Counter Breakdown

Normal Operational Side

Contingent

Unit Type

Contingent

Unit Image

Disrupted Side

Side of Battle

(Roman-Visigoth)

Side of Battle

(Hun)

Movement Allowance

Shock Value

Red Circle = Ferocious (see 9.5.3)

White Circle = Shock Penalty (see 9.2.2)

White Square = Special

(Hun MI, see 9.2.4

Visigo. LC, see 9.2.3)

Unit Types:

<table>
<thead>
<tr>
<th>Heavy Infantry</th>
<th>Medium Infantry</th>
<th>Light Infantry</th>
</tr>
</thead>
<tbody>
<tr>
<td>HI</td>
<td>MI</td>
<td>LI</td>
</tr>
<tr>
<td>Heavy Calvary</td>
<td>Light Calvary</td>
<td></td>
</tr>
<tr>
<td>HC</td>
<td>LC</td>
<td></td>
</tr>
</tbody>
</table>

Some tribes fought on both sides of the battle, this is represented by showing the same tribal name in the contingent area of the counter.

Ranged units utilize two different types of bows. The composite ("C"-rating) bow shown by the symbol and the traditional ("B"-rating) bow shown by the symbol (see 8.0).

The Alans roll a die when activating as well as when they have a unit eliminated to see if they abandon the battle (see 12.0).

Attila may be stacked with a unit and applies a +1 or -1 DRM (in the units favor) (see 13.0).
SIGN OF THE PAGAN
ATTILA VS. THEODORIC & AETIUS
The Battle of the Catalaunian Fields
Gaul, 451 A.D.

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[0.0] USING THESE RULES

New gaming terms, when initially defined, appear in dark red lettering for quick referencing.

The instructions for this game are organized into major “Rules” sections as shown in large green CAPS font, and represented by the number to the left of the decimal point (e.g., Rule 4.0 is the fourth Rule). These Rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems, how to set it up, and how to win.

With each Rule, there can be “Cases” that further explain a Rule’s general concept or basic procedure. Cases might also restrict the application of a Rule by denoting exceptions to it. Cases (and Subcases) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to examples of a Rule or Case are in blue text and this font.

Text in shaded boxes, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Sign of the Pagan is a game covering the battle that took place in present-day France between the invading army of Huns under Attila, and the combined forces of Rome, under Aetius, and the Visigoths, under Theodoric. It is considered (by some, not all) to be the battle that saved western Europe from the Huns and, for the most part, put an end to Attila’s wide-sweeping drives for loot.

Sign of the Pagan is a fast-playing, fun game of low complexity. To that end, much detail has been factored into the overall mechanics. We have tried to provide as much period flavor and historical accuracy as we can, within that focus.

[2.0] GAME EQUIPMENT

Sign of the Pagan includes:
One 11” x 17” Game Map
96 Counters
16 Opportunity Cards
1 Rules Booklet
1 Charts and Tables Player Aid
1 ten-sided die (this is included only in the boxed version of the game. You must provide your own if you have the folio version).
[2.1] **The Game Map:** The game map covers the area over which the battle was (probably) fought. The map is overlaid with a grid of hexagons – hexes – that are used to regulate movement. The effects of the various types of terrain can be found in the Terrain Effects Chart.

No one knows exactly where this battle took place. J.B. Bury, for example, insists that it was near Troyes and not where it is usually “placed,” near Chalons-sur-Marne. We do know that it was somewhere in the Champagne region, the modern-day name for what was then known as The Catalaunian Fields, probably directly eastward from Orleans, from which Attila had just retreated. If one uses that as an indication, Troyes does make more sense than Chalons. For our purposes, however, none of this truly matters, as both areas have generally similar terrain features.

The only description we have of the battlefield is from Jordanes. However, while Jordanes never mentions any river - he concentrates mostly on the “ridge” on the Hun right wing - many modern day sources throw in a river as a flank anchor. That seems reasonable, especially for an army on the march. Jordanes does mention that it was a very level field, chosen by Attila for its cavalry-friendly terrain.

Almost all of the action appears to have been directed either at the center of the Roman line - the suspect Alans - or the Visigoth wing, itself. Not much flanking action occurred, or at least no discussion of such. That tends to reinforce the river-on-Aetius’-left theory, as well as the basis for our cluttering up the opposite side of the map with some woods. Gaul was heavily wooded in those days, and while the lands around the river might have been clear of trees, one would, most assuredly, find them “inland.”

[2.2] **The Playing Pieces:** The game includes three types of counters: Combat Units, Leaders and CAMs (Contingent Activation Markers), as well as several Information markers.

**Combat Unit** counters represent the actual military units that participated in the battle. The reverse side of each Combat Unit is its “Disordered” side. The information on each is read as shown:

Contingent refers to one of the six major groupings of units in the game, identified by a uniquely-colored strip. Each player has three Contingents:

- **The Hun Player:** Huns, Ostrogoths, European (largely Germanic) Allies (made up of Gepids, Burgundians and Franks).

- **The Roman-Visigoth Player:** Romans (encompassing Roman legions, Saxons, Burgundians, Franks and Armoricans), Visigoths and the Alans (and see 12.0).
**Type** is the general class and weight of the unit represented. Five types are in the game:

- **Heavy Cavalry** (HC), **Light Cavalry** (LC), **Heavy Infantry** (HI), **Medium Infantry** (MI) and **Light Infantry** (LI). In addition, the Hun player has a **Leader** unit (Attila).

The majority of troops were supplied by the Visigoths, whose army was led, (without interference from Aetius), by his ex-enemy, King Theodoric. This is the main Visigoth army, as it is apparent (at least to them) that Attila is aiming to strike all the way to the Visigothic capital at Toulouse (SW France).

