1. MORE FAQS

(PAGE 6, COLUMN 2) PAIRED FORMATIONS

Is a paired formation permanent, or can I split it into two separate companies?

An infantry formation (line or block) is supposed to be made up of troops who have trained together or who were raised as part of the retinue of the same nobleman. As a formation needs only one order it is easier to move infantry across the battlefield in this way. And there are certain advantages in Melee and reacting to being attacked.

There might be occasions when you want to split the formation, but this is not going to be easy as troops would be reluctant to do this mid-battle - Englishmen have never liked unnecessary change! So, treat it as a Special Action (page 13, column 2). This means it will take two Orders (one to each of the companies) so in most cases it will be all that a Commander can do in one turn. And all the two companies can do is move apart (by about 3 inches each) so that they are no longer touching. In any future turns they will need to be given separate orders.

Once split, an original formation can re-form by going through the same process but troops who were not in a formation together at the start of the battle cannot form one during it. They won’t work with strangers!

(PAGE 15, COLUMN 1) ARCS AND TARGETS

Do troops always have to shoot at the nearest target?

We need to make an exception for Artillery, so add at the foot of the column:

“c) Artillery must return fire against any enemy Archers or Skirmishers who shot at them this turn. Otherwise they target the nearest enemy Company or Squadron, unless ordered to do otherwise”. This way Artillery will always shoot at the best target rather than having to shoot at a distant band of Skirmishers in front of the enemy masses. The only exception being when the Skirmishers have already put the Artillery under fire this turn. Best to use your other troops to drive them off!

Are troops behind Skirmishers “screened” from enemy shooting?

No. The shots are assumed to pass through or over the Skirmishers unless the shooters choose to target them.

(PAGE 17) REACTIONS – How a Unit reacts to being attacked.

How do Daunted troops react to being attacked?

Daunted Archers should be less likely to stand than others. So on a roll of 4,5,6 re-word it to say “Levy or Daunted re-roll 6s”.

(PAGE 18) MELEE SCORE ADJUSTMENTS

Can Cavalry counter-charge through friends who are evading?

Any supporting Cavalry who evaders pass through may counter-attack if they would otherwise get hit at the halt by the attackers. The Cavalry will re-roll 1s for (counter-) attacking, but Knights don’t re-roll 2s and 3s for counter-charging. If the evading unit is Skirmishers or Cavalry there is no other penalty but evading Archers will cause disarray (page 14, Moving through friendly troops).

(PAGE 23) DAUNTED.

Is a Daunted unit always immobilised?

No - add “except to retreat” after “it cannot be given any orders”. You may wish to do this to get it out of immediate danger of being attacked or shot down. Note, however, that it will have to retreat AGAIN if it fail its compulsory Morale Crisis Test at the end of the Turn.

(PAGE 23) ARMY MORALE TOKENS

What happens when you “Claim an Enemy Morale Token”.

Your opponent must hand it over and you then add it to a common pile of Lost Morale Tokens. You DON’T add it to your own set of Morale tokens! I used the word “claim” to mean that it is up to you to ask for the token and make sure your opponent hands it over at the right time.
2. LET'S TALK ABOUT “SPECIAL EVENTS”

The game's Special Events have scope for different interpretations because of the limited space that was available on the cards to explain the rules.

In the first FAQ document there was the example of the “Treachery” Card where I explained that the “4,5,6 changes sides” result can only be applied in the case of a full strength enemy unit, without a leader touching it, which has not already been involved in any Shooting or Melee – because only troops who have not already taken any active role in the battle are going to be willing to change sides. Note that this card has no effect on Army Morale Tokens - your enemy now has one less fighting unit, which is bad enough!

“Extra Arrow Supply”, “Fauconberg’s Gambit”, “False Colours” and “Sudden Heavy Rain Shower” seem pretty unambiguous to me, but the other four cards could do with some further explanation:

“Flank Attack”

Can I launch a flank attack by any unit, from anywhere on the battlefield?

No, you can play the card on any enemy unit but the attack can only be made by a friendly unit which is capable of getting at the target enemy this turn – that is by making no more than two move actions. It doesn't matter if your unit has already been given orders this turn and for this Special Event action it can wheel or change facing without penalty - but it will become disarrayed if it has to cross any obstacle or move through friends of a different arm on its way to attacking the enemy.

“Terrain Advantage”

What happens to the “Hidden Ditch” after I have played the card?

