

Medieval Skirmish rules: Late Medieval rule additions

PIKES:

Spears 10ft or longer may be used as pikes and follow these rules;

Up to 3 ranks of pikemen from the same group may fight in support of a pikeman in contact frontally with an enemy figure if they are directly behind the fighting figure facing the right direction and in contact with him or another supporting pikeman.

No further figures may aid the melee as there are already 4 in contact!

Individual Pikemen count as spear armed in melee until they lose a round of melee, they then count as fighting with any sidearm they have.

(It is best to indicate this by moving supporting ranks back a small distance)

They may only fight as Pikemen again if the entire group spends a turn stationary out of melee.

Other pikemen in the group may fight on as normal until they lose as above.

Pavisses:

Free standing Pavisses and back slung Pavaises may be given to Crossbow armed figures.

Pavisses cost 2pts.

Pavisses count as cover to a single figure in contact and behind it. If they are reloading they may not be shot at.

Pavisses may be carried at half the figures normal speed, but may not be carried if the figure is shooting or loading or in melee.

Pavaises cost 1pt – they count as a shield against shooting if the carrying figure is not shooting (IE they turn their back to the enemy to reload but must turn to shoot)

They may not be used in melee.

Figures carrying Pavaises count as Armoured for movement, even if the figure is Unarmoured.

Later Handguns:

Take 1 turn stationary to reload and shoot at the following ranges;

Ranges:	Short	Medium	Long
Late Handgun	8"	16"	30"