Placed in the center, mostly so both Theodoric and Aetius can keep an eye on them, are the totally unreliable but militarily effective - and viciously so - Alans, under their king, Sangiban. For some years prior to the battle, the Alans had been allies to / subjects of the Huns, and had only recently been convinced by Aetius to change sides. Not that either he, or Theodoric, trusted them.

We estimate that both armies, apparently of equal strength, contained from 25,000 to 30,000 men.

*Note: Game players will see that both players have troops from the same “tribes,” e.g., the Franks. These tribes were, in essence, hedging their bets.*
Shock Rating is the value of that unit when engaging in Shock Combat. A value shown over a white circle means the unit may not Shock Attack, but may defend. A “0” value means the unit may not roll a die in Shock Combat at all, offensively or defensively. A value shown with a red circle indicates units that have Ferocity (see 9.5.3).

Missile Type is the type of bow used by that unit and affects Missile Fire combat.

Movement Allowance is the speed and endurance of that unit; basically, it is the maximum number of Clear terrain hexes that unit can move through during a single Movement Phase. Hexes containing certain terrain features may cost more than one Movement Point to enter.

Leader unit counters represent the individual commander and his retinue. In this game there is only one Leader counter (Attila).

Contingent Activation Markers (CAM) determine which Contingent is activated. They are drawn from an opaque container (the Draw Cup) during the appropriate phase to signify which Contingent may move and/or fight. The Contingent’s Initiative Bonus is listed on the CAM for player reference.

Information Markers are the Engaged, Momentum Attack and Shield Wall counters and are used as needed to remind players of corresponding game conditions.

[2.3] Game Charts and Tables: These appear on the separate Player Aid Mat.
- The Terrain Effects Chart explains how the map features impact movement and combat during play.
- The Missile Fire Table is used to resolve Missile Fire combat.
- The Shock Attack Table is used to resolve Shock Combat.

[2.4] The Cards: There are sixteen Opportunity Cards, eight for each player. See 11.0 for their use.

[2.5] The Die: The game uses a ten-sided die to resolve combat and other factors for which performance will vary. A “0” is a “zero,” not a “ten.” Alas, you will need to provide your own if you have the folio version of the game.

[2.6] Game Scale: The map scale is c. 200 yards per hex. Each foot unit contains (very roughly) about 1000 men; each mounted unit about 500.

[2.7] Playing Time: The game should take about two hours to play to conclusion, about 50% more the first time through.
[3.0] Setting Up The Game

The Hun player sets up first.

The Army of the Huns, led by Attila

All units start facing in whatever direction the player wishes. See 7.0.

Placement Hexes | Units
--- | ---
Any Hill Hex, Hex row 1600+ (1605, 1806, etc.) | 2 Frank MI
1510-1516 (Player choice) | 3 Hun MI
1607-8 | 2 Gepid MI
1609-22 | 12 Hun LC, 2 Hun HC & Attila
1623-24 | 2 Ostrogoth LC
1707-8 | 2 Burgundian MI
1722-3 | 2 Ostrogoth MI
1819-21 | 3 Ostrogoth HC

The Combined Armies of The Visigoths and the Western Roman Empire‡ led, respectively, by King Theodoric and General Aetius

All units start facing in whatever direction the player wishes. See 7.0.

Placement Hexes | Units
--- | ---
1113-1120 (Player choice) | 3 Alan HC
1009-11 | 2 Roman HI, 1Roman MI
1012-13 | 2 Saxon MI
1014 | 1 Alan MI
1015-20 | 6 Visigoth MI
1021-25 | 5 Visigoth LC
0913-17 | 2 Burgundian MI, 2 Frank MI, 1 Amorian LI
0919-24 | 3 Visigoth LC, 3 Visigoth HC

‡ As opposed to the Eastern Romans – who the Huns had just recently fought – and who would come to be known as The Byzantines.

Optional Rule - Free Setup Scenario: If players wish to “shake things up a bit,” you are welcome to try this optional setup. Both armies can be freely deployed within the following parameters:

Roman-Visigoth Army - Anywhere in hex rows 0800 through 0600 inclusive;

Hun Army - Anywhere in hex rows 1200 through 1500 inclusive.

The Huns must set up first. All normal stacking restrictions must be followed and units can be faced in any direction.

[4.0] Sequence Of Play

General Rule

Sign of the Pagan is played in Game Turns, of which there is no set number. The game keeps going until one player wins, as determined in 14.0.

The Game Turn

Game Turns are played in a series of phases and segments. Each new Game Turn begins with the Select CAMs and Initiative Phases. Then there will be ten Contingency Activation Phases until all ten CAMs are acted upon. The order of these Contingent Activations within the Game Turn is determined by blind draw (but see Initiative 5.2). The actual CAM to be used within a Game Turn will change each turn, as determined by the players.

The sequence of play for each Game Turn must be followed strictly and consists of the following phases and segments:

1 Select CAMs Phase: Each player selects five Contingency Activation Markers for the upcoming Game Turn (see 5.1).

2. Initiative Phase: Each player selects one Initiative CAM and both players then roll to determine the Initiative winner. The winning player (unless tied) places his
The five chosen CAMs are placed aside, out of view of the opponent.

**[5.2] The Initiative CAM:** At the start of the Initiative Phase, both players secretly pick one of their previously selected five CAMs to be the Initiative CAM. This is the Contingent that the player wishes to be the first CAM to start the new Game Turn and it determines if there will be a die roll modifier to the player’s Initiative die roll. This Initiative CAM is kept hidden until the Initiative die roll is made.

