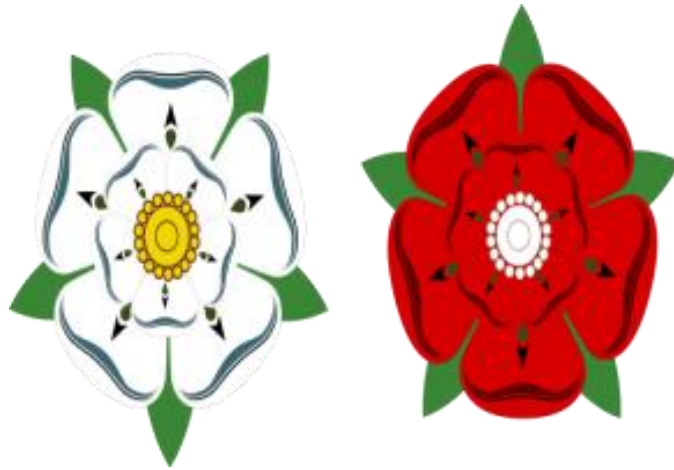


DESPERTA FERRO!

Medieval Wargames Rules with a War of the Roses Fusion



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From an idea by Rupert Worral



Who Cares Who Wins!

SAS Wargames Publications

1.0 The Basics

1.1 Scales

3" = 50-100 yards

Each turn = variable but averages about 15 minutes

Each stand = 75-100 men

1.1.1 Basing

These rules are designed to allow for any existing base configurations to be used, that said we use the following standards:

Infantry – based on a 60x40mm base, each with 5 or 6 figures

Cavalry – Again based on a 60x40mm base, each with 2 or 3 figures

Artillery – based according to need, one gun per base.

1.2 The Turn Sequence

A tabletop battle will consist of a number of Game Turns, typically games are played out to resolution, however, if scenario dictates or players agree, the battle can be a set number of Game Turns.

Each Game turn consists of the following Phases:

- Command Control Initiative
- Movement
- Shooting & Melee
- Rally

1.2.1 Command Control Initiative

The order in which players get to move their units is determined by seeing which side has the highest Command Control, the winning side gets the initiative.

Each game turn is split into a number of initiative phases, these phases switch between each side, allowing commanders to remain engaged with the game play throughout the game turn. Each game turn will consist of a different number of phases, determined by Command Control Initiative.

Each game Turn, a die is rolled for Command Control Initiative (1 D6 per side) and add the following adjustments:

+1 Array Commander is Veteran

-1 Array Commander is Untried

+/- Scenario Factors

Each pip of Command Control Initiative (CCI) represents one unit or block of units being able to move that game turn.

Each side's CCI is then compared, the side that scores the highest will have the initiative first. Movement will then alternate between each side until all the available CCI pips have been expended.

Note: this means that players may not have enough CCI pips to move all the units that they would want to in a single game turn, this is a design feature of the rules and requires commanders to prioritise what they what to achieve each turn!

1.3.1 Armour Classes

Full Harness: Those troops that are noticeably better protected than other troops of the period. As such this would cover Armoured Knights, Men-at-Arms and some better equipped Retinue men. Typically they would be wearing full or $\frac{3}{4}$ plate armour.

Partial Harness: The majority of troops that are available to a noble's array. Typically Retinue men with good protection but noticeably less protected than those troops with full harness.

No Harness: Those troops that are typically Levy men with little or no protection.

Pavises: Large shields used to protect troops, typically, though not exclusively, handgunners & crossbowmen.

1.3.2 Troop Quality

Veteran Troops: Those troops that have had prolonged experience of fighting when compared to other troops of the period. Often these may be mercenaries or professional soldiers. They would be few in number.

Tried Troops: Those troops that have been drilled in the art of war, typically retinue men or professional soldiers

Untried Troops: Poorly trained Levy and Militia, not used to the demands of warfare.

1.3.3 Troop Skills

Skirmishers: Those troops capable of acting in advance of and independent of their ward. Skirmishers may not initiate Melee with any non Skirmisher unit.

Mounted: Any troops that fight primarily from horseback.

1.3.4 Commanders

Commanders are the nobles who lead the various fighting contingents, companies, wards and armies during the Wars of the Roses. Their rank and leadership were determined by birth-rite rather than any effectiveness or experience in battle. These rules try to allow for this by classing commanders by their social rank and their personal abilities.

1.3.4.1 Commanders Rank

For simplicity these rules recognise four simplified social ranks for the commanders in the game.

Heir: This noble is the highest ranking and is of Royal Blood, they have a recognized claim to the throne.

Peer: This noble would usually be a Duke or an Earl, Duke being senior to an Earl.

Lord: This noble would be one of the lesser aristocracy, a Barons or other from the noble class.

Captain: A man from a common background, trained and skilled in the art of war, he is not a noble but in the employ of a noble to help command his forces.

1.3.4.2 Commanders Leadership Qualities

For simplicity these rules recognise three simplified Leadership Qualities (LQ), just as for units they command:

Veteran: Those commanders that have had prolonged experience of fighting when compared to others of the period.

Tried Troops: Those commanders that have good experience in the art of war, typically those who have fought against the French or Scots, or professional soldiers

Untried Troops: Those commanders who are not used to the demands of warfare but generally enthusiastic to learn.

