

Shieldwall 2024 (Maldon v2.1)

Organising The Armies.

Figures are mounted in groups 2-3 ranks deep on rectangular bases called *stands*. Each stand represents fighting men with the best warriors in the front and others to the rear, including some archers and other men with missiles.

In 15mm scale each stand has a frontage of 80mm and depth of 40mm. Stand depths may vary but all must have the same frontage. In 28mm scale stands should have 120mm frontage and 40-60mm depth. The number of figures per stand does not matter but to give the right visual effect a stand should have 12-18 figures. Players with figures mounted on smaller bases (eg: 40mm frontage for 15mm or 60 mm frontage for 28 mm) should combine 2 bases to make a single stand.

Additional single figures or small groups should be mounted on smaller irregular bases representing leaders, heroes, camp followers, and holy people.

Each army consists of **2-5 contingents** with 3 being the norm (centre, left and right). Each contingent normally consists of **one Retinue** stand, representing the Leader's hearth troops, and **1-2 bands of followers**, each of 1-2 stands of lesser warriors. A contingent led by an exceptional leader or king may have a retinue of 2 stands. The contingent should be arrayed with the retinue in the centre and follower bands on the wings.

Scale. There is no fixed scale. Each stand could be taken to represent about 200 men. Ground scale is roughly 1" = 10 paces.

Unit Experience and Strength levels. Each retinue or band (collectively called a *unit*) has one of the following experience levels which also gives them a strength rating which corresponds to the number of dice rolled in combat:

- **A Grade.** Exclusively battle hardened veterans. Only retinues may be A Grade. **Strength 6.**
- **B Grade.** Fully trained warriors with some experience backed up in the rear ranks by lesser trained and equipped men. Both retinues and followers may be B Grade. **Strength 4.**
- **C Grade.** Trained but inexperienced troops stiffened by a few experienced men. Only followers. **Strength 2.**
- **D Grade.** Local levies with little or no experience or training. Only followers. **Strength 1**

Supernumeraries. Each army may choose from any combination of the following supernumerary figures or items up to as many as there are contingents in the army. The supernumeraries should be based on round or irregular bases. Camp followers may be attached to any unit, others to a leader's retinue. The supernumeraries move automatically with the unit to which they are attached. Camp followers may move to join a different unit in the command phase, others may not.

Camp Followers. A group of women, old men and children who, by helping to take care of the wounded and providing refreshment and encouragement, may help to restore cohesion and morale. In the leadership phase they may remove 1 DP from any unit in their contingent within 2" even if in combat.

Holy Person. A priest, sage, sorcerer or similar who may invoke the help of the Gods. Only one per army.

Heroic Champion. An especially skilled and brave warrior capable of great deeds in combat.

Battle Standard. A magical, holy or other standard of special significance that can inspire men to greater deeds. Only one per army.

Special Weapon. A sword, spear or axe believed to carry great power, which gives a leader an advantage in single combat. Only one allowed per army and it must be assigned to a specific leader (not his champion).

The Gods and Fortune

The Gods, (or God for Christians), were seen to take an active role in influencing events and the outcome of a battle could be determined by their pleasure or displeasure. Likewise other random events could have an impact on the state of the army. A pack of ordinary playing cards is used to represent this.

Each turn a card is drawn. One player is designated as 'red' the other 'black'. Red cards will only affect the red side, black cards will only affect the black side while jokers affect both. If a player has called on a holy man to influence the gods he may choose to cancel the effect of the card and may also choose to draw a new one. He

does not have to do either of these but if he does he must accept the consequence of the second card drawn.

Results:

Number cards other than 3, 5 or 7: No impact

Three: A bad omen. One unit's aggression level, chosen by the opposing side, reduced by one. Play immediately.

Five: A skilled archer is revealed. Double dice for one stand of choice in one missile exchange. May be retained to play later.

Seven: Fortune smiles. May choose to re-roll any one set of dice thrown. May be retained to play later.