**[5.3] Initiative Roll:** During the Initiative Phase of the Game Turn, both players roll one die to determine who has the Initiative. Each player will reveal their Initiative CAM and add to his die roll the Initiative Bonus of that CAM (see below) with which he desires to start that turn. The higher adjusted die roll is the Initiative winner and that player’s Initiative CAM will automatically be the first CAM to start the Game Turn. If the Initiative die rolls are tied then neither player gains the Initiative (and thus no CAM
automatically starts the turn and all ten CAMs are placed in the Draw Cup).

**Optional Rule:** If players don’t like the prospect of an opponent getting a long string of uncontested CAM pulls, they may choose to instead use this rule. The loser of the Initiative automatically has his chosen Initiative CAM become the second chit of the turn (after the winning Initiative CAM chit is enacted). After both chits are acted upon, normal random chit pulling occurs with the remaining eight CAMs.

[5.3.1] **Initiative Bonuses:** The Initiative Bonus for the CAMs of each of the Contingents is as follows:

- Huns: +3
- Ostrogoths: +1
- Allies: 0
- Romans: +1
- Visigoths: +2
- Alans: +2

The indicated modifier is added to the owning player’s Initiative die roll if that Contingent’s CAM was chosen as the Initiative CAM.

[5.3.2] **The Huns Attack!** In the first Game Turn only, the Hun Player automatically wins the Initiative and he may freely select any one of his five CAMs as the first CAM of the Game Turn.

[5.4] **Normal CAM Procedure:** After the units of the Initiative CAM have completed their activation, the remaining nine (or ten if a tie) chosen CAMs for that Game Turn (from both players) are placed into the Draw Cup for random drawing during the remainder of the Game Turn.

During the Contingent Activation Phase, either player (it does not matter who – simply take turns) randomly draws a CAM from the cup. The units of the Contingent represented by that CAM are now activated (exception: see 12.1 if an Alan CAM is drawn). Upon the player finishing the moving and fighting of the units of the selected/drawn Contingent, that Contingent’s CAM is then set aside and a new one drawn from the cup. *It is then that Contingent’s turn to go wreak havoc!*

[5.5] **Turn Over:** When all CAMs in the Draw Cup have been picked and activated, that Game Turn is over. Players check to see if somebody won (Victory - 14.0); if not, begin another Game Turn.

*Remember that there is no Game Turn limit – the game continues until someone wins!*

[6.0] **Movement**

**General Rule**

Activated units conduct Movement during the Move/Fire Segment of the Contingency Activation Phase. Each unit has a Movement Allowance, representing the number of Movement Points (MP) a unit may expend during its Activation. The costs to enter the various types of hexes and cross certain types of hex sides are listed on the Terrain Effects Chart. Units are moved one at a time from one hex to another, contiguous hex in any combination of directions. As a unit enters each hex, deduct the cost of the terrain in that hex from its Movement Allowance. A unit may not enter a hex if it does not have sufficient Movement Allowance remaining to do so. However, a unit may always move at least one hex during its activation. Units may not move off the map (if they must do so, they’re eliminated).
[6.1] **No Stacking**: Units cannot stack; that is, move into a hex occupied by another Combat unit, enemy or friendly, at any time. The Attila Leader unit (13.0) is an exception and stacks freely with any friendly unit. Information markers are not units and thus may stack freely.

[6.2] **Enemy Contact**: Units must stop their movement immediately upon moving adjacent to an enemy Combat unit but may set their facing after stopping (7.0). They can move away normally in a future activation, but must apply the necessary penalties if doing so while Engaged (6.5). Note that a unit moving adjacent to an enemy Missile unit may be subject to Reaction Fire (8.2.2).

[6.3] **Missile Fire**: Units conduct Missile Fire (8.0) in the Move/Fire Segment of the Contingent Activation Phase as part of movement. Conducting Missile Fire costs 1 movement point (MP), deducted from the unit’s Movement Allowance. Individual units may combine Movement and Missile Fire in the order prescribed by their unit type (see 8.2.1) but only one Missile Fire may be conducted by a unit per segment.

[6.4] **What is Movement and What is Not**: There is a difference between moving counters around the map, and the game mechanic of Movement. Movement, as a mechanic, is any action that requires the expenditure of Movement Points. Actions that move a unit – e.g., Advance after Shock – but do not require an expenditure of Movement Points are not Movement in terms of a game mechanic.

[6.5] **Engaged Units**: Generally, units that are Engaged (9.9) with the enemy may move during their activation, but they are immediately Disordered and must pay an additional 2 movement points (MP) before moving normally. If the units are already Disordered when they disengage, they must immediately roll for a Second Disorder Check (9.6.2). Remove any markers and flip the unit to its “Disordered” side if necessary.

*Exception: Missile-capable LC units that are Engaged when activated must move away and check for Disorder as above. If they cannot withdraw due to being surrounded by enemy units, they are eliminated.*

[7.0] **Facing**

Facing refers to how a unit sits within a hex. A unit must be faced so that the top of the unit faces one of the hex’s vertices (not the side of the hex). A unit may ignore this facing when moving, but once it stops movement it must be faced in a specific direction. The two hexes to each side of the vertex the unit is facing are Frontal hexes, the two at the other end are the Rear hexes and to the side are the Flank hexes (see below):

![Hex Grid](image)

[7.1] **Facing and Movement**: Facing does not matter when determining movement direction, and units are free to change Facing as much as they want during movement, at no cost. However, they may do so only when activated (exception - see Counterattacks - 9.8.2). Changing facing is not considered movement for purposes of “Fire or Movement,” as it does not expend Movement Points. Therefore, a unit adjacent to an enemy unit may still change its facing. However, an Engaged unit may not change its Facing while remaining Engaged (it would have to first move away per 6.5).
[7.2] Facing Combat Effects: Facing determines who a unit is going to attack in Shock Combat and at whom Missile Fire may be conducted. Attacking in Shock Combat applies only to a unit’s two Frontal hexes, and Missile Fire is allowed only through Frontal and Flank hexes.