1.3.4.3 Commanders Precedence

When assigning commands within an army, the precedence of rank is as follows:

1. All Nobles may command the companies they raised.
2. Nobles may command only companies they have raised or have been set over by a superior
3. Captains may command only companies they have been set over by a superior
4. Lords may command other Lords, and Captains.
5. Peers may command Peers, Lords and Captains.
6. Heirs may command Heirs, Peers, Lords and Captains.
7. A King may command all, and may be commanded by none other.

2.0 Initial set-up

2.1 Army List

Each army will have a list of units that go to make up the force, this list will be used to help determine victory points and to manage the flow of the game.

See section 8.0 for details on how to set-up Army Lists

Each unit in the army will be on the list, the key information will be as follows:

Unit Name: A description of the unit, e.g. – Lord Howard's Retinue Billmen.

Unit Identification: typically a number on the base of the unit or a description of a unique feature of the unit e.g. Flag, colours etc.

Endurance Points: See below

Critical Unit: Yes or No – if unit destroyed or routed does it count against overall army morale?

Protection: Full, Partial or No Harness
Troop Quality: Veteran, Tried or Untried
Troop Type: Infantry, Cavalry or Artillery etc
Troop Class: Men-at-arms, Retinue or Levy
Weapon Type: Bow, Javelin or Spear etc
Munitions Supply: Number of game turns of full ammunition supply available to unit

2.1.1 Endurance Points

To produce the armies, first provide each unit with an endurance point total. Check the chart below for the basic value per stand basis the unit's Quality. Lookup the basic value per stand for the unit, adjusted as follows:

Basic Values per stand		<u>Adjustments</u>	
Veteran Troops	12	Full Harness	+20%
Tried Troops	9	Mounted Troops	-10%
Untried Troops	6	No Harness	-20%
		Skirmishers	-20%
		Scenario Adjustments	+/-%

***For Example:** A unit of veteran Retinue Archers, with partial harness, consists of three stands, as such it will have an endurance point value of $3 \times 12 = 36$, as they are veteran then the value is increased by 20% = 7.2 (rounded to 7), giving a total endurance points value of $36 + 7 = 43$. If the same unit were untried Levy Archers, with no harness, they would have an endurance point value of $3 \times 6 = 18$ -20% (-3.6, rounded to 4) as they have no Harness so Total Endurance points of 14.*

If during the game any units endurance is reduced to zero that unit may not initiate a charge move to contact.

If any unit's endurance is reduced to a negative of their start value that unit must immediately retreat a full move avoiding friends. The unit must continue retreating every time it receives further casualties. Units leaving the table are deemed lost for the game.

2.1.2 Munitions Supply

Units must determine the supply of munitions it has at hand to use during the coming battle, to do this throw 2d6 for each unit.

Dice Score	Munitions Supply	<u>Adjustments</u>
2	0	+1 Ward Commander is Veteran +1 Unit is Veteran
3	1	-1 Ward Commander is Untried -1 Unit is Untried
4 -5	2	-1 Unit is Levy
6 - 8	3	+/- Scenario Adjustments
9 - 10	4	
11	5	
12	6	

When a unit's munitions supply reaches 0, it must fire with a Low Munitions Adjustment.

Once Munitions have reached 0, they cannot be increased again during the current battle.

2.2 Battlefield Stratagems

Before the game starts each side should dice for Stratagems. To do this they secretly roll 2xD6.

The dice role is adjusted according to the following table:

Commanders	Adjustment
Array is lead by a Veteran Commander	+1
Each Veteran Ward Commander in the Array	+1
Array is lead by an Untried Commander	-1
Each Untried Ward Commander in the Array	-1
Scenario Adjustments	+/-

On a score of 12+ then you may use three stratagems from the following list, on a core of 10 – 11, two stratagems and on a score of 8 – 9 only one stratagem may be used.

Array Commanders may choose which stratagem(s) are to be used, a single stratagem may be selected twice if a score of 10+ is achieved.

Flank March

Up to 1d4 units may appear on the flank of the enemy during the course of the game. Flanking player must nominate the game turn during which the unit(s) arrive, and the exact position on the table edge that they are expected to enter the table.

When the nominated game turn is reached, 1D6 is thrown to determine the distance 'off table' that the flanking force is spotted. The units will then need to spend the appropriate number of turns waiting to come on table before units can be placed within 12" of the nominated spot on the table edge as identified by the commander before the game started.

Any flanking units must be lead by a Noble or Captain.

To determine the distance from the table edge throw 1d6, +/- Flanking commander's LQ. Results are 1- = 30" 2 = 25" 3 = 20" 4 = 15" 5 = 10" 6+ = Unseen!

Note: commanding player must expend CCI points to move this flanking force nearer to the table edge, or they will remain off table. For example 4 infantry units are nominated to enter via table edge, distance from table edge when spotted is determined to be 12", thus it will take two game turns each with 1 CCI spent to get these units on the table edge.

Rear March

Up to 1d4 units may appear in the rear of the enemy during the course of the game. Rear marching player must nominate the game turn during which the unit(s) arrive, and the exact position on the enemy base line that they are expected to enter the table.

When the nominated game turn is reached, 1D6 is thrown to determine the distance 'off table' that the flanking force is spotted. The units will then need to spend the appropriate number of turns waiting to come on table before units can be placed within 12" of the nominated spot on the table edge as identified by the commander before the game started.