Jack: The effects of too much hard drinking the night before begins to tell, all retinues gain 1 DP. Play immediately.

Queen: The presence of a beautiful woman inspires the men to great bravery. Increase the aggression level of one retinue chosen by the affected side. Play immediately.

King: A new hero is revealed and immediately comes forward to challenge an enemy leader to personal combat. Play immediately.

Ace: A leader is seen to be favoured by the Gods raising one leader's LPs by 1. Chosen by affected side. Play immediately.

First Joker: Heavy rain has made the ground soggy. DPs for fatigue on die rolls of 4-6 for the remainder of the game.

Second Joker: A major natural event (eclipse, earthquake etc) causes terror. Every unit in both armies drops 1 Aggression Level. Play immediately.

Cohesion, Morale and Aggression

Death, Desertion and Disorder Points (DPs). The state of a unit's cohesion is noted by the accumulation of DPs due to fatigue, disorder, shooting, combat and psychological factors. DPs are indicated by markers (small pebbles or a small D6) placed beside the unit.

When a unit has accumulated 4 DPs any further DPs due to combat, shooting or morale (but not fatigue or manoeuvre) will cause the unit to drop one aggression level.

If reduced below shaken a stand is removed as a casualty instead.

Further DPs are assigned or taken away for each unit for the following *as soon as they occur*:

- 1 DP if a friendly equal or higher grade unit retiring within 2"
- 1 DP for fatigue when moving, depending on die roll
- 1 DP for some manoeuvre actions.
- 1 DP for each Hit from missiles for units with Present or lower Aggression levels
- 1 DP for each unit with enemy advancing towards them within 8" before they have signalled the advance
- 1 DP if failed attempt to charge
- 1 DP if leader or champion lost personal combat

DPs may be removed in the Leadership Phase by the intervention of Leaders, or Camp Followers. They may additionally be removed in the movement phase if the unit rests instead of moving.

Aggression Levels (ALs). Each unit has 4 possible aggression levels as follows:

Shaken. The unit may not advance towards enemy. Indicated by placing a casualty figure or red counter beside the unit. If forced to drop another level one stand is removed to represent men deserting the field.

Present. The unit is present and correct but not overly eager to fight. No marker.

Ready for battle. The unit is eager to close with the enemy. Indicated by a single figure in a inspiring pose beside the unit.

Blood lust. The unit cannot wait to get stuck in, even to the point of disobeying orders. Once the Advance has been signalled, it must advance towards enemy in the movement phase and charge as soon as it is within range. Indicated by a group of two figures as above. If aggression level is raised further, there is no effect.

Aggression Levels may be raised or lowered by the intervention of Leaders, Gods, shooting, combat results and the following:

- -1 level if any equal or higher grade unit broken or destroyed within 2"

- -1 level if the leader is killed (at any distance). Applies only to units in that leader's contingent unless commander in chief.
- -1 level if a Battle Standard is routing or retiring
- +1 if an enemy unit broken/destroyed/retiring within 2"
- +1 from leader or champion winning personal combat

Leaders

Leaders are part of their retinue stands. To determine distance from the leader measure from any point in his retinue. One leader in each army may be designated as the commander in chief.

Each Leader has **2-5 Leadership Points (LPs)** allocated according to the scenario or by rolling an AvD. Place a small D6 behind each retinue to indicate the leader's LPs. These may be used as follows during the Leadership Phase, unless the leader is in combat and except where noted below:

- **2 LPs: Increase Cohesion.** Remove 1 DP from any unit within 2" that is not in combat.
- **2 LPs: Change Aggression.** Raise or lower the aggression of any unit within 2" that is not in combat by 1 level. *Note: a leader may wish to lower aggression level if attempting to stop pursuit.*
- **1 LP: Signal the Advance.** This allows that leader's contingent to start advancing towards the enemy. No units of his contingent may advance prior to this unless forced to by a Control Test. They may move laterally or to the rear. Leaders of the same army may signal the advance for their contingent at different times.
- **3 LPs: Issue a Challenge to personal combat.**
- **3 LPs: Accept a Challenge to personal combat.**
- **1 LP: Call on a Holy person.** This allows a leader (if he wishes) to cancel the effect of the 'god card' drawn and pick another in its place. If both sides call on a holy person in the same turn they cancel each other out.. This is done in the Invoke the Gods Phase and may only be done by a leader with an attached holy person.