[8.0] Missile Fire

Missile Fire represents units shooting arrows at an eligible enemy target unit. “C”-rated units are using composite bows (the steppe tribes). “B”-rated units are using the less efficient ancient-style bow.

[8.1] Missile Fire Eligibility: Only Missile units - those Combat units with one of the two Missile Fire Ratings - are capable of firing at enemy units. In addition to being Missile units, firing units must also meet the following requirements:

* The target must be within Maximum Range of the firing unit. Maximum Range is two hexes. Count the target hex but not the firing hex.

* Missile units may fire through their Frontal and Flank hexes (7.0) during their Activation Phase, but only through their Frontal hexes when issuing Reaction Fire (see 8.2.2). Which hexes and hexsides are fired through is determined when tracing the unit’s LOS (see below).

* A unit must be able to “see” a unit to fire at it and must therefore have an unblocked Line of Sight (LOS). To determine this, the player must be able to trace an imaginary straight line from the center of the firing hex to the center of the target hex.

The LOS may not be traced:
- through a Woods hex (but may be traced into a Woods hex);

- through a hex higher (i.e., of greater elevation) than both the target hex and the firing unit hex (tracing into a higher hex is permitted);

- through a Village hex (but may be traced into a Village hex).

In these three cases, the LOS is blocked and the fire cannot be made. Note that the LOS may be traced over (through) other units (enemy or friendly) but you must deduct one (-1) from the Missile Fire die roll.

* Engaged units may never conduct Missile Fire, even against the enemy with which they are Engaged. In addition, they may never be the target of Missile Fire.

[8.2] When Units May Missile Fire:

Eligible units may issue Missile Fire in two situations – during their own Activation as part of movement and when eligible to issue Reaction Fire.

[8.2.1] During Movement: Eligible units may issue Missile Fire once during their Move/Fire Segment by expending an additional 1 Movement Point (MP) during their move. Light Cavalry (LC) and Light Infantry (LI) units may issue fire at any point of their movement (even in the middle of the move). Medium Infantry (MI) units may move first and then issue Missile Fire at the conclusion of the move (only).

Historical Note: The steppe mounted archers used “Fire-and-Run,” riding close to the enemy lines, firing quickly, and then riding away, all in a continual series of squadrons.
[8.2.2] **Reaction Fire:** Eligible units may also Missile Fire during an enemy Activation Phase by issuing **Reaction Fire.** When any enemy unit moves into any non-phasing unit’s **Frontal** hex (only), the non-phasing unit may immediately issue Missile Fire at that moving enemy unit. This applies to each friendly unit whose Frontal hex is entered and each enemy unit that does so. However, for each such **additional** enemy unit after the first that enters a single friendly unit’s Frontal hex, **deduct one** (-1) from the Reaction Fire resolution die roll. Each unit issuing Reaction Fire does so individually, and each unit may fire at only one eligible target at a time.

[8.3] **Missile Fire Resolution:** After establishing the eligibility of the announced Missile Fire, the owning player rolls one die. This die roll may be modified by various factors, as listed under the Missile Fire Table. The net modified die roll is then cross-referenced with the type of target unit (reflecting its defensive armor) on the Missile Fire Table to get the result.

[8.3.1] **Missile Fire Modifiers:** The modifiers listed under the table represent all of the circumstances that provide additions to (+) or subtractions from (-) the die roll. For example, “B”-rated (non Hun) units always incur a “–1 DRM” to their die roll. **All applicable die roll modifiers are cumulative.**

[8.3.2] **Missile Fire Results:** Upon cross-referencing the net die roll with the target unit type, one of two results will be indicated:

**NE** = **No Effect** on the targeted unit. The shots have missed their mark or caused no significant damage.

**DISORDERED** = The target unit immediately suffers Disorder and is either flipped over to its “Disordered” side or, if already Disordered, checks for a Second Disorder (see 9.6.2).

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[9.0] **Shock Combat**

In the **Shock Combat Segment** of the Contingent Activation Phase, phasing units with adjacent enemy units located in their **Frontal** hexes **may** (and sometimes **must**) conduct Shock Combat. This type of combat represents brutal close quarters melee fighting.

[9.1] **Order of Shock Combat Resolution:** Shock Combat is resolved after all Movement/Fire is finished, in the following order:

1. The active player announces which of his eligible units are attacking which defending units;
2. Eligible defending units may Retreat Before Shock (9.3);
3. The active player resolves all of his announced Shock Attacks, in any order he wishes. Advances (9.8) are taken where required or possible. Counterattacks (9.7.1) and Continued Attacks (9.7.2) are implemented.

[9.2] **Shock Combat Eligibility:** Activated units may attack adjacent enemy units using Shock Combat if such enemy units are in one or both of their Frontal hexes. Shock Attacks are voluntary for un-Engaged units; however, if a unit chooses to attack, it must then attack any or all enemy units in their Frontal hexes, except those enemy units that are already being attacked with Shock Combat by other friendly units (which includes enemy units that are already Engaged with other friendly units).

[9.2.1] **At Grips with the Enemy:** Engaged units that are activated must Shock Attack all those enemy units with which they are still Engaged (i.e., they did not withdraw during their movement). Engaged units do not have to be attacked (though they may be) by non-Engaged enemy units in whose Frontal hexes they reside.
[9.2.2] **No Stomach for a Tough Fight:**

Light Cavalry (LC) and Light Infantry (LI - probably foot archers) may never conduct a Shock Attack (as their white-circled Shock Rating indicates). They do defend normally, though. However, see (9.2.3) for an exception.

