only once per tactical round. All attacking fire/skirmishing must be allocated before rolling the dice.

Roll 1D6 per firing/skirmish unit and cross-index the die roll with the specific target type on the Field Battle Artillery/Skirmish Table.

Artillery/Skirmish combat is simultaneous. Do not remove Defender casualties until the defending units have had the chance to fire/skirmish, although they should have already done so (Case 9.3.1).

9.3.3 Resolving Artillery/Skirmish Casualties Once all attacking and defending units fired during artillery/skirmish combat, carry out the CRT results.

NE: No Effect. The unit is unaffected by combat.

TR: Targeted unit Routed. Remove the unit and place in the appropriate Routed Units box (Sections 9.5 and 9.6).

TE: Targeted unit Eliminated. Remove the unit from play (Section 10.9).

9.4 Field Battle Attacker Assault

Only the attacker performs Attacker Assault. The defending unit never rolls a D6.

Each surviving attacking unit selects one defending unit in the Defender Battle Line box. Multiple attacking units may assault one defending unit, but each attacking unit assaults only once per tactical round. All attacker assaults must be allocated before rolling the dice.

Roll 1D6 per attacking unit, add the Attacker's Combat Prowess die modifier (if any), subtract the Defender's Combat Prowess die modifier (if any), and cross-index the modified die roll with the specific terrain column on the Assault combat results table. If assaulting a Wagon unit, use the Wagon column instead of the terrain type column.

9.4.1 Combat Prowess Die Modifiers Attacking and defending units may have a Combat Prowess die modifier used during Attacker Assault combat.

When a unit with a Combat Prowess die modifier is attacking, add the number to the Attacker's die roll. When a unit with a Combat Prowess die modifier is defending, subtract the number to the Attacker's die roll.

Counters without a Combat Prowess die modifier do not modify the Assault die roll.

9.4.2 Resolving Assault Casualties Cross-index the modified die roll with the appropriate column in the Assault CRT.

Modified rolls of less than 1 are considered a "1".

Modified rolls of more than 6 are considered a "6".

Apply the result: either Attacker Routed or Defender Eliminated.

9.5 End Round Attacker Retreat Option

At the end of one tactical round (artillery/skirmish and assault phases), the Attacking player may opt to retreat all surviving units from the Field Battle. Place all Attacker units in the Routed box. **Do not place surviving Attacker units on the map!**

9.6 End Round Defender Retreat Option

At the end of one tactical round (artillery/skirmish and assault phases), the Defending player may opt to retreat all surviving units from the Field Battle. Place all Defender units in the Routed box. **Do not place surviving Defender units on the map!**

9.7 End Field Battle

If only one side survives the Field Battle, either due to combat results or because the other side retreated, the Field Battle ends. Place the surviving unit or units back on the map.

Note that if the surviving side was performing movement during its Campaign Phase, the surviving units may continue moving. If the surviving side was performing an Interception, the Interception ends and the surviving units do not move.

9.8 Continue Field Battle

If both sides have surviving units and both opt not to retreat, the Field Battle continues. Perform another Tactical Round (Section 9.1), including moving Attacking units from the Reserve into Assault boxes.



10.0 SIEGE BATTLE


A player attacking a garrison in an urban terrain conducts a Siege Battle, not a Field Battle, against units inside a town, city, or fortress. Hungarian Customs Guard units are always considered garrisoning a customs station. The only way to attack Hungarian Customs Guard units is by conducting a Siege Battle against the customs station.

10.1 Siege Battle Tactical Round

Follow the following sequence for tactical rounds of a Siege Battle.

1. Deployment
2. Defender Artillery Fire
3. Attacker Artillery Fire
4. Attacker Storm Option
5. Attacker Blockade Option
6. If garrison eliminated, Attacker Pillage/Atrocity.
7. If garrison remains, repeat steps 1 through 7.

10.2 Siege Battle Deployment

 Remove all units from the map. Place the Battle Hex marker on the map hex to remind players where surviving units will be placed after resolving the battle.