If a leader's retinue is in combat he may not use any of his LPs.

Control Test

Units that are further than 2" from the leader's retinue must take a control test at the start of the movement phase to determine how they may move, unless part of a contingent with no breaks between it and the retinue and all intending to move in the same direction.

All units, including retinues must take a control test to cease pursuit as must all units whose leader has been killed.

Roll 1AvD. +1 each aggression level above present, -1 if Shaken, +/-1 (optional) if A Grade.

Results:

- 2- Shaken Retire. Others Halt. Cease pursuit.
- 3-4 Act as the player wishes. Cease pursuit.
- 5+ Units in Blood Lust must advance towards the nearest enemy and charge if they come within 2". Otherwise repeat last move. Pursuit continues.

Risk to Leaders

Whenever a Leader's retinue suffers a Hit due to missile fire, or was engaged in combat roll 1 D6. If a '1' is rolled, roll again:

- 1 = Killed
- 2-3 = Severe Wound. Loose 2 LPs.
- 4-6 = Light Wound. Loose 1 LP. Once LPs reduced to 0 the leader is killed.

If the leader is killed in normal combat his retinue will fight to the death (or victory). In this case if Shaken it will be eliminated on a Set-back or Defeat result. If not shaken it will fall back rather than retire on a Defeat result (see Combat Results).

If the Leader's retinue is eliminated as a casualty: Roll a D6

- 1-3 = leader killed,
- 4 = leader captured,
- 5-6 = leader escapes and joins the nearest friendly A or B Grade unit.

Personal Combat

Any Leader whose retinue is not in combat may issue a challenge to single combat with the closest enemy leader if he allocated 3 LPs to do so. Challenges resulting from a King being drawn from the cards occur immediately regardless of LPs expended.

If the Challenge is not accepted, the leader who refused the challenge must roll a D6 with the following result:

- 1-3 He loses the respect of his troops and therefore permanently loses 1 LP
- 4-5 A non-heroic champion (see below) accepts the challenge without authorisation.
- 6 His contingent is unimpressed by the challenge and ignores it.

Champions. A leader may appoint a Champion to fight in his place, even if he himself issued the challenge. This may be a Heroic Champion, if one is attached to his contingent, or simply one of his braver men.

If the challenge is accepted, place single figures representing the Leaders or Champions together half way between the two contingents. Deal out normal playing cards to the two players as follows:

- Leader with special weapon dealt 8 cards and discards 3
- Each other leader or heroic champion dealt 7 cards and discards 2
- Each other champion dealt 6 cards and discards 1.

Red cards are *parry*, black cards *strike*. Jokers can be either. Jack = 10, Queen = 11, King = 12, Ace = 13, Joker = 14.

Players dice off to determine who has advantage. +1 if heroic champion

Player without advantage plays a card face up. Player with advantage plays next after seeing opponent's card

Both play red

No result. Advantage goes to the highest card. If the same dice again for advantage.

Both play black

If one side has double the opponent's card or better, inflict 1 wound and take advantage

If difference less than double both take 1 wound. Advantage goes to the player with highest card. If the same dice again for advantage.

Red and black played

If red card is the same or higher the blow is parried. Take advantage.

If black card is higher a wound is inflicted. Take advantage.

3 wounds kills.