*Note: Some Disordered units have a Shock Rating of “0”; this means they do not get to roll a die – even when defending!*

[9.2.3] **Non-Missile-Capable LC** units that are not Disordered and still Engaged must Shock Attack but are treated as having a Shock Rating of “1” - denoted with a white square instead of a white circle, (and therefore they may roll for Shock Combat in this case). Otherwise, treat as in (9.2.2), above.

[9.2.4] **Disordered Hun MI** units that are still Engaged must Shock Attack but are treated as having a Shock Rating of “1” - denoted with a white square instead of a white circle, (and therefore they may roll for Shock Combat in this case). Otherwise, treat as in (9.2.2), above.

[9.3] **Retreat Before Shock:** All non-Disordered Cavalry units (LC and HC) attacked by Infantry units (only) may Retreat Before Shock by moving one hex away from the attacking unit (even if they issued Reaction Fire this phase). They may not move adjacent to any enemy unit or enter an occupied hex, but may change facing at will. One attacking unit (only) may advance into the vacated hex, if the player so wishes, but it may not then conduct another Shock Attack.

Light Cavalry (LC) units that are not Disordered may Retreat Before Shock if attacked by Heavy Cavalry (HC) by moving one hex away from the attacking unit, as above, but then rolling one die.

- If the die roll is 5 or less, the Retreat has no negative effect.
- If the die roll is 6 or more, the LC unit retreats but is Disordered.

[9.4] **Shock Combat Resolution:** Shock Combat is resolved by having each unit involved in that combat – both attacker and defender – roll one die and then add or subtract any applicable modifiers (9.5). This applies even if the defender is attacked through its Flank and/or Rear hexes. If the modified die roll is equal to or lower than the rolling unit’s Shock Rating, the opposing unit is Disordered. If there is more than one unit involved on one side, but only one Disordered result is received, it is applied to the lowest Shock-rated unit(s). If all units are equal, then the owning player decides who is affected. Units involved in a given Shock Combat all roll their dice simultaneously and any results are applied concurrently.

Example: A Hun HC (5) and MI (2) attack a Roman MI (3). The Hun player rolls the die twice, getting a 6 for the HC and a 1 for the MI. The Roman player rolls a 3. The Roman HI gets a Disordered result, as does the Hun MI.
[9.5] Shock Combat Modifiers: Before rolling the die to resolve a Shock Combat, determine if any die roll modifiers apply to the combat for any of the following situations:
1. Position Advantage
2. Momentum Attack
3. Ferocity
4. Continued Attack

[9.5.1] Position Advantage: There are two types of Position Advantage modifiers:
Angle of Attack: This reflects the advantage of attacking an enemy formation from an angle rather than just frontally. If a Shock Attacking unit is attacking from a defender’s Flank hex, apply a “-2” die roll modifier for the attacking unit. If the attacking unit is attacking from a defender’s Rear hex, apply a “-3” modifier.
Defender’s Terrain: See the Terrain Chart for the types of Terrain that can modify the defender’s die roll. Note that the Terrain effects apply solely to when a defender is in that type of terrain or across a River hex side.

[9.5.2] Momentum Attack: If an attacking unit moved adjacent to the defending enemy unit during this same Phase, it earns a “-1” modifier for that initial attack only. The moving unit may not have started its move in the Zone Of Control (ZOC) of any enemy unit (including the one it is now attacking). Place a “Momentum Attack” marker as a reminder. Remove the marker after the initial round of combat.

Note that the Momentum modifier does not apply to a Continued Attack or a Counterattack combat.

[9.5.3] Ferocious Attackers: Units whose Shock Rating is backed with a red circle may use Ferocity. Ferocity enables these tribes to be ultra-aggressive in any Shock Attack “charge.” Units with Ferocity that attack with a Momentum Attack (only – see 9.5.2) may subtract an additional one (-1) from their die roll (for a total of -2). Disordered units may not use Ferocity (as their Rating indicates).

[9.5.4] Continued Attack Fatigue: When resolving a Continued Attack (9.7.2), add one (+1) to the unit’s die roll for each previous attack undertaken in that Activation.

All of the above modifiers are cumulative.

[9.6] Shock Combat Results: When a unit is Disordered by its opponent’s Shock Combat die roll, flip the counter to its “Disordered” side.

[9.6.1] Disordered Effects: The effects of being Disordered are:
* Changes in Ratings (as shown on counter)
* -1 to their die roll when issuing Missile Fire
* No Retreat Before Shock allowed
* No Advance after Shock allowed
* If a second Disorder result is suffered, the unit must check for elimination (see below).

[9.6.2] Second Disorder Check: A Disordered unit that incurs another Disorder result must check to see what happens by rolling a die. “Heavy” units (HC, HI) subtract one (-1) from this die roll. Apply as follows:
- If the adjusted die roll is 4 or less, the unit stays in the game on its “Disordered” side. There is no additional effect.
- If the adjusted die roll is 5 or more, the unit is Eliminated. The unit is no longer effective as a fighting force and is removed from the map and game. Keep track of eliminated units to determine Victory (14.0). If an Alan unit is eliminated, also see (12.2).

[9.7] Overwhelming Victory: If a unit’s modified die roll is 0 or less, it has been exceptionally successful in its Shock Combat. See Counterattack (9.7.1) and Continued Attack (9.7.2) for effects. If both units achieve an Overwhelming Victory simultaneously, the defender’s Counterattack
result takes precedence and the attacker’s Continued Attack procedure is cancelled (though the normal die roll result is still applied).