Place all defending units in the box marked Citadel.

Place all attacking HS units in box marked Siege Camp.

Place all attacking Foot, EK, and LK units in the box marked Siege Assault.

Place all attacking Wagon and Artillery units in the box marked Siege Artillery.

10.3 Siege Battle Defender Artillery Fire

Defending Wagon and Artillery garrison units fire at Foot, EK, and LK units in the Siege Assault box. If the defenders do not have artillery as part of the garrison, skip this step in the tactical round.

10.3.1 Defending Garrison Artillery Fire Each defending Artillery unit in the garrison targets one attacking unit in the Siege Assault box or the Siege Artillery box. Multiple garrison Artillery units may fire at one attacking unit, but each garrison Artillery unit fires only once per tactical round. The Defending player selects all targets and allocates all defensive artillery fire before rolling the dice.

Roll 1D6 per defending Artillery unit and cross-index the die roll with the specific target type on the Defender Siege Artillery Table.

10.3.2 Resolving Artillery Casualties Carry out the CRT results. Remove Attacker casualties, if any, immediately.

NE: No Effect. The unit is unaffected by combat.

AR: Attacking Unit Routed. Remove the unit from the box and place in the Routed Units box.

AE: Attacking Unit Eliminated. Remove the unit from the box and place in the Eliminated Units box.

10.4 Siege Battle Attacker Artillery Fire

Attacker Wagon and Artillery units fire at the town, city, fortress, or customs station walls, looking for a result that creates a breach in the walls. If the attackers do not have Artillery, skip this step in the tactical round.

10.4.1 Attacker Artillery Fire Each attacking Artillery unit fires at the town, city, or fortress, **not** at the defending unit or units.

Roll 1D6 per attacking Artillery unit and cross-index the die roll with the specific urban terrain type on the Attacker Siege Artillery Table.

Attacker Artillery die rolls never suffer the -1 Atrocity die modifier (Case 10.7.3).

10.4.2 Resolving Attacker Artillery Results

NE: No Effect.

WB: Walls Breached. All defending units are eliminated and removed from the game. The attacker captures the urban terrain. Immediately perform Pillage/Atrocity (Section 10.7).

10.5 Siege Battle Attacker Siege Assault Option

If the attacker does not have any Artillery to fire during a Siege Battle, he may opt to use Foot, EK and LK units to Siege Assault the town, city, fortress, or customs station. Wagons, Artillery, and HS units never perform a Siege Assault attack. Likewise, the attacker may see the results of any attacker Artillery results and still opt to Siege Assault the urban terrain in that tactical round. Siege Assault is optional.

10.5.1 Attacker Siege Assault Roll 1D6 for each storming unit. Add the Siege Assault unit's assault die modifier, if any, and subtract the assault die modifier, if any, of one garrison unit of its owning player's choice. If the attacker makes multiple siege assaults, the defender may use the same defending unit for the die modifier in each siege assault attack.

If the player performing the Siege Assault has an Atrocity marker on the Turn Record Track in the current turn, he suffers a -1 die modifier.

On the Siege Assault Table, cross-index the modified die roll with the urban terrain type. Implement the results immediately. The attacker may end a Siege Assault after implementing any combat result.

Note that only the attacker rolls D6s. The defender does not roll a D6 during the Attacker Siege Assault phase.

10.5.2 Resolving Attacker Siege Assault Results

AE: Attacking unit Eliminated. Place unit in the Eliminated Units box.

AR: Attacking unit Routed. Place unit in the Routed Units box.

WB: Walls Breached. All defending units are eliminated and the attacker captures the urban terrain. Immediately perform Pillage/Atrocity (Section 10.7).

10.6 Siege Battle Attacker Blockade Option



If the attacker does not have Artillery and does not opt to Siege Assault, he may choose to establish a blockade of the garrison in urban terrain. He may also choose to stop an ongoing Siege Battle at any point and declare a blockade. In either case, place a Blockade marker atop the garrison in the urban terrain.