Any rear marching units must be lead by a Noble or Captain.

To determine the distance from the table edge throw 1d6, +/- rear marching commander's LQ. Results are 1 = All units Lost, count as destroyed! 2 = Units attack enemy camp, lost for game but do not count towards critical kills, 3 = Units arrive on flank, dice as flank march, 4 = 20" 5 = 15" 6+ = 10".

Note: commanding player must expend CCI points to move this rear march force nearer to the table edge, or they will remain off table. For example 4 infantry units are nominated to enter via rear table edge, distance from table edge when spotted is determined to be 15", thus it will take three game turns each with 1 CCI spent to get on table edge.

Train Infantry to attack Cavalry

One Infantry Unit is allowed one 12" move and try and force any cavalry unit into melee. The cavalry may attempt to evade as normal and the infantry will test to catch the cavalry as if they were Light Infantry.

The Infantry unit may attempt to engage further cavalry units with the same evade test but they may not use a further 12" move to force contact.

Munitions Supply

Munitions supply for one ward in the array, that is commanded by a Tried or Veteran Noble or Captain, may be increased by +1 at the start of the battle. This represents the commanding Noble (or Captain) having the fore thought to ensure additional supplies.

Redeploy

Reposition units from one Ward at the start of the battle, determine number that can be redeployed by throwing 1d6, +/- Ward Commander's LQ. Maximum number that can be redeployed in this way is 4 units.

Caltraps, Stakes, Pits, Nets and other such skullduggery

Position unseen pits or obstacles along a frontage representative of half the number of units, in the Ward, in front of which these obstacles are to be placed.

The effect of these obstacles is to give the attacking unit a -2 combat factor modifier, as long as the defender is defending the line of the obstacles, also any mounted unit that crosses them, will become unformed.

Rapid deployment

Reduce starting distance by 6"

Ambush

Conceal up to 1d4 units in woods, scrub, behind a hill etc. these will be revealed when an enemy unit comes within 6" of that hidden force. Requires a Noble or Captain to lead the hidden units.

Desertion

Persuade an enemy unit(s) to desert. Determine the number of units involved by throwing 1d6 and if a score of 5+ is achieved then enemy units may desert.

Adjust Die score by:

+ Tried or Veteran Ward Commanders in own Array

+ Untried Ward Commanders in enemy Array

+/- Scenario factors

If units are deserting throw 1d3, this is the number of units that desert.

For each unit there is a chance that they may change sides, throw 1d6 and if score is 4, 5 or 6 then they join their former enemies.

Units that desert are determined randomly if an umpire is not present, otherwise by the umpire or scenario guidelines. They will typically be from subordinate or 'allied' commands.

For example: Array 'A' has 3 Tried or veteran Ward Commanders on the battlefield, their opponents, array 'B' have only have 1 Untried ward Commander deployed. Commander 'A' throws 1d6 and scores '5', he can add +2 as he has 2 tried or veteran Ward Commanders, additionally the enemy have 1 Untried commander giving an additional +1, giving a total of '8' so units have defected. Next throwing 1d3, he scores '1' so one unit deserts and a subsequent 1d6 throw of '4' indicates that the unit changes sides and lines up with Array 'A'.

Vacillation

Persuade an enemy unit(s) to remain neutral.

Determine the number of units involved by throwing 1d6 and if a score of 5+ is achieved then enemy units will vacillate. That is remain neutral, will not respond to orders, unless attacked.

Adjust Die score by:

+ Tried or Veteran Ward Commanders in own Array

+ Untried Ward Commanders in enemy Array

+/- Scenario factors

Units that vacillate are determined randomly if an umpire is not present, otherwise by the umpire or scenario guidelines. They will typically be from subordinate or 'allied' commands.

Feigned Flight

All units in a Ward may increase evade move to draw enemy out of position. This may be attempted once by tried Ward commanders or twice by Veteran Ward commanders. Not available to Untried Ward Commanders.

When evading the enemy, add a further 6" to evade move, to draw the enemy unit away from his main line. The pursuing unit **MUST** advance to try and keep up.

A Captain's Advice

Represents the fore-thought and adaptability of an Experienced Captain advising the Army Commander. This allows the Army or Ward Commander to substitute a Tried or Veteran Captain's LQ, for their own, for the duration of the battle. This should be declared after the CCI dice rolls are made but before the first move of the player who would normally have won the initiative

Inspiring

Represents the inspiration imparted to his men by a commander, it allows for an additional +1 to rally troops that have routed.

Stout Ensign

The Commander has chosen a powerful Man-at-Arms to bear his banner. He may "absorb" 1 Commander Casualty for his good lord.

2.3 Initial Deployment

Before units are place on the table, each side must sketch a map to show their deployment.

In some scenarios one side may be determined to be the defender, holding the field, in which case they must deploy their forces direct on to the table top before the attacking player needs to deploy. In such cases sketch maps are not required, except for identifying where ambushes, rear marches or flank attacks may be positioned.

To determine the distance between armies at the start of the game, throw 1d6 and set-up according to the score:

1 = 12" 2 = 18" 3,4,5 = 24" 6 = 30"

If an army is defending it may deploy anywhere in the 1/3 of the table nearest to it's baseline, the attacking player must then deploy the above distance from the defending force.

