HAWKWOOD

Wargames rules for the Longbow era

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Introduction

Hawkwood is the result of a continuing search for a simple yet satisfying medieval wargame. I'm still searching for those childhood games of units with enough differences in characteristics to make them interesting, yet simple mechanics. Something easy enough to introduce to friends or to play solo.

Hawkwood is intended to be a simple, enjoyable game. It is a historically based piece of entertainment rather than a strict simulation, though it attempts to catch the flavour of its period. The base mechanisms owe much to Neil Thomas' *Ancient and Medieval Warfare* but in detail, the two games are quite different. Hawkwood has numerous changes to get a little closer both to history and to Old School games it is meant to evoke.

Hawkwood is a stylised game. Units have only three sizes. Combat is unit-on-unit. Command and control is minimal and morale is simple. As with AMW, the main result of morale failure is a reduction of fighting strength, rather than flight. For primarily aesthetic reasons, there are more figures on the table in the basic game than AMW (although the rules give the option of a smaller scale battle with less figures) and units will break while still in existence, rather than be wiped out (an Old School step too far for me). Armies are also more intact at the end for the same reason.

New in this version:
- Major changes to combat system, to reduce numbers of dice thrown.

Please feel free to query through the Free Company yahoo group things that are unclear, or to make suggestions how things could be improved.

Finally, why Hawkwood? Well, the increased stylisation put me more in mind of *condottiere* warfare than the Hundred Years War this time.

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The Armies

Troop types

Hawkwood	Abr.	Description	Morale options	Armour options
Knights	Kn	Mounted men-at-arms	Elite	Ex Hvy/Hvy
Heavy Cavalry	HC	Other non-skirmishing cavalry e.g. coustilliers	Elite/Average	Hvy/Med
Light Cavalry	LC	Skirmishing cavalry	Average	Med/Lt
Men-at-Arms	MAA	Dismounted men-at-arms	Elite	Ex Hvy/Hvy
Pikes	Pi	Pikes	Elite/Average	Hvy/Med/Lt
Infantry	Inf	Most infantry	Elite/Average/levy	Hvy/Med/Lt
Shot	Sh	Non-skirmishing archers, crossbows etc.	Elite/Average /Levy	Med/Lt
Ribalds	Rib	Irregular infantry	Average/levy	Lt
Skirmishers	Sk	other missile troops	Average/levy	Lt
Artillery	Art		Average	-

Knights dismount as Ex Hvy or Hvy MAA, depending on their equipment
Heavy Cavalry dismount as Hvy or Med Infantry, again depending on their equipment

Units

Each army is made up of bases or elements of equal frontage, divided into separate tactical groups or units. These can be Small, Medium or Large Units, subject to the following restrictions:

- Mounted and Skirmishers are always a small unit.
- A single artillery model forms a small unit on its own
- Pikes and Infantry are always at least medium units and only they can form large units.

Only the elements in the first two ranks can fight. The unit breaks and is removed from play when it is reduced to its breakpoint of 1/3 its initial number of elements.

	No. Of elements	Battle Formation	Max number of elements eligible to fight	Breaks when reduced to (elements)
Small (single)	1	1X1	1	0
Small	3	3X1	3	1
Medium	6	3X2	6	2
Large	9	3X3	6	3

Armour and morale are unit classifications, not a element ones. Differences within a unit should be considered when making the overall classification.

Armies should consist of a minimum of 24 elements and six tactical groups in order to have a meaningful contest but maximum size is dependent on the figures you have and the type of battle you want to recreate. It is not necessary for both armies to have exactly the same number of tactical groups for balance, as different troop types have different effectiveness. For example, instead of fixing the number of units or elements, both sides can be given the same army morale (see below), and set a maximum and minimum number of units e.g. Army Morale 10 (6-10 tactical groups). Other methods for choosing armies (including points) are given in the Appendix.

Command structure
An army has senior commander known as the general, who would normally lead the main command of the army. It may also have subordinate commanders called captains, representing nobles or civic leaders. Captains may have an independent command of one or more units.

Commanders
Commanders are represented by an appropriate element, representing themselves, household knights, guards etc, and that element is part of a unit. A command element counts as the same type as the unit it is with. A unit of Shot, Sk, LC or Art can be led by a captain, but not by a general.