A leader, who wins personal combat by killing his opponent:

- increases his LPs by 1, unless a champion fought in his place, or unless he sustained 2 wounds
- increases the Aggression Level of all units in his contingent by 1,
- causes 1 DP on all units in the opposing contingent.

If no one killed after all cards played then honour is satisfied with no winner or loser. However if a leader or champion took 2 wounds, his LPs are reduced by 1. That this happens even if a champion fought reflects a loss of prestige. If a leader or champion takes only 1 wound there is no effect other than bragging rights to show off his scars to his admirers.

Turn Sequence

1. **Determine Initiative.** Each side rolls a D6. Winner decides whether to go first (take the initiative) or second for each phase in the turn, +1 to die roll if one army's commander in chief has more LPs than opponent.
2. **Invoke the Gods.** Draw a card from the 'god pack'. A leader with with a Holy Person may expend one LP to call on the holy person to cancel the card effect (after the card has been drawn and revealed) and optionally draw another card. Results are applied immediately.
3. **Leadership.** Allocate and apply remaining Leadership Points for each leader that is not in combat; apply the results of their actions including initial move if advance is signalled; fight personal combats. Camp followers remove DPs.
4. **Movement.** Take control tests as required. Move eligible units, stopping at 2" from enemy.

5. **Missile Exchange.** Simultaneously shoot at eligible targets within 2". Results not taken into account until both sides have exchanged missiles.
6. **Combat.** Declare and test for charges; resolve combat and make resulting moves.

Deployment, Forming Up and Signalling the Advance

In the initial stages of the game the aim is to order the battle line and get troops into a sufficient state to advance against the enemy.

Dice to see who deploys first, +1 to die if one side's commander in chief has more LPs than the other. Lowest score deploys 1 contingent anywhere up to 9" from the table centre. Repeat until all contingents are deployed. This deployment method may be modified to suit a game scenario — for example having a defending player deploy the first contingent, then dicing for the remainder.

Armies should drawn up in a single line with no reserves. All units in a contingent must initially be in base to base contact with each other. Contingents may be spaced apart as the player wishes.

Each unit begins the game with 3 DPs and Present Aggression. This represents the fact that they are not yet properly formed up, nor psychologically ready for battle. This requires intervention by their leaders to get them ready. This may be modified to suit a specific scenario.

The game is played sequentially in several phases with both sides completing each phase before moving to the next. At the start of each turn players dice for **initiative** with high roll deciding whether or not to take the initiative and act first. All actions are conducted with the contingent on the right completing its actions first and then moving along the line to the left. Within each contingent the Retinue acts first followed by the right and left bands. The player with initiative takes the first actions in all phases except where it is simultaneous.

Units may not advance towards enemy until the Leader expends 1 LP to **signal the advance**. They may move laterally or to the rear. When the signal is given all units in the contingent must initially react as follows in the leadership phase when the advance is signalled.

Shaken units may not move
Present units advance 1"
Units ready for battle advance 2"
Units with Blood Lust advance 3"

A unit with less than Blood Lust aggression may choose to add 1" to their initial move if battle standard is within 2". Note that if units of the same contingent have different aggression levels they will not necessarily move at the same speed.

In the movement phase and in subsequent turns units may move normally. If the player wishes a contingent to remain on the defensive he does not need to signal the advance and his troops will remain stationary until engaged in combat.

Any unit which has enemy advancing towards it before they themselves have signalled the advance take 1 DP.

Movement

Once a contingent has made its initial move following the signal to advance, units are free to move up to 2" from visible enemy. Subsequent move distances are determined by dice (see Movement Rates below).

Shaken units may not advance towards the enemy. Others must move the full distance rolled on the dice except that they must halt at 2" from visible from enemy and will not be forced to interpenetrate friends or cross an obstacle. Except for units with Blood Lust, movement may also stop short of the full die roll if the unit wishes to move to line up with friendly troops or to conform to a terrain feature. The player must declare this intent before rolling his movement dice. All movement is conducted from right to left except where two moves intersect, the front unit may move first.