It stays there for the rest of the battle and any unit crossing it takes two Disarray tokens. The best way of doing this is to make a special terrain model (a bit wider than the frontage of an Infantry company) and leave it in position on the battlefield.

“Ambush”

How do I activate the extra band of Skirmishers?

They get a special immediate free Skirmisher activation when you play the card – so they can do up to two things (move twice, move and shoot, shoot and move or just shoot once – remember, only Archer companies can shoot twice in a turn). After that they are activated whenever your Skirmisher card is drawn from the Play Deck – so you could play this card at the start of turn and then activate them again when/if your card is drawn during the rest of the turn.

“Local Truce”

What does a “tied Melee” mean? When might I want to play this card?

“Indecisive” would have been a much better word than tied. My intention was that this card could be played after any round of Melee in which neither side was Daunted or Broken.

You might want to play it after a round of Melee in which an apparently outmatched friendly unit has held its own against the odds – say Archers fighting Billmen.

3. GAMING AIDS

Members of the NMTBH Facebook Page and the Lead Adventures Forum will recognise the names “Eric the Shed” and “Captain Blood” as two enthusiastic early adopters of the rules who have been providing fellow Billhookers with inspirational accounts of epic battles fought on a scale I had not originally thought possible. As part of their learning curve they developed two gaming aids – respectively a “Morale Crisis Test Ready Reckoner” (or “Morale Shedsheet”) and a “Forget Ye not” aide memoire of key points of the rules that it might be easy to forget in the heat of battle. They have kindly agreed to let me post them here for the benefit of the wider Billhooks Community.
Forget thee not

BONUS CARDS: Use them or Lose them
They must be played before the end of the current turn then re- shuffled into the Bonus deck.

SPECIAL EVENT CARDS: Play them or save them
They can be played immediately or saved for use at any time in the game.

DISARRAY
- Evaders always become Disarrayed.
- Re-roll 6s in Morale tests.
- Count front rank only in shooting/melee.
  (Cavalry count half their one rank.)

DAUNTED
As Disarrayed, plus:
- Cannot take orders, can only try to Rally (with leader).
- Must take Morale test, end of each turn.

LOSE ONE ARMY MORALE TOKEN WHEN:
- Unit fails Morale test and becomes Daunted.
- A previously Daunted unit breaks.
- Lose two if an undaunted unit breaks or is destroyed.
- Gain one back if a Daunted unit rallies.

MORALE TESTS
- Levy re-roll 6s.
- Veterans; or units with hero attached; or who won a melee in this turn, re-roll 1s.

OBSTACLES AND COVER
- Attacking across an obstacle Disarrays cavalry and:
- Infantry blocks can’t count third rank.
- Hedges are an obstacle, but not cover from shooting.
- Hard cover (walls, trees, etc.) increases saving throw by one armour class.

MELEE
- Cavalry fight in one rank, Infantry in two, plus any 3rd rank (in 1st round only).
- 4, 5, 6 to hit, irrespective of troop type.
- Second round of melee, it’s 5 or 6 to hit.
- Attackers or Veterans re-roll 1s in 1st round.
- If following-up, re-roll 1s in second round.
- No re-rolls if attacking over an obstacle / uphill / disarrayed or cavalry v pikemen.

MELEE RESULT
- Most kills wins
- Loser must take morale test
- Winners hold ground unless leader attached who chooses to follow up
- Cavalry and Kern must follow up
- Cavalry who don’t daunt infantry in 1st round must retreat, become disarrayed
- Melee continues (on the next bonus card) if:
  - result is drawn.
  - losers pass morale check and stand.
  - winner follows up.
- After 2nd round of melee, both sides become disarrayed.

CHARGING KNIGHTS
- Re-roll 1s, 2s, 3s in first round of melee (once only).
- May only charge / counter-charge twice in the game.

ATTACHED LEADER WOUNDS
- Roll 1D6 for each kill over 3 from Shooting or Melee (each kill over 2 if shot at & Mounted).
- Each 1 rolled = a wound on the Leader.
# Billhooks Morale Shedsheet

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**Modifiers**
1. Re-roll 1s if Veteran.
2. Re-roll 1s if Leader Attached.
3. Re-roll 1s if unit won melee this turn.
4. Re-roll 6s if unit Disarrayed or Daunted.
5. Re-roll 6s if Levy.

**Effects**
1. Daunted Troops retreat 9" facing enemy.
2. Retreat through friendly unit adds disarray token if equal or lower points value.
3. Broken unit retreats 12" and scatters causing morale crisis - for unit of equal or lower points within 12" that saw the rout.