All commanders inspire the men in the unit they lead, adding +1 to the morale throw of the unit. A unit led by a commander gets one extra combat dice in all circumstances. He also allows the unit to make a crisis reroll for morale (see Morale below).

Commanders are lost if the unit they are with is lost. If the general is lost, all units check morale. If a captain is lost, only troops in his independent command test morale

Commands
The army may have as many commands as it has commanders to lead them. Each command may contain up to eight tactical units. The strongest command (by morale points) is called the main command. A captain's independent command can contain up to 1/3 of the army's morale points total, including its commander. Commands should not start a battle intermingled.

Any unit drawn up outside of the main army deployment area at the start of the action must be part of a detached independent command. This includes flank marches, outposts and ambushes.

Morale Points
Army morale is based on a head count of units still in action. Each unit counts toward army morale as follows:

Class	Small	Medium	Large
Elite	1	2	3
Average	0.5	1	1.5
Levy	0.5	0.5	1

In addition, the army general contributes 1 point if he is still in action and captains 0.5 pt.
Take, for example, the following army:

4 small units of Knights (Elite)	= 4
3 small units of Crossbows (average)	= 1.5
1 medium unit of Militia spearmen (average)	= 1
1 large unit of Peasants (levy)	= 1
General	=1
Captain	= 0.5
Total	=9

This army has nine tactical units and must split into two commands. One option would be to give the captain an independent command of two small units of knights. This would give:

Main force total 6.5. Break point when reduced to 3.

Independent force total 2.5. Break point when reduced to 1.

Mounted infantry

Mounted infantry move like Heavy cavalry but fight like Light Cavalry. MI can't shoot while mounted.

Fierce onset

Some troops were particularly had a reputation for aggression, particularly looser order troops classified in the rules as ribaulds e.g. Almogavars . Fierce troops get a bonus in the first round of melee.

Pavises

Crossbowmen and handgunners may be protected by pavises, which count as large shields against shooting . Militia infantry occasionally carried pavises or large shields, especially in Italy, and they are also covered by this rule.

Camps

Unless players choose to model them on table, camps are considered to be off-table to each army's rear. If modelled, camps can be strengthened with field fortifications or laagered wagons.

Baggage train

The scenario may call for the appearance on table of a baggage train. These could consist of wheeled vehicles, pack animals or herds of livestock. For simplicity, they are divided into two types; vehicles and animals. Each should be considered to have drivers etc. in order to move but not enough men to defend against determined attack.

	Wheeled	Animals
Movement speed	6 mu	6 mu
Terrain restrictions	Can only move on good going, including roads and low hills	As per mounted
Combat	As artillery but have no offensive value.	

Baggage should be organised as single element small units, though would not normally be included in the army morale total.

Caroccio

Standard bearing carts which formed a rallying point were used at various times across Europe but especially in Italy. An army can only have a maximum of one caroccio. They are represented by an elite single element small unit, which moves as wheeled transport. They have a similar morale effect on infantry as a dismounted commander. A caroccio has an integral guard detachment, so while it has no offensive capability, it is not automatically destroyed but is rated a "Light" target.

Game sequence

The players take turns or moves. During his/her turn, the player follows the sequence below :

1. Declare Charges for own units. Opponent declares any evade attempts. Make charge related morale tests where needed.
2. Move own units. Opponent makes any evade moves.
3. Shooting for own units and opponent's return fire, then opponent's units still to shoot
4. Hand-to-hand (both sides).
5. Morale (both sides). Any break off or breakthrough moves.

Movement and Terrain

Distances are in movement units (mu). The conversion rate for mu depends on space available and, to a lesser extent, figure scale. For a large table and 28mm figures, use 1 Mu = 1 inch (or 2cm. if you prefer metric). For a smaller table or 15mm figures, use 1 Mu = ½ inch (1cm).