[9.7.1] **Counterattacks**: When a defending unit rolls an Overwhelming Victory, that defending unit may immediately conduct its own Shock Combat Attack (actually, Counterattack) against the unit(s) that had just attacked it. This occurs after implementing all other combat results, including Disorder and Elimination. Only the original defender(s) may Counterattack, and then only against the unit or units that just attacked it in the first place. If the Counterattacking unit was initially attacked through its Flank or Rear hex, it first changes its facing in order to place the enemy unit in one of its Frontal hexes and then does the Counterattack. Units eliminated in combat cannot Counterattack (they’re already gone from the battlefield).

[9.7.2] **Continued Attacks**: When an attacking unit rolls an Overwhelming Victory (and the defending unit does not achieve a Counterattack result), that attacking unit may immediately conduct a Shock Attack again against any adjacent enemy unit. If the attacker Advances after Shock, it may make the advance move first and then conduct the Continued Attack from the new hex. First remove any Momentum Attack marker from the attacking unit. Then resolve the Continued Attack normally, but add one (+1) to the Resolution die roll for each previous Shock Attack undertaken in that Activation.

Play Note: Thus, a Continued Attack will automatically incur at least a +1 die roll modifier. This modifier reflects the ongoing loss of formation and impetus such attacks are subject to.

There is no limit to the number of Continued Attacks a unit can make in a given phase (at least until it is mathematically impossible to roll a 0 or less).

[9.8] **Advance after Shock**: If a defender (only) vacates a hex as a result of Retreat Before Shock or due to being eliminated, the attacker must advance one of his non-Disordered attacking units into that hex if he used the Momentum Attack modifier. Otherwise, any such advance is voluntary on the part of the attacking player. However, a Disordered unit may never advance after combat. If more than one unit attacked, the choice of which attacking unit advances is up to the owning player. The advance is undertaken immediately after the Shock Combat’s resolution. The advancing unit may change its facing, as it wishes, after such advance.

[9.9] **Engaged Units**: If, after all Shock Combat die rolls are made and applied, units involved in that specific combat are still adjacent to one another, they are all considered to be Engaged with each other. Place an Engaged marker atop the involved units (with the arrow pointing at the enemy units with which they are Engaged) to so indicate. All such units are mutually Engaged with one another for all purposes.

**Engaged Effects**: The following conditions apply to an Engaged unit:

* It may move during its activation, but is first Disordered and then must pay an additional 2 movement points (MP) to do so. If the unit is already Disordered, it must immediately roll for a Second Disorder Check (see 9.6.2). Immediately remove the Engaged marker from the unit when it moves and from the enemy units with which it was Engaged. Missile-capable LC units must move away;

* It may not change Facing while Engaged, unless it is ONLY mutually engaged with an enemy unit(s) on its flank or rear, in which case it must change facing to present its front to at least one of the mutually engaged (and outflanking) units. This only applies if the unit remains in the same hex and if there is
no mutually engaged enemy unit to its front facing;
* If the unit does not move during its activation and remains adjacent, it **must** conduct a Shock Attack against the enemy unit(s) with which it is Engaged (only). If the Engaged unit has a white-circled or “0” Shock Rating, it cannot roll against the enemy unit but must still accept whatever damage is inflicted by that enemy;
* It may not issue Missile Fire nor may it be the target of any Missile Fire (it is assumed that the unit is too entangled with its opponent to make a viable target);
* It does not have to be attacked by an enemy unit(s) when located in one of that enemy unit’s Frontal hexes. The enemy unit may attack the Engaged unit if it wishes to, but is not compelled to do so.

**[10.0] Reform**

Disordered units may **attempt to reorganize** and **remove their Disorder status** by **spending their entire activation doing nothing**. If they are not adjacent to an enemy unit, and they do not move or conduct any type of combat this phase, they may attempt to **Reform** during the **Reform Segment**. The owning player rolls one die and applies as follows:

• If the die roll is **4 or lower**, flip the unit over to its normal (non-Disordered) side.

• If the die roll is **5 through 8**, the unit **stays Disordered**.

• If the die roll is **9**, the unit is **Eliminated**.

**[11.0] Opportunity Cards**

Each player has a set of eight **Opportunity Cards**. Note that four of these cards are **No Effect**, which means they serve no purpose (other than to make the availability of the other cards a bit more difficult).

**[11.1] Available Opportunity Cards:** At the start of the game, each player takes his eight cards, shuffles them, and randomly and blindly draws **four** of them for his use during the game. He places those four cards in his hand and sets aside the unselected four face down: they may not be consulted, looked at, or used.

**[11.2] Playing Opportunity Cards:** Opportunity Cards may be played – one at a time; they may never be combined –at any time during play (that they would normally apply) unless otherwise indicated on the card itself. **Yes, that’s right, any time** ... and that includes during an opponent’s turn (unless the card itself specifically says that it occurs during a friendly activation). However, they cannot be played in mid-move by a unit; the player’s unit must be allowed to enter the next hex once it has started on its way there. Upon entering that new hex, the card may be played. Once played, the Opportunity Card is discarded, not to be used again.

**[11.3] Opportunity Card Effects:** Each card describes in detail its effects. A Player reveals what cards he/she has only upon their being played.
[12.0] The Alans

The Alans were somewhat suspect, in terms of their allegiance and willingness to fight. To reflect this shakiness, the following rules are in effect.

[12.1] Alans Activation: Any time the Roman-Visigoth player activates the Alans Contingent, he must first roll the die when their CAM is drawn (or chosen). If the die roll is a 0, the Alans elect discretion over valor. All units of the Alans Contingent are instantly removed from the game, regardless of where they are or what is happening to/with them. However, they do not count as Eliminated units for Victory purposes. On a roll of 1 to 9, the Alans may activate normally.