If no attacker/defender, then the mid point of the distance between the forces is the middle of the table

For example: It is determined that the armies will be 24" from each other at the start of the game, so each army deploys 12" from the halfway line of the table top.

3.0 Movement

The command control dice roll score gives the number of CCI's that can be used to allow a unit or blocks of units that may move. To be considered a block, units must be in line facing the same direction and within half an inch or in contact from behind.

Only a single unit or block of units may move for each CCI pip that is used.

A side may 'pass' on moving a unit or block of units if the commander is wanting to react to an anticipated enemy move, but the pip is still considered to be used.

If the enemy has one or more routing units, from the previous game turn, the side with the initiative may choose when one or more of those routing units must execute their rout move. This typically means it will be at the owning player's disadvantage! This does not cost a CCI, although this action can only be taken when a CCI is available to be spent.

Note: this means that players may place routing units directly in front of other enemy units that have not yet moved to further hamper that side

Routed units not moved by enemy commanders in this way will be moved as part of the Rally phase at the end of the game Turn by the owning player.

3.1 Movement Allowances

Units may move according to their troop type, the allowances are noted below.

Infantry: Full Harness	6"
Infantry: Partial Harness	7"
Infantry: No Harness	8"
Cavalry: Full Harness	10"
Cavalry: Partial Harness	12"
Cavalry: No Harness	16"

3.2 Formation Changes

Expand or contract by one stand takes a full move unless the unit is Tried or Veteran, Skirmishers or Mounted in which case it takes half move only.

Turn one stand to face the flank takes a full move unless the unit is Tried or Veteran, Skirmishers or Mounted in which case it takes half move only.

To form an all round defensive formation takes a full move for all types.

3.3 Interpenetration

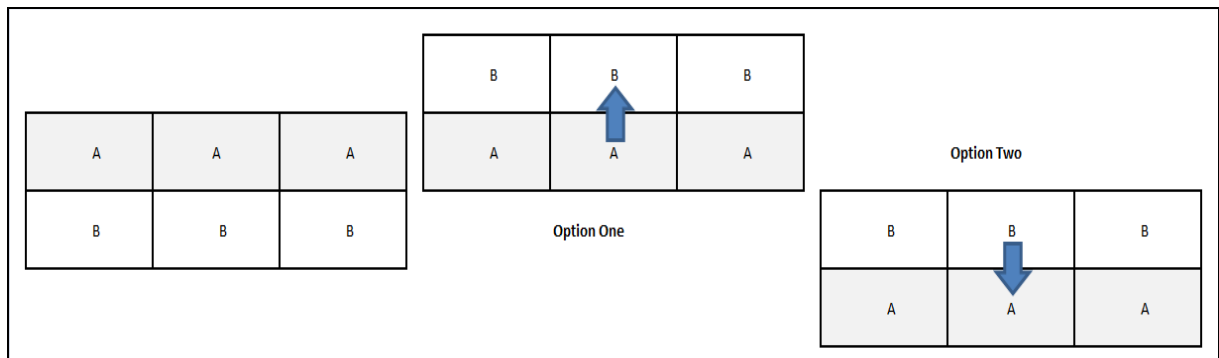
Skirmishers may always interpenetrate or be interpenetrated by stationary friendly units that are in contact at the start of their move, with no effect on either unit.

Units may interpenetrate other units, using one of the two following options.

Option One: Unit 'A' is deployed directly in front of and touching a supporting Unit 'B'. In their movement phase the owning player may move unit 'A' forward through the stationary Unit 'B', so that they end up directly in front of and touching the previously supporting unit. Unit 'B' may not subsequently move that turn.

Option Two: Alternatively Unit 'A' may be moved back through unit 'B' to deploy directly behind and touching unit 'A'. Unit 'A' may not subsequently move that turn.

In the above options one unit must always remain stationary and cannot move at all during the rest of the game turn, the other unit moves through it.



If either of the interpenetrating units are Untried, then the Untried units will end the turn unformed.

If either of the interpenetrating units are Mounted then any Tried or Untried Foot units involved will become disordered.

No other interpenetration is allowed.

3.4 Wheeling

Wheeling is where a unit turns on one or other of its flanks, this is possible for all troop types, to complete this maneuver the pivot element's front corner cannot move at all and the distance moved by the wheeling element's front corner cannot exceed the above movement rates

Untried units will become unformed if they wheel.

No unit may wheel more than once per game turn.

A unit cannot claim shock bonus when coming into contact with the enemy if they have wheeled more than half their move.

3.5 Charging

Shock units must travel at least half of their move directly towards their target to be able to claim shock impact during first round of melee.

Unformed units cannot claim shock impact during first round of melee.

Any move into contact with the enemy is considered a charge.

3.6 Counter-Charging

Formed, shock units that are targets of charges may countercharge and if they are able to move half of their move directly forwards they too can claim shock impact during the first round of melee.

In such cases, the units meet at a point between their relative positions, relative to their rates of movement.

If the shock unit that is the target of a charge is unable to countercharge by moving directly forwards then it cannot move at all and cannot claim shock impact bonus.

3.7 Evade Moves

Any unit that is charged may attempt to evade, instead of receiving the charge or themselves counter-charging.

Units attempting to evade remain in place during the movement phase, dice during the melee phase for the evade move.

