

## SAINT ALBANS RULES

### *A la Charge - The Red Rose and the White*

A game by Roger Deal

Using a system by Florent Coupeau with **slight modifications (in red)**

*Erratum : the color of the leaders have been inverted, new counters are given on the VaeVictis website*

During the Fifteenth Century, shifting factions of English nobles fought a series of sporadic campaigns for the control of England. Two of the battles were fought at the village of Saint Albans.

The rules are modified slightly to reflect the greater role of archery at this time.

#### **1 – Introduction**

*A la Charge* is a game system intended to simulate the essence of battle in the Middle Ages.

#### **2 – Generalities**

The game is for two players and contains the following:

A map on which is superimposed a hexagon grid to regulate the placement and movement of the counters

Counters representing the combat units and leaders.

One turn marker

A Combat Results table and a Terrain Effects table.

A six-sided dice (1d6) is required but not included.

#### **3 – Counters and Markers**

The game has four types of units: infantry (silhouette of a foot soldier without a number in the upper left), archers (silhouette of a foot soldier with a number in the upper left representing its range for archery fire), cavalry (mounted silhouette without a number in the upper left) and leaders.

The unit counters have two sides, the front represents the unit with its maximum ratings. The back represents the unit with its ratings diminished. Leaders' counters have only one side.

There is no unit facing in this game.

The unit counters contain the following information:

The side the unit belongs to, shown by the background color of the counter

A number representing the strength and morale of the unit (both in a single number)

The range, in hexes, of units that are able to fire, on the upper left.

The movement allowance in the bottom corner.

#### **4 – Scenarios**

The two players decide which scenario they wish to play. Then they check to see how the units are placed on the map, which side moves first and which second and any special rules specific to that scenario.

#### **5 – Scenario Length**

Each scenario lasts a specific number of turns. Each turn consists of eight phases following which the turn marker is moved to the next space. The game ends, and the victor determined, at the end of the last turn unless one of the players meets their side's victory conditions before that.

#### **6 – Sequence of Play**

Each turn consists of the following phases:

1. The first player moves
2. **The second player shoots**
3. The first player conducts combat, including archery
4. The second player moves
5. **The first player shoots**
6. The second player conducts combat, including archery
7. The players check to see if either side has met their victory conditions
8. Advance the turn marker

#### **7 – Unit Placement**

Only one combat unit may occupy a hex at one time i.e. there is no stacking of combat units. However, units may move through hexes containing other friendly units during their movement phase. Exception: leaders (**and King Henry**) may stack with friendly units.

#### **8 – Leaders**

A leader adds his rating to the strength rating of the unit he is stacked with, both attacking and

defending. Moreover, he adds « 1 » to any morale checks that unit any all adjacent friendly units must undergo.

Like any other unit, a leader is effected by combat results and can be eliminated. Leaders are also eliminated if they are alone in a hex which is entered by an enemy unit.

## 9 – Movement

During their movement phase each player moves as many of their units as they wish up to the number of movement points available to each unit. Some terrain types require the expenditure of additional MP to enter. See the Terrain Effects Table. A unit cannot enter a hex if it does not have enough MP remaining to do so. Units cannot save MP from one turn to another. MP not used during a turn are lost. Each unit being moved must finish movement before another begins.

## 10 – Charge

A unit of cavalry adds +2 to their strength rating if they move at least one hex in open terrain or on a road in any turn before making an attack. A leader stacked with that unit does not add his strength to the total (count only the charge bonus). There is no charge if the moving units are attacking an enemy unit which has just charged them (if they are attacking a hex from which they have just retreated, for example).

## 11 – Zones of Control

Each unit exerts influence into the six hexes surrounding the one it occupies. These six hexes constitute a « zone of control » (ZoC) and have the following properties:

A unit which enters an enemy ZoC does not expend additional movement points to do so but must stop movement for that turn when it does so.

A unit cannot move directly from one enemy ZoC to another. It must first move through a hex which is not in an enemy ZoC.

ZoC do not extend across a river except at a bridge.

Units may not retreat into an enemy ZoC.

## 12 – Melee Combat

### 12.1- General Melee Combat Rules

Combat is never mandatory

In order to have combat;

The attacking unit must be adjacent to the defending unit. Regardless of whether the moving unit is infantry or cavalry. (If the combat is to be a melee, see below for archery)

The attacking unit must be within the range, in hexes, of that unit as indicated on the counter

Several units can attack a single defender together providing that all attackers are in range with a single die roll.

A unit cannot attack or be attacked more than once in a combat phase.

Each combat is resolved separately and results are applied at once.

### 12.2 - Archery Units

An archery unit can fight:

Against an adjacent enemy unit in melee, either attacking or defending but with a reduction of “1” to its strength rating. This applies only to the combat itself, not to a morale check. The archery unit by itself cannot attack at less than 1-1 odds.

Against an enemy unit by archery fire only. The firing unit is not effected by the combat results; it is not eliminated, forced to retreat, lost due to an « exchange » result **even** if the target unit is another archery unit, or required to make a morale check when attacking. Archery units can fight on their own or can add their strength rating to that of other units attacking the same hex either in melee or by shooting. They can shoot over another unit.