[12.2] Alans Reaction Defection: Immediately after any Alans Contingent unit is Eliminated, roll a die. If the roll is a 6 or higher, all the Alans Contingent units defect immediately. Remove them from the map. However, they do not count as Eliminated for Victory purposes. On a roll of 5 or less, there is no effect.

Play Note: What makes this all interesting is that the Alans HC units are some of the best units at the battle.

Optional Rule: To simulate a slightly more cooperative Alan Contingent, use this option: After the first time there is an Alan Defection for any reason, there is no effect. If they Defect a second time (again, for any reason), then they do indeed leave the field and are removed from the game.

[13.0] Attila

While SIGN OF THE PAGAN is not a game that simulates the effects of leadership and command – most of the leaders were pretty much the same in those terms – we do want to show the effect the charisma and presence of Attila had.

[13.1] The High King: For every die roll made by the unit with which the Attila Leader unit is stacked, the Hun player may adjust that die roll +1 or -1 in that unit’s favor (whichever applies, obviously). This is in addition to any other normal die roll modifiers.

[13.2] Attila Escapes: Attila cannot be killed, regardless of what happens and where he is (unless of course you arrange to have him get married). If the Attila Leader unit is alone in the same hex with an enemy Combat unit, it is simply picked up and placed with the nearest friendly unit.

Optional Rule: If you’d like to represent the potential danger to Attila a little more accurately, you can instead opt to roll a die when he is alone with an enemy unit and apply as follows:

0 to 6 = Attila escapes in a cloud of dust and the beating of hooves. Place him with the closest friendly unit.

7 or 8 = Attila is badly wounded! Remove the Attila Leader unit from the game. This removal counts as a unit Eliminated (see Victory -14.0)

9 = The Scourge of God is dead! Victory is immediately awarded to the Roman-Visigoth player among much joy and celebration.

[14.0] Victory

Victory is determined by having each side total his Eliminated units. If, at the end of any given turn, the number of Eliminated units is greater than 12 for that Player, his opponent wins. If both players are over that Level, the player further over that level loses. If tied, the game is a draw.
THE CREATIVE TEAM

Game Designed by: RICHARD H. BERG
Game Developed by: Hermann Luttmann
Art by: Clark Miller, Tim Allen, Barry Pike III and Michelle Ball
Playtesters: Wulf Corbett, Paul Fish, Kevin Labeuew, Kim Meints, Daniel Rouleau and Craig Smuda
Proofreaders: Kevin Fortuna, Simon King, Rick Partin, Ian Wakeham and Karen Wolterman

SOURCES

Note: Much of the written historical commentary in the rules is taken from similar commentary in my game Attila, Scourge of Rome (GMT Games).

The 5th century C.E. is the Black Hole of period sources. As a result, many of the modern scholars differ greatly on how they interpret events, from whether the Huns were mounted or dismounted, down to where both the Huns, and their name, even came from.

---------. “Ancient Roman Artillery” A monograph downloaded from the “unc.edu” website. It includes information/evidence of late use of artillery in Roman armies.


Elton, Hugh, Warfare in Roman Europe AD 350-425 Valuable book on all sorts of period-related subjects, even into the mid-5th century (despite the title).

Glatre, Eric, Attila aux Champs Catalauniques, 451 Not sure what to make of a book that lists all films made about Attila, including some nice pics of Jack Palance, and insists that there were about 400,000 men involved in the battle. All-encompassing, but very suspect, with a confusing map.

Gibbon, Edward, The Decline and Fall of the Roman Empire, vol II A literary giant, but, these days, suspect in view of recent scholarship. Still, worth the effort. Florid, but fascinating. And he does name lots of names.

Jordanes (transl. by Chas. Mierow), The Origin and Deeds of the Goths (Getica) The basic and best (albeit not the only) period source for the Huns.

Maenchen-Helfen, Otto J., The World of the Huns Mostly an edited collection of writings he had done for a book he never completed, M-H hits his stride in the later sections, especially discussing the Hun methods and weapons of warfare in remarkable detail. More scholarly than readable. Great section on bows and other Hun weaponry.

Discusses Attila’s various campaigns from many angles, and with dozens of source references. M-H has in interesting opinion of Attila as a military figure: “Attila was [no] … Genghiz Khan …. [He was]… a mighty warrior, for a few years more than a nuisance to the Romans, though at no time a real danger.” He does cite period comparisons to back his assignment of Attila to B-List conqueror. Scourge of God/Rome, indeed.

Marsden, E.W., Greek and Roman Artillery: Historical Development The classic modern study on this subject. This covers virtually every aspect of ancient artillery.

Marsden, E.W., Greek and Roman Artillery: Technical Treatises The companion to the above, it examines and discusses all the primary sources.


Oakeshott, Ewart, The Archaeology of Weapons Vaguely informative for what sort of weapons found where. But disturbingly simplistic in its view of history, such as calling the Merovingian Franks an “appalling and utterly barbarous lot” - other tribes weren’t? - or insisting that the entire medieval military system is based on the use of stirrups.

Oman, Sir Charles, A History of the Art of War in the Middle Ages, vol I A hoot. But his numbers are more realistic than those of others, even if his view of the whys and wherefores is, sadly, dated.


Verdi, Giuseppi, Attila OK, so it’s not really a source of any sort of usable information. It is a smashing opera, though, with a marvelous confrontational duet between Attila and Ezio (Aetius). And if you want a boost to kicking Roman butt, just catch the remarkably rousing Act II Finale!

Warry, John, Warfare in the Classical World Always interesting to (literally) see what Warry has to say about a given era. Visuals on many of the troop types of the era.