10.6.1 Blockade Attrition During every Events/Blockade Phase, after the event, if any, is resolved, players with garrison units under Blockade perform an attrition check.

Roll 1D6 for each unit:

Town or Customs Station: On a 4, 5, or 6, the unit is eliminated.

Place the unit in the Eliminated Units box.

City: On a 5 or 6, the unit is eliminated. Place the unit in the Eliminated Units box.

Fortress: On a 6, the unit is eliminated. Place the unit in the Eliminated Units box.

All other results are no effect; the Blockade continues.

10.6.2 Blockade Success If all garrison units are eliminated, the attacker captures the urban terrain. Immediately perform Pillage/Atrocity (Section 10.7).

10.7 Siege Battle Pillage/Atrocity

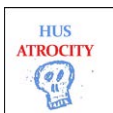
Upon successful completion of a siege and capture of the urban terrain hex, the attacker rolls 2D6 for pillage and possible atrocity.

10.7.1 Pillage Total the results of the 2D6. The successful attacker gains that many Florin Points to use in the Muster Phase.



After pillaging, place a Pillage marker atop the customs station, town, city, or fortress. If the provided pillage counters are all used, players will have to provide their own markers to indicate pillaged locations.

10.7.2 Pillage Effects For the rest of the game, pillaged urban territories never produce any Florins and units can never become garrisons. Thus, pillaged urban territories cannot be captured from enemy units by Siege Battles, only Field Battles.



10.7.3 Atrocity If the 2D6 die roll is 11 or 12, the attacker's troops commit an atrocity during the pillaging. Collect 11 or 12 Florin Points as rolled and also place one of the player's Atrocity markers on the Turn Record Track in the current turn's box and the player's other Atrocity marker in the next turn's box.

10.7.4 Atrocity Marker An atrocity lasts for two turns—the rest of the current turn and the next turn.

Each player has two Atrocity markers.

When an atrocity occurs, place one Atrocity marker on the Turn Record Track for the **current** game turn and the other on the Turn Record Track for the **next** game turn. A game turn box only holds one Atrocity marker.

Atrocities take effect the moment they are rolled, including the -1 die modifier in subsequent sieges in the current turn.

10.7.5 Atrocity Effects During a Siege Battle, if the attacking player has an Atrocity marker on the current Turn Record Track, all his units suffer a -1 die modifier during Siege Assault combat.

10.8 Post Siege Battle

If the attacker was in the process of moving during his Campaign Phase and successfully wins a siege, the attacker may continue movement and may opt to perform additional sieges and/or battles.

10.9 End of Turn Routed and Eliminated Units

At the end of the turn (not battle), routed Hussite units are moved from the Routed Units box on the map to the next turn box on the Turn Record Track. Routed HRE units are removed from the Routed Units box and out of play, but may be mustered again using Florin Points.

Eliminated Hussite and HRE units are permanently removed from the game and never re-enter play.

11.0 HUNGARIAN CUSTOMS GUARDS



These special garrison units guard the customs stations (urban terrain). These special garrison units never participate in Field Battles, but will participate in a Siege Battle. They do not possess artillery. They do not perform intercept movement.

12.0 SIGISMUND LUXEMBURG

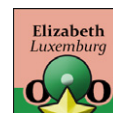


This LK unit operates as any other LK combat unit, except it also possesses artillery. Thus, it may fire artillery during a Siege Battle.

12.1 Succession



If Sigismund Luxemburg is eliminated, Albert V of Austria succeeds him and gains the thrones of Bohemia, Hungary, and the HRE.



If Albert V is eliminated, place the counters Jan Jiskra and Elizabeth Luxemburg in the town of Stuhlweissenburg (hex 4029) in Hungary. If Hussite-occupied or pillaged, place the two counters in any non-pillaged Hungarian city or town. Elizabeth represents the dowager queen and infant son Ladislav. If this counter is eliminated, the Hussite player wins an Automatic Victory.

13.0 PAPAL SUCCESSION

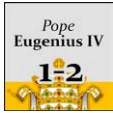
Rolls on the Events Table may eliminate the current Pope and promote a new Pope.