Units of the same contingent within 2" of the leader's retinue and moving in the same direction move as a single body on the same die roll. Separated and uncontrolled units move and dice individually.

Unformed Units. These are units which no longer maintain formation. Routing, retiring, and pursuing units, are considered unformed, as are those who move in difficult terrain or change direction. Unformed units act as individual stands rather than as a cohesive body. They move stands independently with no manoeuvre penalties. They are considered to be facing all round. Units may not voluntarily choose to become unformed other than to change direction (see manoeuvre). They should be indicated by placing a suitable marker behind the unit (a couple of figures spaced apart in a disorderly fashion or a suitable counter).

Movement Rates: Roll 1 AvD x inches + 1 optional additional D6 x inches. Decision to use optional die must

be made in advance.

Rout, retire and pursuit moves. Roll maximum dice. removed +1 for rout/retire

Fatigue: Formed units incur 1 DP each time a 5 or 6 is thrown on the move dice. This simulates fatigue and the difficulty of keeping formation while moving. Unformed troops do not incur any penalty.

Effect of difficult terrain (dense woods, marsh, town, steep slopes, cross obstacle or sea shallows etc): If any stand of a unit moves in difficult terrain the unit becomes unformed.

Manoeuvre.

Unformed stands move freely and independently in any direction. Movement by formed units must be directly to the front with no more than 22½° variation of the centre axis. Other manoeuvre by formed units is limited to the following:

Change direction: This causes the unit to become unformed. Move stands independently in any direction according to the move dice. The unit may reform the following turn if not in combat.

About Face: ½ move. Turns to the flank are not allowed.

Side-step/step back/step forward (A & B Grade only). 1 move. Shift up to 2" to front, side or rear. No dice required, no DPs.

Embark/Disembark: ½ move for all units and become unformed.

Form up Unformed. 1 move. May not reform if in combat.

Interpenetration: All units involved become unformed.

Rest and Reform

Units may choose to remain stationary in the movement phase to recover their order, removing DPs as follows:

A and B Grade: 1 per turn if not in combat

C Grade: 1 per turn if beyond 2" of all enemy

D Grade: 1 per turn if beyond 8" of all enemy

Note that before the signal to advance has been given all units will be stationary and therefore may remove their initial deployment DPs in the movement phase.

Leaders may also remove DPs in the leadership phase if they allocated 2 LPs to increase cohesion as long as neither the leader nor unit is in combat. Camp followers may also remove an additional DP from the unit they are attached to in the leadership phase, even if the unit is in combat.

Once the signal to advance has been given, units with higher than present aggression drop one aggression level if they halt to rest and reform.

Missile Exchange

All units are assumed to have some missile capability, this may come from missile troops in rear ranks shooting overhead and/or spears, axes and javelins being thrown from the front.

Units may shoot at targets within 2". There must be a clear line of sight from the front of the shooting stand to the target. Enemy engaged in combat with friends are not eligible targets, however, outflanking stands are. A gap must be at least 2" wide to shoot through.

Roll 2 D6 for each stand shooting, ½ dice (round up) if target is a retinue (due to their armour) or is in cover.

If the result is 6, a **Hit** has been scored. Target drops 1 Aggression Level if above Present. Otherwise 1 DP for each hit.

Shooting is simultaneous. Results are not applied until both sides have shot.

Charges and Combat

A charge is the only way to close to hand-to-hand combat with enemy. Players declare which units wish to initiate a **charge**, player with initiative declaring first. To initiate a charge, *the unit must be within 2" of target*. Shaken units may not initiate a charge. Units with Blood Lust must declare a charge once they are within 2" of enemy. Unformed units may charge but their combat effectiveness will be limited.

Test for charges and responses. Units with Blood Lust charge automatically, others Roll 1 D6 for each unit

which declared a charge: **Test the Retinue first** within each contingent, then follower bands from right to left.