Type	Move (mu)
LC	24
Kn, HC	16
Sk	12
Pi, MAA, Inf, Rib, Sh	8
Baggage	6
Art	-

Charging
Before moving any units, the player whose turn it is declares any intended contacts with enemy units (charges). The players then work out how (or whether) the contact will happen, taking into account movement distances and terrain and taking contact morale tests where required. A charge declaration commits a unit. If contact proves impossible, it doesn't get to choose an alternative course of action. A unit that cannot contact still moves as far as possible toward the target, provided it passes any morale tests (see below).

Charging and manoeuvre
A charging unit cannot move, then manoeuvre. It can, however, manoeuvre then move e.g. wheel 45 degrees then move straight ahead half a move.

Charging and morale tests
All troops will charge to contact, except that Sh, Sk & LC in all circumstances and any mounted attempting to charge Shot behind stakes need to take a morale test. If they fail, they don't move but don't lose an element.

Wheeling & turning
Wheels pivot on a corner, turns pivot on the centre of the unit. Only Sk & LC can wheel and turn in the same move.

Units not in contact:
- can wheel up to 45 degrees in any move, taking a half move to do so.
- Sk & LC can turn 90 or 180 degrees in a quarter move.
- Other troops can make one turn through 180 degrees in half a move.
- Sk & LC can make an evade move (see below)

Troops in contact:
- can, where permitted (see below), make a break-off move.
- If attacked in flank or rear, can turn to face after the first turn, provided it is not already in combat in another direction.

Evading

Skirmishers or Light Cavalry can, if charged from the front, declare an evade move in their opponent's turn. To evade contact, the unit turns away from the charge and moves a full move away from the enemy or as far as it is able until it meets an obstacle. The enemy unit continues to the full extent of its move, or as far as it is able before meeting an obstacle or contacts the evaders. If the evaders are caught, they are attacked from the rear in the normal manner.

Breaking off

Breaking off from close combat may be a move in the normal move sequence or a response to a morale result in the morale phase. Units can break off if they have a longer move than enemy and have room behind them to carry it out. A break off move is a turn through 180 degrees and between a half and a full move in a straight line. If the unit doesn't have room to do this, it can't make the move.

Withdrawing skirmishers

Skirmishers can withdraw through a stationary body of friendly troops from the front. The withdrawal takes half a move, with the skirmishers finishing directly behind the troops passed through. Either party can move a half move before the interpenetration. Neither party may shoot during the move.

Mounting & Dismounting

Troops with a mounted and dismounted option can start a battle mounted and later dismount. Remounting is not permitted unless specified in the game scenario. Dismounting takes a whole move. Mounting and dismounting cannot be done in contact with the enemy.

Combat in narrow spaces

Fighting in restricted spaces, such as a gate or a bridge, reduces the number of elements able to participate in combat to two, regardless of the size of the unit as a whole.

Terrain definitions

Fortifications represent fieldworks of earth and wood or wagon barricades which give some protection and can be defended. More permanent fortifications would need to be covered separately in the game scenario. Difficult terrain is that through which troops would struggle to move while retaining unit cohesion, including woods, buildings, marshes & steep hills.

Terrain effect

Terrain type	Effect on movement
Low Hills	None
Streams/fordable rivers/hedges/ditches	Take a turn to cross.
Stakes/*pottes*	Mounted take half a turn to cross, foot no effect. Mounted take morale check to cross stakes
Fortifications	Take a turn to cross. Impassable to mounted
Difficult terrain	Impassable to mounted Pi, MAA, Inf move 5mu Sk, Sh & Rib normal move
Muddy field	Reduce move by quarter except Sk, Sh & Rib normal move

Rivers

Rivers are normally fordable but stretches of unfordable river may be included if desired. Where a road crosses a river there should be a ford or bridge. Bridges are always narrow spaces. Fords may be narrow or broad. A broad ford is wide enough to allow a whole unit to fight across it.

Roads

A road crossing a terrain feature negates its effect. A gate in a fortification only negates the effect if it's open. A road can be barricaded with a fortification. A road is not necessarily a narrow space –to be considered narrow, the terrain must be constricted on both sides.

Combat

1. Shooting

The shooting cycle

When units can shoot is based on a cycle of both players' moves. Actions can take place in their own move or their opponent's.