13.1 Martin V



If Pope Martin V is eliminated in the Event Phase, Eugenius IV becomes Pope. Flip over the Martin V counter to the Eugenius IV side in the Throne of St. Peter box.

13.2 Eugenius IV



Pope Eugenius IV is never eliminated from play. If Eugenius IV becomes Pope, remove Louis of Aquelia from the game.

14.0 POLAND AND LITHUANIA



The territories of Poland and Lithuania (marked on map as “Kingdom of Poland”) are considered neutral in the conflict, even if the Poland/Lithuania Aid event is rolled. HRE and Hussite units are prohibited from entering the Kingdom of Poland. Polish and Lithuanian units may maneuver freely within the territories of the Kingdom of Poland.

15.0 REBUILDING URBAN TERRAIN

Both sides’ players may spend Florin Points in the Muster Phase to rebuild urban terrain that had been pillaged.

15.1 Preparation

The player must have at least one unit of any type in the urban terrain hex, free of any enemy units, at the start of the Muster Phase to begin the rebuild process.

15.2 Spend Florin Points

Spend Florin Points to rebuild the specific type of urban terrain.

TYPE	FLORIN POINTS
Town or Customs Station	1
City	2
Fortress	4

15.3 Remove Pillaged Marker

Remove the Pillaged marker. The urban terrain regains all functions lost to pillaging.

16.0 VICTORY

Each side has specific victory conditions. An Automatic Victory will end the game immediately upon satisfying a specific condition, even if the game is in the middle of a Phase. Otherwise, the game ends as a draw.

16.1 HRE Victory

The HRE player wins an Automatic minor victory if he occupies three of the four Hussite towns and cities of Prague, Zatec, Tabor,

and Mt. Oreb at the end of a turn. The HRE player wins an Automatic major victory by occupying all four Hussite towns and cities of Prague, Zatec, Tabor, and Mt. Oreb and occupies Budweis, Pilsen, and Kuttenberg. The towns can either be intact or pillaged. The HRE player may ignore the minor victory and opt to play for a major victory, but if so, cannot claim a minor victory. It’s all or nothing.

16.2 Hussite Victory

The Hussite player wins an Automatic minor victory if he eliminates the Elizabeth Luxemburg counter, or occupies Budweis, Pilsen, and Kuttenberg at the end of a turn. The Hussite player wins an Automatic major victory if he eliminates the Elizabeth Luxemburg counter, or occupies Budweis, Pilsen, Kuttenberg, Prague, Zatec, Tabor, and Mt. Oreb. The towns can either be intact or pillaged. The Hussite player may ignore the minor victory and opt to play for a major victory, but if so, cannot claim a minor victory. It’s all or nothing.

16.3 No Automatic Victory

If no Automatic Victory conditions are met by the end of Turn 25, the player occupying the majority of the seven cities and towns (Budweis, Pilsen, Kuttenberg, Prague, Zatec, Tabor, and Mt. Oreb) at the end of the last turn gains a winning draw. The towns can either be intact or pillaged.

17.0 SETUP

GAME
TURN

Place the map on a table with the Hussite player on the north side and the Holy Roman player on the south side. Place the Game Turn marker on the Turn Record Track box marked 1420.

Place the counter marked Martin V in the box marked Throne of St. Peter.

Separate out the four Papal Legate counters (Cardinal Winchester, Cardinal Branda, Bishop Ferdinand, and Cardinal Caesarini) and place the Bishop Ferdinand counter in the Papal Legate box. Keep the other three separate and upside down.

The game starts with a Papal Crusade already activated (do not roll for it)—Bishop Ferdinand will be moved from the Papal Legate box to the map (outside Breslau).

Set up the starting counters on the map in their assigned hexes. All units in urban terrain start in garrison except those “Outside Breslau”—they are not inside the city and not in garrison.

No unit is being Blockaded at start.

Place the reinforcement counters in the appropriate boxes on the Turn Record Track.

Urban terrain is indicated in italics with its hex number in parenthesis.