If the evaders are caught, then they fight a round of combat, if not the evaders move back 3".

Successful evaders who are armed with missile weapons may fire into their pursuers.

To catch Evaders throw 3 x D6, adjust the dice score as follows:

- +2 Evaders not facing
- +2 Breaking off from combat
- 3 Evaders are Skirmishers

See table overleaf:

Pursuers	Evaders			
	Infantry: Full & Partial Harness	Infantry: No Harness	Cavalry: Full or Partial Harness & Skirmishers	Cavalry: No Harness
Cavalry: No Harness	14	15	16	17
Cavalry: Partial Harness	12	13	15	16
Cavalry: Full Harness				
Infantry: No Harness	9	12	14	15
Infantry: Partial Harness	Automatic catch if in open.		12	14
Infantry: Full Harness	Automatic fail, if evade into rough terrain or if HI are within 3" to provide shelter.		7	12

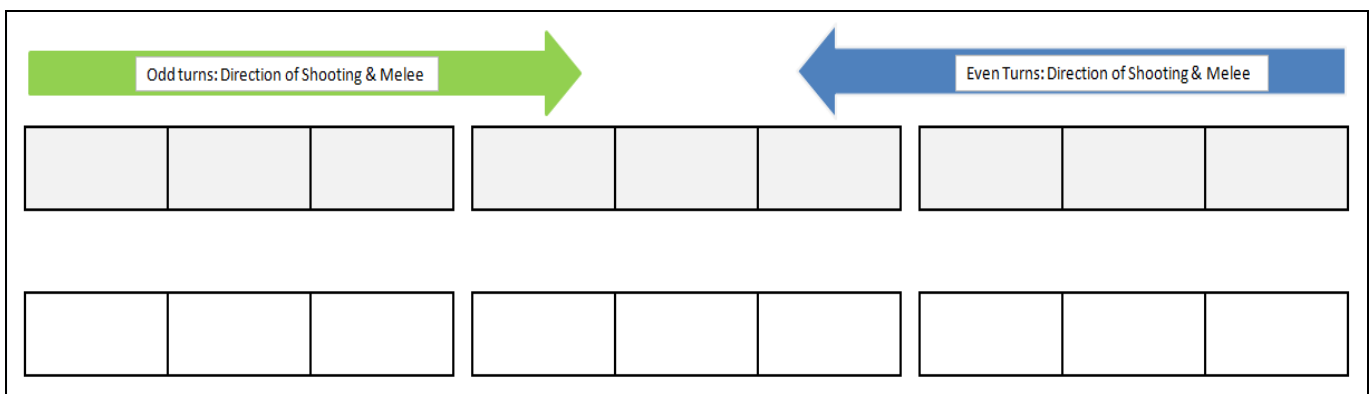
For example: A unit of Partial Harness Cavalry charges a unit of No Harness Cavalry who elect to evade. The charging unit throws 3d6 and score 12, this would have been enough to catch some infantry but the light cavalry are able to evade. They move back 3" and are then able to fire into their pursuers.

4.0 Shooting & Melee

Shooting and Melee are resolved at the same time within the game turn, one unit at a time.

When determining the effect of Shooting and Melee, start at one table edge and work across to the opposite table edge, alternate the direction each game turn.

Determine the initial table edge to use at random – we suggest you throw a d6! – odds start one side, evens the other!



4.1 Shooting

Weapon ranges are 3" for all Mounted Crossbowmen and Javelin armed infantry or cavalry. 16" for all crossbow, bow or longbow when fired directly and 24" when massed longbows are fired indirectly.

4.1.1 Direct Fire

This is where front rank units are firing directly at enemy front rank units, with an unobstructed line of sight, this is the mode used by all weapons except for longbows which also has the option of utilizing Flight Fire instead.

4.1.2 Flight (Indirect) Fire

This is where a longbow unit may fire at an enemy unit that it is outside direct fire range, or direct line of sight is obstructed by other units, by firing in a higher than usual arc the arrows will travel further but with less effect.

To be eligible to do this, the firing unit must meet one of the following criteria:

Be in their own front rank but target any enemy unit that is between 16"-24" away.

Be behind their own front rank but targeting a unit that is in the enemy front rank between 16"-24" away.

When casualties are determined, the effect of flight firing is divided equally between the target unit and any other units that are within 3" of the original target.

4.1.3 Munitions Supply

Every time a unit fires there is a chance that it expends its stock of ammunition. For every '6' thrown when a unit shoots, mark off the available munitions supply from the units supply track.

When a unit's Munitions supply reaches 0, it must use the 'Low Munitions' firing adjustment

4.1.4 Determining Casualties

Throw 2d6 for the shooting unit

For each '6' thrown, tick off one arrow marker on the firing units, this represents the usage of their stockpile of ammunition. When a unit has ticked off all its arrow markers it may no longer fire!

Cross reference the dice score against the column representing the troop type of the firing unit to give the Damage Points lost by the target unit.

The Firing charts assume a unit of 3 stands, if less than three bases then move one column to left for each base under three. Similarly if the unit is greater than 3 stands move one column to right for each additional stand over three.

Add or subtract tactical factors from the damage inflicted on the target and then permanently reduce the target's Cohesion Points by the overall damage score.