**Archers cannot shoot through a building hex. The can shoot down a road that runs through a building hex so long as the shoot in a straight line of hexes along that road.**

**Fire to or from units on level ground and units on either slop hexes and units on hill top hexes adjacent to slope hexes is possible. Between level ground and other hill top hexes is not.**

### 12.3 - Combat Resolution

For each combat that has been declared the attacking player adds the strength of all attacking units and adds any charge bonus. The defending player does the same adding any adjustments for the terrain they occupy. The defender’s total is divided by the attacker’s total to produce a ratio. The result can range from 1/3 (or less) to 4/1 (or more) rounded in favor of the defense. The attacker rolls 1d6. The number rolled is modified by the terrain as shown on the terrain effects table. All terrain effects are cumulative. Finally, the players find the modified result on the left-most column of the Com-

bat Results Table, cross-referencing that with the appropriate odds column which shows the result of that combat. ALL results are applied immediately.

#### 12.4 – Combat Results

First Letter: A= Attacker/ D= Defender

Second Letter: 2 = two lost, 1 = one lost, T= morale check, R1 = retreat one hex, R2 = retreat two hexes.

#### 12.5 – Retreat

If a unit that is required to retreat but cannot due to the presence of a river, or of enemy units/Zoc's is adjacent to a friendly unit, it may displace that unit and move into its space. Both units must then make a morale check. It is possible for this procedure to lead to a series of displacements and morale checks if no alternative is available to subsequent displaced units.

Note: This simulates the effect of possible panic resulting from men seeing their comrades retreating or running away. (« Faith, I ran when I saw others run! » – Shakespeare, *Henry IV*, pt. 1 Act 2, Scene IV.)

If a unit is required to retreat off the map it is eliminated.

#### 12.6 – Unit Reduction

Most unit counter has two steps as shown by the two sides of the counters. The first shows its ratings at full strength. If it is required to lose a step, it is turned to the back which shows its ratings reduced. If it is required to lose a second step it is eliminated.

The results are applied as the owning player wishes so long as all required step losses which can be taken are, in fact, taken.

If two or more units are attacking any one of them can suffer any required negative results.

Example: A player attacks with an intact unit and a reduced unit. The result is « A2 ». The player can either eliminate the second unit and reduce the first or eliminate the first completely leaving the second as it was.

#### 12.7 – Morale Check

When a morale check is required, the owning player rolls 1d6 and compares the result to the unit's morale rating. Add « 1 » if that side's commander is stacked with or adjacent to the unit.

If the result is **less** than the unit's morale rating nothing further happens.

If the result is **equal** to the unit's morale rating it must retreat one hex.

If the result is **more** than the unit's morale rating it takes one step loss and retreats one hex. If the unit is already reduced it is eliminated.

#### 12.8 – Advance After Combat

When a combat result requires the defender to retreat or when the defender is eliminated, an attacking unit can, if the owning player wishes, move into the vacated hex disregarding any ZoC or Movement Point limits. The decision to move into the vacated hex must be announced immediately after the combat is resolved. A mounted unit which has charged must always advance after combat if possible.

### **13 - Scenarios**

#### 13.1 – 1st St Albans

The scenario last 5 turns. Yorkists play first.

**Victory conditions** : the Yorkist wins a minor victory if he captures the king and a major victory if he eliminates Somerset as well. Any other result is a Lancastrians's victory.

The King cannot move unless he is captured.

The King is captured when an opposing (Yorkist) unit enters the hex he is in. Beginning the following turn he is moved by the Yorkist unit he is with until and unless he is ever not stacked with a Yorkist unit in which case he stands there until some unit of one side or the other enters his hex. ANd so on Likewise he can be controlled by the Lancastrian when controlled by a Lancastrian unit.

#### **Set-up :**

**Lancastrians** : Somerset, 6 x Archers, 2 x (3-2), 2 x (2-2) and 1 x (1-2) in hexes 1403, 1304, 1204, 1105, 1004, 0905, 0804, 0705, 0604, 0505 and 0404 and King Henry who sets up in St Peters church ( 1006) and cannot move.

**Yorkists** : 10 x Archers, 2 x (3-2), 3 x (2-2) and 2 x (1-2) enter east edge between 1401 and 0401.

#### 13.1 – 2nd St Albans

The scenario last 7 turns. Lancastrians play first.

First turn the yorkist player can move the units in St Albans and on hex row 08xx only. Second turn

he can also move the units on hex row 06xx. third turn he can also move the units on hex row 04xx.

**Victory conditions** : the Lancastrians win a minor victory if they control the King and the end of the game and are not routed and a major victory if the Yorkists are routed. the Yorkists win a minor victory if the Lancastrians are routed and a major victory if they control the King and the end of the game as well.

lancastrians are routed when they have lost 9 units, Yorkists 8. Leaders count double.

**Set-up :**

Lancastrians : Margaret, 7 x Archers, 4 x (3-2), 3 x (2-2) and 2 x cavalry enters by the three roads south of the river and count their movement from these hexes. They can cross the river only through the bridges.

Yorkists : King Henry sets up in St Peters church ( 1006) and cannot move alone.

1205 : 1 x (2-2)

1006 : 1 x archer

Hex row 08xx : Warwick, 1 x archer, 1 x (3-2), 1 x (2-2), 1 x (1-2).

Hex row 06xx : 1 x archer, 1 x (3-2), 1 x (2-2), 1 x (1-2).

Hex row 004xx : 1 x archer, 1 x (3-2), 1 x (2-2), 2 x (1-2).