Wolfram, Herwig, History of The Goths. Helped fill in from the Ostro- and Visi- perspectives, and there is some stuff on the Huns.

Note: We almost added in Creasy’s ‘15 Decisive Battles’, but we couldn’t stop laughing. The chapter on Chalons therein makes the recent TV movie ‘Attila’ (the Hunk) seem a sober monument to historical accuracy.
**Terrain Effects**

A unit may not enter a hex if it does not have sufficient Movement Allowance remaining to do so. However, a unit may always move at least one hex during its activation.

**Downhill Movement**
- Movement Cost = +1
- Shock DRM = -1

**Uphill Movement**
- Movement Cost = +1
- Shock DRM = -1

**Downhill Missile Fire**
- +1 DRM

**Uphill Missile Fire**
- -1 DRM

**Crossing River Hex Sides**
- Movement Cost = +3MP
- (and Disorder Check)
- Shock DRM = -3

**River Crossing Examples:**
- 4MP and Disorder Check
- Shock DRM = -2
- 5MP and Disorder Check
- Shock DRM = -4
- 4MP and Disorder Check
- Shock DRM = -2
- 5MP and Disorder Check
- Shock DRM = -4

**Village Hexes**
- Movement Cost = 2MP
- Shock DRM = -1
- Blocks LOS

**Woods Hexes**
- Movement Cost = 2MP
- Shock DRM = -1
- Blocks LOS
SIGN OF THE PAGAN - PLAYER AID

MISSILE FIRE TABLE

<table>
<thead>
<tr>
<th>Net Die Roll</th>
<th>Heavy (HI &amp; HC)</th>
<th>Medium (MI)</th>
<th>Light (LI &amp; LC)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 &amp; less</td>
<td>NE</td>
<td>NE</td>
<td>NE</td>
</tr>
<tr>
<td>4</td>
<td>NE</td>
<td>NE</td>
<td>Disorder</td>
</tr>
<tr>
<td>5 - 6</td>
<td>NE</td>
<td>Disorder</td>
<td>Disorder</td>
</tr>
<tr>
<td>7 &amp; more</td>
<td>Disorder</td>
<td>Disorder</td>
<td>Disorder</td>
</tr>
</tbody>
</table>

Results:
NE = No Effect
Disorder = Target Unit Disordered

DIE ROLL MODIFIERS:

- Non-Hunnic Missile Units: -1
- Uphill Fire (at higher level): -1
- Downhill Fire (at lower level): +1
- Long Range (2 hexes): -2
- Firing Over Intervening Units: -1
- Each Additional Reaction Fire: -1
- Firing Unit Is Disordered: -1

CAVALRY RETREAT BEFORE SHOCK

I. Un-Disordered Cavalry may always retreat one hex before Infantry.

II. Un-Disordered Light Cavalry may retreat one hex before Heavy Cavalry, but must first roll a die:

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 - 5</td>
<td>Retreat Normally</td>
</tr>
<tr>
<td>6 - 9</td>
<td>Retreat Disordered</td>
</tr>
</tbody>
</table>

SHOCK ATTACK

Each unit involved rolls one die and applies anyModifiers. If the modified die roll is equal to or less than the unit's Shock Attack Rating, the opponent is Disordered.

<table>
<thead>
<tr>
<th>DIE ROLL MODIFIERS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Through Flank</td>
</tr>
<tr>
<td>Through Rear</td>
</tr>
<tr>
<td>Terrain</td>
</tr>
<tr>
<td>Momentum Attack [9.5.2]</td>
</tr>
<tr>
<td>Ferocious Attacker [9.5.3]</td>
</tr>
<tr>
<td>Each Continued Attack</td>
</tr>
</tbody>
</table>

TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Move Cost</th>
<th>Shock DRM*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Woods</td>
<td>2</td>
<td>-1</td>
</tr>
<tr>
<td>Village</td>
<td>2</td>
<td>-1</td>
</tr>
<tr>
<td>River</td>
<td>+3 &amp; Dis?</td>
<td>-3</td>
</tr>
<tr>
<td>Uphill</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Downhill</td>
<td>0</td>
<td>+1</td>
</tr>
</tbody>
</table>

Dis? = Moving unit rolls for possible Disorder.
If die roll > Combat Rating, unit is Disordered.
* Shock DRMs apply to die rolls by defending units in the listed hex type, or across a listed hexside from attacker.

SECOND DISORDER EFFECT

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 - 4</td>
<td>Remain Disordered</td>
</tr>
<tr>
<td>5 &amp; more</td>
<td>Eliminated</td>
</tr>
</tbody>
</table>

HI & HC units subtract -1 from die roll

REFORMING

Disordered units not adjacent to an enemy unit, and that do nothing else during an entire activation, may attempt to Reform.

<table>
<thead>
<tr>
<th>DIE ROLL</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 - 4</td>
<td>Reformed - Flip Counter</td>
</tr>
<tr>
<td>5 - 8</td>
<td>Remain Disordered</td>
</tr>
<tr>
<td>9</td>
<td>Eliminated</td>
</tr>
</tbody>
</table>

ENGAGED RESULTS

If both sides' units remain adjacent, place an "Engaged" marker.

I. May move at cost of 2 MP, but is Disordered (and must check for Second Disorder if it began Disordered).

II. Must attack when activated and not moved.

III. May not issue Missile Fire.

COUNTER-ATTACK

If the defending unit rolls an adjusted "0" or less, it may make a Counter-Attack. It may only attack the units that attacked it and only if it survives the initial attack.

CONTINUED ATTACK

If the attacking unit rolls an adjusted "0" or less, it may make another attack. Add one (+1) to the die roll for each previous attack in the activation.