Shooting Casualty Chart							
Troop Type >>	Artillery (per gun)	Improvised	Firearms	Javelin	Crossbow / Bow	Longbow	
2	X		2	2	3	4	6
3			2	2	3	4	7
4		1	2	3	4	5	8
5		1	2	3	4	5	8
6	1	1	2	3	4	6	9
7	1	2	3	4	5	6	10
8	1	2	3	4	6	7	11
9	2	2	3	4	6	8	12
10	2	2	3	4	6	8	12
11	2	3	4	5	7	9	13
12	2	3	4	5	7	9	14

X - A 2d6 roll of 2, results in the gun exploding and killing its crew.

Target factors are column shifts NOT dice modifiers.

Pavises deployed by target unit, shift 1 column to left

Skirmishers, shift 1 column to left

Full Harness, shift 1 column to left

No Harness, shift 1 column to right

Flight Fire, shift 1 column to left

Tactical factors are extra damage to the target unit NOT dice modifiers.

+4 Shooting into flank or rear

+2 Veterans shooting

+2 Shooting at Cavalry

-2 Shooting uphill

-4 No remaining endurance points

-5 Low Munitions

-6 Endurance points negative of start value

***For Example:** A unit of veteran Retinue Archers consists of three elements, it is firing at a unit of Billmen that are uphill, both are in Partial Harness. The archers roll a '6' & '1' on 2d6 and so they read down the Longbow column (second right)- this indicates 6 damage points. To this is added 2 more points as they are veteran, -2 as they are shooting uphill, to give a total of 6 Endurance points lost by the target unit. As they threw a '6' when calculating fire effect then 1 unit of munitions supply is ticked off.*

4.1.5 Movement and Firing

A unit may move and fire, however firing is impacted proportionately to the time spent moving. Determine if the unit moved 25%, 50%, 75% or 100% of it's move – rounding up to nearest 25%, Reduce all firing results accordingly.

For Example: A unit of partially harnessed archers moves 2", this counts as between 25% & 50% of it's move, thus all firing that turn is 50% effective.

4.2 Melee

Melee occurs between all units that are in contact, melee factors take into account firing whilst the units are closing.

As far as possible units should be aligned so that whole units fight other whole units. There will be times when this is not possible, in such cases individual elements from the same unit may fight against multiple enemies. In such cases the die roll used for determining casualties applies across all elements of the same unit, even though they are fighting different enemy units.

4.2.1 Determining Casualties

Throw 2d6 for each unit in the melee.

For each unit cross reference the dice score against the column representing the troop type of the fighting unit to give the Damage Points lost by the target unit.

The Melee charts assume a unit of 3 stands, if less than three bases then move one column to left for each base under three. Similarly if the unit is greater than 3 stands move one column to right for each additional stand over three.

If target unit has full harness then the column I move one to the left, if the target has no harness then the column is moved one to the right.

Add or subtract tactical factors from the damage inflicted on the target and then permanently reduce the target's Endurance Points by the overall damage score.

Add or subtract tactical factors from the damage inflicted on the target.

See chart overleaf:

Melee Casualty Chart										
Troop Type	Artillery	Skirmishers	Foot Secondary Hand Weapons	Foot Primary Hand Weapons	Mounted Hand Weapons	Mounted Lance	Foot Spear / Pike	Foot Polearms		
2	-	2	2	2	4	5	6	6	8	10
3	-	2	2	2	4	5	6	7	9	11
4	-	2	3	3	5	6	7	8	10	12
5	1	2	3	3	5	6	7	8	10	13
6	1	2	3	3	6	7	8	9	11	14
7	1	3	4	4	6	7	8	10	12	15
8	2	3	4	5	7	8	9	11	13	16
9	2	3	4	5	8	9	10	12	14	17
10	2	3	4	5	8	9	10	12	15	18
11	2	4	5	6	9	10	11	13	16	19
12	2	4	5	6	9	10	12	14	17	20

Target factors are column shifts NOT dice modifiers.

Full Harness, shift 1 column t left

No Harness, shift 1 column t right

Tactical factors, overleaf

Tactical factors are extra damage to the target unit NOT dice modifiers.

+/- Terrain advantage

+4 Enemy unit not facing

+2 Shock attack (Fully Harnessed troops, first turn only)

+2 Veterans

+1/+2 General in combat

-2 Fighting against troops in Full Harness

-2 Unformed Mounted

-4 Unformed Infantry (except spear/pike)

-4 No remaining endurance points

-8 Unformed Spear/pike

For Example: A unit of veteran Archers consists of three elements, is charged by a unit of Billmen, also 3 elements strong, both units are tired, partially harnessed, retinue. The Billmen throw a '7' on 2d6 and cross reference against the Polearms column, giving a base score of 12 Damage Points. The archers throw '8' on 2d6 and cross reference on the All Missile column, resulting in 7 Damage Points. Each unit losses Cohesion Points equal to the number of Damage Points scored against it and the Archers have to test morale as they lost the melee.

4.2.1.1 Enemy not Facing

To claim the 'Enemy not Facing' bonus the unit that moved into contact must have started its move from behind the target unit's flank lines.

After the first round of melee it is assumed that the unit that was attacked in the flank or rear has been able to turn and face, so the bonus is not then applicable.