Shooting and movement

Any stationary unit not in combat or being charged can shoot. Skirmishers, slings, mounted bows, bows and longbows can shoot in both players' turns. Crossbows, handguns and artillery may choose to shoot in either turn of the cycle. A marker may be placed to indicate units reserving their fire to the opponent's turn.

Units can't charge or evade and also shoot. Crossbows or handguns can't shoot in either turn of the cycle if they move. Other troops who move cannot shoot in their own turn but can shoot in their opponent's. Dismounting counts as movement.

Eligible Targets

Shooting is from unit to unit – a unit cannot split its shooting between targets. However, only those elements with eligible targets shoot.

To be an eligible target, a unit must be
- at least partially within the shooter's target zone
- not in contact with an enemy unit
- not obscured by terrain or other troops.

Front rank elements can shoot at an angle of up to 22 ½ degrees on either side of straight ahead. Imaginary lines drawn out at this angle from either front corner out to maximum range give the elements' target zone. A second rank element has the same target zone as the element it stands behind. Horse bows have a second "Parthian shot" target zone to the rear of the unit.

A unit that is shot at and has not already shot this move must shoot back if it can. Those able to shoot who are not returning fire shoot at the nearest eligible enemy unit.

Shooting Ranges

	Max Range(mu)	Short	Long
Longbow	24	1-12	13-24
Bow	20	1-10	11-20
Sling/ Horse bows	16	1-8	9-16
Javelin	8	1-6	
Crossbow	24	1-8	9-24
Handgun/horse cbow	18	1-6	7-18
Artillery	48	1-16	17-48

Dicing for hits

All troops throw 1 dice per base **.** If artillery throw 1, it results in a misfire and no hits result. If a gun misfires, throw again. If score is 1, it is destroyed.

Throw 1 more dice <u>per unit</u> if
Longbow armed shot
Shooters are elite
throw 1 less dice <u>per unit</u> if
Shooters are Levy or skirmishers

Throw the total number of dice for the unit then compare with the hit table below.

For artillery, the dice score directly reflects the number of hits.   At short range, the dice score equals the number of hits. At long range, the dice throw minus 3 represents the hits. Deduct 1 from the dice score if artillery is shooting at moving or skirmishing target. For example, a throw of 5 against a moving target would give 4 hits at short range, 1 hit at long range.

2. Hand to hand combat

H-to-H combat takes place between two units. On contact, align the units. Units fight with all their eligible elements. Combat continues till one is destroyed or breaks off. Only one unit can attack frontally but others could attack from flank or rear.

Flank & Rear attacks

The final part of a charge is delivered in a straight line. The attacker hits the part of the enemy unit the majority of its frontage would contact if you continued this straight line. A unit attacked in the flank or rear cannot fight back in the first round but may turn to fight or break off in the second if not engaged with another enemy.

Fighting artillery

Artillery is destroyed on contact, the relatively few gunners considered to flee or be cut down. A supporting infantry unit can be positioned in contact directly behind an artillery unit. If an enemy unit contacts the artillery unit, it is removed and the attacker instead fights the supporting unit. This allows the player to place artillery and other troops to defend a position without the artillery being a weak point in the defences.

Fighting on roads through difficult terrain

A unit fighting on a road is usually considered to be on good going for combat purposes. However, where a unit is attacked in the flank on a road through difficult terrain, the fighting uses difficult terrain dice allocation.

Number of dice per element H-to-H

Own unit	Enemy			
	Pi	MAA,Inf,Kn,HC	Rib,Sh	LC,Sk
Kn	1	1	2	3
HC	1	1	2	3
LC	1	1	1	1
Pi	1	2	3	3
MAA	1	1	2	3
Inf	1	1	2	3
Rib	1	1	1	2
Shot	1	1	1	2
Sk.	1	1	1	1
Art	0	0	0	0

Each unit throws the number of dice given by its number of fighting elements multiplied by a factor dependent on its opponent, modified by the following modifiers

In the first round of hand-to-hand combat :
throw 1 more dice per base if
+1 Attacking flank or rear
+1 Knights or fierce
+1 longbows or javelins charged by enemy this move
+1 Shot defending stakes or *pottes* v. mounted