If result is 4-6 the unit may charge. If not it will remain stationary.

- +1 if retinue with leader present (not been killed)
- +1 if Ready for Battle,
- +1 if a friendly unit charging within 2",
- +1 if A Grade,
- 1 if D Grade,
- 1 if unformed or has 2 or more DPs.
- +1 if Battle Standard within 2",

Units that are being charged and did not themselves declare a charge, or if they attempted to charge but failed to roll high enough, stand to receive at the halt.

Resolving combat.

Align stands to fight without partial overlaps. Where possible fight unit against unit. If this is not possible fight multiple units as a single combat.

Roll 1 D6 *per engaged stand* according to strength level. A stand is *engaged* if it is in direct contact with enemy. If one stand of a unit is engaged the whole unit is considered to be engaged.

Add or subtract dice *per engaged unit* for the following that apply.

- +2 Blood Lust
- +1 Ready for Battle
- 2 Shaken
- 1 Each DP on every engaged unit*
- +2 Each otherwise unengaged friendly stand on the flank in base to base contact (max 1 stand each flank)
- +1 Charged this turn*
- +1 Following up an opponent that fell back
- +1 Heroic champion or battle standard attached to engaged unit

* count only in charge combats. DPs are only counted in combats when one or both sides are charging when unit cohesion will be important. Follow-on rounds of combat will be less ordered.

A hit is scored on each die result of '6' if:

- unformed,
- charged from behind flank/rear, or fighting against their flank or rear only.
- If opponent has advantage of ground (uphill, behind barricade or in cover, etc)

A hit is scored on a 5-6 in other circumstances.

One automatic hit is scored if a leader is fighting in the combat.

Results. Compare the difference in hits between both sides:

5+ Victory. Raise two aggression levels (maximum Blood Lust) and *pursue* or *follow-up* opponents.

+2/4 Success: Raise one aggression level and *follow up* or *pursue* opponents.

+1/-1 Inconclusive. Each take 1 DP and immediately refight as a non-charge combat. If the second round is again inconclusive each take another DP and separate units by 2" (each moves back 1").

-2/-4 Set-Back. *Retire* if previously shaken, otherwise drop 1 aggression level and *fall-back*.

5- Defeat. *Break* if previously shaken. Otherwise drop 1 aggression level, take 1 DP and *retire* if charge combat, *fall-back* if no charges involved.

All engaged units must share the outcome — each unit taking the same DPs and aggression level changes. Unengaged units which only contributed by being on the flank do not share the outcome.

Moves Following Combat

Units that lost move first.

Remain in place. Remain halted, locked in combat and fight another round of combat next turn if opponent does the same.

Fall-back. Move back base depth facing enemy. Units unable to fall-back (due to terrain obstacle, enemy to rear etc) remain in place and receive 1 DP.

Follow-up. Move forward in good order to remain in contact with an opponent who fell back. Fight another round of combat next turn.

Retire. Make a full unformed move away from the enemy. Units unable to retire remain in place and receive 1 DP. Retiring units break if caught by pursuers. If they outdistance pursuit they may reform next turn or continue to retire a further move.

Break. Make a full unformed move away from the enemy until they have outdistanced pursuit at which point the broken unit is eliminated, it being assumed that survivors have dispersed. Units unable to move surrender to any enemy within 2".

Pursue. Make a full unformed move, in an attempt to remain in contact with opponent who broke or retired. Pursuit continues until the pursuers get a Control Test result of less than 5. If there are no enemy left to pursue they will move towards the enemy camp and loot it. If no camp on table, move towards enemy table edge and then off table.

Pursuers encountering new enemy automatically charge them. Note that the pursuers will be unformed. A new target must react according to the normal charge responses if it is charged in these circumstances. This is worked out immediately as a new charge.

Pursuers who catch routers or retirers get a '*free hack*' rolling one die per engaged stand, causing an automatic casualty (stand removed) for every 3+.