If however the target unit is attacked by two or more different units, from different sides, then it can only face one of these attacking units and will suffer the 'Enemy not Facing' penalty from the remaining attackers.

4.2.1.2 Risk to Noble

If a Noble stand is in melee combat there is a chance that the noble will become a casualty, the noble may elect to add +0 or +1 to the melee score.

Adds +0 in combat he becomes a casualty on a roll of 12 on 2d6.

Adds +1 in combat he becomes a casualty on a roll of 6 on 1d6.

4.2.1.3 Risk to Commander

If the Ward or Array Commander is in melee combat there is a chance that he will become a casualty, the general may elect to add +1 or +2 to the melee score.

Adds +1 in combat he becomes a casualty on a roll of 12 on 2d6.

Adds +2 in combat he becomes a casualty on a roll of 6 on 1d6.

If the General becomes a casualty then command control score is reduced by 1 each turn and the critical number of units which cause defeat reduces by 1.

Note: Stout Ensign stratagem negates one casualty!

4.2.4 Determining Winner of the Melee

The side that inflicted the most casualties in the melee round is the winner of the melee.

If casualties are equal, no one wins and melee continues next round

Looser of the melee must immediately check for unit morale and action any morale effect immediately.

5.0 Morale

Test morale when losing melee or adjacent unit that has just failed a morale test rout.

Routing Levy Infantry will be ignored by all except other Levy Infantry.

Routing Artillery Crews will be ignored by all except other Artillery Crews.

5.1 How to check Morale

Throw 2 x D6 add or subtract modifiers listed below as appropriate

- 3 Beaten by shock attack (except shock v shock)
- 3 Unit unformed
- 3 Army Morale point reached
- 4 No Endurance Points remaining
- 6 Endurance Points are negative of their start value
- +1 Each secure flank
- +1 Testing unit is Cavalry
- +1 General with unit (irrespective of General's CR)
- +1 Rear Support

Compare the result with the scores required to pass the morale test below

Pass score required

M-a-A		Retinue		Levy/Artillery	
Veteran	5	Veteran	6		
Tried	6	Tried	7	Tried	8
Untried	7	Untried	8	Untried	9

5.2 What happens if the unit passes the Morale Test

The unit stands and will continue to fight and follow orders as required

5.3 What happens if the unit fails the Morale Test

The unit immediately routs directly backwards, away from its attackers, one full move.

If any friendly units are in the way, the routing unit will pass through them and leave them unformed.

If the unit is surrounded by enemy units and there is no escape route the routing unit is immediately eliminated.

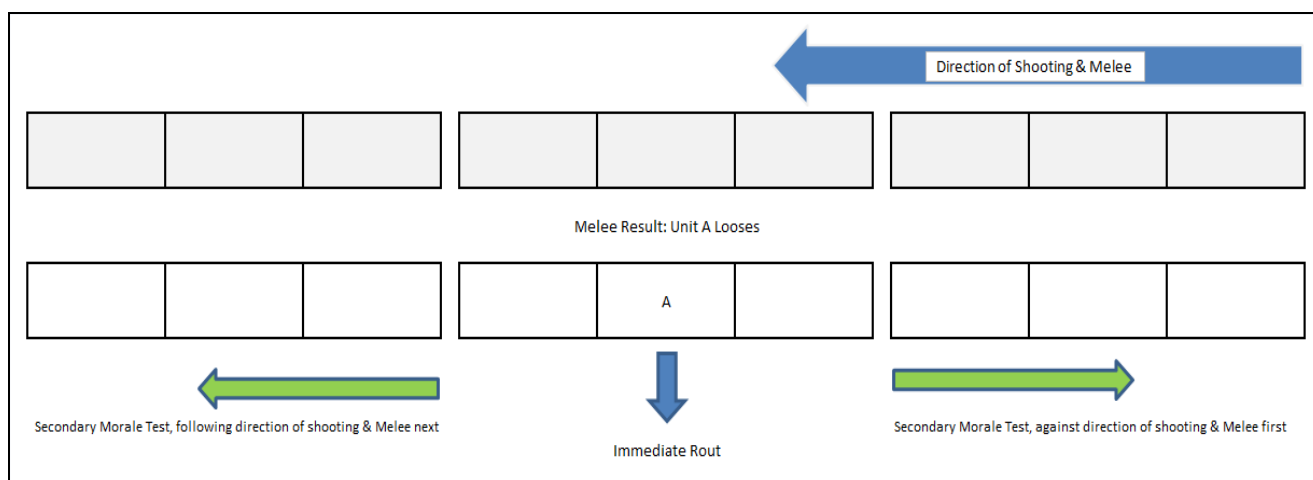
Friendly units, next to the routing unit, must then test their own morale, these are known as secondary morale tests.

Always start your secondary morale tests in the opposite direction to the way that shooting & melee is progressing. That is checking the units that have already shot, or been in melee, first.

If this secondary morale test is failed then the unit concerned will also rout and the process is repeated on the next unit in the line.

This process will continue until a unit passes the morale test.

Diagram: *Direction of Secondary Morale checks*



Then remember to do secondary morale tests on the unit next to the original routing unit that has not yet fought or shot, that is in the direction of the flow of shooting & melee.

Again repeat the process as noted above until a unit passes their morale test and stops the need for further checks

Note: this means if one unit fails its morale test multiple other units may need to test morale and as a result if repeated units fail morale tests, the multiple units can end up in rout status!