In first and subsequent rounds :
Throw 1 more dice per unit
+1 General or captain with unit
+1 Elite
+1 Uphill
+1 Foot defending river/hedge/fortifications
throw 1 less dice per unit
-1 Levy
-1 Unit is being attacked in flank or rear

Terrain Modifiers
- Mounted can't fight in difficult terrain or against fortifications
- In difficult terrain, or attacking fortifications, everyone gets one dice, no first round modifiers.
- In muddy fields, everyone gets one dice, modifiers apply but Knights get no first round bonus

3. Results

To hit

Target	Shooting				H-to-H
	LB	CB/HG	art	Other	
Extra Heavy	4-6	3-6	hit	5-6	5-6
Heavy	3-6	2-6	hit	4-6	4-6
Medium	2-6	2-6	hit	3-6	3-6
Light	2-6	2-6	hit	2-6	2-6
Artillery	2-6	2-6	hit	2-6	Destroyed

Shooting modifiers (not artillery)

-1 shooting at long range

-1 target are skirmishers

-1 target carrying pavises shot at from front or in cover

Removing casualties:

Casualty removal is resolved phase by phase e.g. remove shooting casualties before starting H-to-H. Both sides remove their casualties at the end of the phase.

An element is removed for each five hits**.** Carry forward totals less than five, keeping a paper record or using casualty markers.

A unit must retain a continuous frontage. Casualties are removed from the rear rank. In a small unit, casualties should be removed from the ends of the unit. Commanders are last to be removed.

Following up

A unit whose combat opponent is destroyed, either through casualties in the combat phase or losses through morale failure, may be entitled to make an additional move at the end of the turn, regardless of whether it was that player's move.

- Mounted troops **must** take an extra follow through move of 2xd6 mu immediately. If it contacts another unit or terrain it cannot cross, it halts.
- Fierce infantry **must** make a follow on move of 1xd6 mu, halting as above if restricted by troops or terrain.
- Other infantry **may** move forward to occupy the space formerly held by their opponent. This is particularly useful when fighting over obstacles or fortifications.

Morale

Unit morale tests

Test in *declare charges phase* if:

- Mounted attempting to contact across stakes
- Sh, Sk & LC testing to contact

Test in *morale phase* if, during move:

- Hit by artillery (all hits not just base removal)
- Lose element in H-to-H (one test per base lost)
- Levy in H-to-H combat with mounted this move
- Enemy unit in contact with flank or rear
- Friendly unit destroyed within 8mu
- Shot at or attacked by previously hidden enemy
- Captain lost this move (troops in his independent command only)
- General's unit lost this move (all units)
- Caroccio lost this move (all units)

Test as many times as the number of causes which apply e.g. a levy unit which loses an element while fighting Knights tests twice

Test sequence

For Unit Morale phase tests, start at the right side of the table of the player whose turn it is and work across. Units take into account what has occurred before they test, including test results of other units, but do not retest if a new reason to test occurs afterward.

Test procedure

Throw 1Xd6.

Class	Score needed to pass
Elite	3-6
Average	4-6
Levy	5-6

+1 Any non-elite foot with elements within 8mu of a commander on foot or caroccio **or** any unit, horse or foot, if commander with unit
-1 Any unit whose command has lost its commander on a previous move

Unit test result

If unit fails a morale test, remove 1 element , **except**

- Units testing to contact, which halt
- in the case of a unit in H-to-H combat allowed to break off, which may instead make an immediate break-off move. A break-off move is a combat response and is additional to

normal movement. Units may make it regardless of whose turn it is. Only one adverse result can be commuted to a break off per unit per move.

- On the first occasion where the loss of an element would cause the unit to break, Elite units and units led by a general or sub-commander may make a reroll, representing a final heroic appeal to honour and loyalty by the unit's leaders. If a unit passes the reroll, it loses one casualty, to represent those faint hearts who, deaf to the call, slip away.

N.B. a whole element is removed – it doesn't affect accumulated hits on the unit.

The unit will continue in action until it reaches its break point, when it counts as destroyed and is removed.

Army morale

Each independent or detached command within an army counts its morale separately when it comes to break points. A command will break at less than 50% of its original morale count. The impact of the loss of a command depends on whether it is a main or sub-command. Sub-commands must withdraw if their main force is broken.