5.3.1 Routing Units

After the first, immediate rout directly backwards, where it will pass through any friendly units (unforming them as they do so!), the unit will make it's way to the nearest table edge, flowing around other friendly units, looking for gaps in the lines, without unforming them.

Routing units may be moved at any stage during the opposing commander's movement phase, movement may be such that it causes maximum disruption to the owning commander's remaining units.

Any unmoved routing units at the end of the movement phase will then be moved according to owning player's direction.

6.0 Rallying Phase

Only unit that have endurance points are eligible for a rally attempt and not at the end of the same game turn that it initially routed.

Additionally a unit can only be tested if not being pursued and it is within 6" of friends (not Levy or Skirmishers) and / or a commanding Noble or captain.

To rally it throw 1d6, to rally the following scores are required

Levy Troops all need **7** to rally
Retinue Troops all need **6** to rally
M-a-A all need **5/6** to rally

If no endurance points have been lost on testers add +1 to score
If commanding Noble / captain is in base contact +1

Only one rally attempt may be made, if unit fails it cannot be retested and it will leave the table.

7.0 Army Morale

No army will continue to fight until all of its units are destroyed. To represent this each array will continue to fight until a pre-determined number of key units are destroyed.

Typically this would be the loss of the between one third and one half of the best quality troops & nobles in the array, the exact number to be determined as follows:

Veteran	50%
Tried	40%
Untried	30%

For example an Array has 30 units, of which 3 are Veteran M-a-A, 3 are veteran retinue and 7 are Tried Retinue, the Array also contains 5 Nobles and Captains – all Tried. So the break point of the array is calculated by $3+3$ veteran units $\times 50\% = 3$ plus $7 \times$ tried units $\times 40\% = 2.8$ (rounded to 3) units are lost, plus $40\% \times 5$ Nobles/captains = 2. That is a total of 8 of the 13 better quality units and 5 Nobles/captains are lost.

8.0 Advanced / Alternative Rules

The following rules are included here as examples of developing the system to include more advanced or complex game play situations. These are only to be used when all players agree to their uses!

8.1 Command Control Initiative

When playing with multiple players on each side we still often use the same CCI generation rules as noted in section 1.2.1

However an alternative approach would be to disregard the die roll adjustment awarded for the quality of the commander and instead use the following adjustments:

+1 each Subordinate Ward Commander

If a commander should become a casualty, then that side loses the die roll bonus for the rest of the game for that commander.

The army commander determines how many CCI points each subordinate commander (or himself) gets to spend each game turn.

9.0 Campaign Considerations

The following rules are included here as suggestions on how campaign games may influence Arrays in future games.

9.1 Troop Quality

Units that participate in a battle will gain experience, it is suggested that the following rule of thumb is used to upgrade Troop Quality

Troop Quality	Battle Experience
Untried	0 – 2
Tried	3 – 5
Veteran	6+

+1 Adjustment if on victorious side

9.2 Noble & Captain Leadership Quality

As above, Nobles & Captains that participate in a battle will gain experience, it is suggested that the following rule of thumb is used to upgrade Leadership Quality

Troop Quality	Battle Experience
Untried	0 – 2
Tried	3 – 5
Veteran	6+

+1 Adjustment if on victorious side

9.3 Weather

Weather on the day of a battle can be an important factor – influencing the ability of units to use missiles or artillery.

If you need to select the season in which a battle occurs throw 1d8 and check the table below:

Season	1d8 Score
Winter	1
Spring	2 - 3
Summer	4 - 6
Autumn	7 - 8

Basis the Season that the battle occurs, roll 1d8 to determine if there is any weather impact

See charts overleaf

Season	1d8 Score	Impact
Winter	1	Snow, non gunpower Missile Fire ranges reduced by 3", movement reduced by 25% per unit. Gunpowder fire 75% effective.
	2 - 3	Torrential rain, non gunpower Missile Fire ranges reduced by 3". No gunpowder fire possible
	4 - 5	Heavy rain, non gunpower Missile Fire ranges reduced by 3". Gunpowder fire 50% effective.
	6 - 7	Light rain, no effect
	8	Bright clear day, no effect
Spring or Autumn	1	Torrential rain, non gunpower Missile Fire ranges reduced by 3". No gunpowder fire possible
	2 - 3	Heavy rain, non gunpower Missile Fire ranges reduced by 3". Gunpowder fire 50% effective.
	4 - 5	Light rain, no effect
	6 - 7	Bright clear day, no effect
	8	Hot day, movement reduced by 25% per unit
Summer	1	Heavy rain, non gunpower Missile Fire ranges reduced by 3". Gunpowder fire 50% effective.
	2	Light rain, no effect
	3 - 6	Bright clear day, no effect
	7	Hot day, movement reduced by 25% per unit
	8	Very Hot day, movement reduced by 50% for each unit

Determine Wind direction & strength, throw 1d8 & 1d6

1d8 determines the side or corner of the battlefield that the wind is blowing from
1d6 determines the strength of the wind

1d6 Score	
1	Strong wind, +3" on non-gunpower missile fire if with the wind.
2 - 3	Light Wind, +1" on non-gunpower missile fire if with the wind.
4 - 6	Slight Wind, no effect
7 - 8	No Wind, no effect

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