

Medieval skirmish rules Quick Reference Sheet

Play Sequence: The game is played in the following order;

- (1) Player 1 moves his units (not routers), and shoots with them.
- (2) Both players calculate the result of any close combat.
- (3) Both players move routers.
(NB: Any morale checks are taken as required.)
- (4) Repeat the above sequence with the other player as player 1.

Movement Rates:

Units move as the owning player decides, at the following Movement Rates;

Unarmoured infantry:	8" -Rout/Charge 10" - Evade 4+d6".
Other infantry:	6" -Rout/Charge 8" - Evade 2+d6".
Courser/Nags:	8" -Rout/Charge 16" - Evade 10+d6".
Rounseys:	8" -Rout/Charge 18" - Evade 12+d6".

Half speed if Shooting, or crossing a low linear obstacle on foot.

Figures move at -1" per wound.

Count double distance of movement through difficult going or up a steep hill, or up a ladder.

Crossing obstacles over man height take a full move.

Figures may only charge to make contact with enemy figures, and may only evade to avoid contact by enemy.

Morale: Test when group;

- (1) Suffers a casualty.
- (2) Attempts to Charge/is being Charged.
- (3) Lord is Wounded or worse within 24".
- (4) Attempting to rally (before each Movement phase).

Throw 1d6:	+2: Lord with unit. : Group winning melee.
	+1: Knights form most of unit. : In cover/Uphill of nearest enemy.
	-1 : Being charged by greater numbers or better quality enemy ,or by better armed enemy. : Peasants form most of unit. : Per 25% of unit Killed, Disabled Wounded, Pushed back.
	-2: Group losing melee.
	-3 : Mounted , charging spears frontally.
	-4 : Routing.

Result:	1	May not advance toward enemy in next move.
	0	Attempt to Form line on any figure in the unit.
	-1	Fall back to form line on the rearmost figure in the unit, unless defending either a hilltop, wall or barricade etc
	-2+	Rout.

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Shooting:

Ranges:	Short	Medium	Long
Bows/Staff slings:	8"	24"	48"
Crossbows:	10"	30"	60"
Slings:	10"	20"	30"
Hand hurled:	4"	10"	18"
Handgun:	3"	12"	24"

Loading:

Times are as follows;- Most weapons can load and fire in one turn.

- X-Bows/Staff slings must spend 1 move stationary between shooting turns.
- Handguns must spend 3 moves stationary between shooting turns.

Shooting effect is calculated by an opposed roll between the target group and the shooter.

(A) Shooters roll: 1d6; if peasant.

1d8; if sergeant or better.

-1 to roll per wound shooter has.

Targets roll: D8; Short range.

D10; Medium range.

D12; Long range.

And D6; if shielded or in cover/in contact and behind a shielded man.

(B) Dice at this point to see which target group member is hit.

(C) Calculate effect; if either target roll beats shooters roll, the shot misses.

Otherwise, compare the highest target roll with the shooters roll on chart below.

Die roll difference	Target Armour class					
	U	P	LA	A	FA	
1	LW	-	-	-	-	-1 to difference if rock/sod.
2	LW	LW	-	-	-	+1 to difference if Crossbow, Longbow or Staff sling.
3	W	LW	LW	-	-	+2 to difference if Handgun.
4	W	W	LW	LW	-	
5	K	W	W	LW	LW	
6	K	K	W	W	LW	
7	K	K	K	W	W	
8	K	K	K	K	W	
9+	K	K	K	K	K	

NB:If shooter scores a maximum on his dice, and the target throws a 1 on his Range die , the target is killed automatically

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Melee: Each round of melee, both sides throw a dice;

- Non Combatants: -D4
- Peasants: -D6.
- Sergeants: -D8.
- Knights: - D10.
- Lords: -D12.

Dice modifiers are:	+2; Large Shield unless facing polearm/ Behind palisade etc
	+1: Small Shield.(Not if behind palisade!) unless facing polearm : Group Charging. If move at least 3". : Uphill of enemy. : Mounted on Courser.
	-1 : Per Light Wound. -2 per Wound : Per enemy over 1 you are fighting. : Mounted on Nag.

Compare the modified results, the loser (and any unengaged figures in the way!) are pushed back 1 base depth (if possible). The loser also suffers the result below;

Armour class						
Dice Difference	U	P	LA	A	FA	
1	-	-	-	-	-	+2 to difference if hit by Polearm or by charging mounted Lance/Spear. -1 to difference if hit by Dagger or by Improvised Weapon.
2	P/B	-	-	-	-	
3	LW+ P/B	P/B	-	-	-	
4	LW	LW+ P/B	P/B	-	-	NB: P/B = Push back 1 base depth
5	W	LW	LW+ P/B	-	-	
6	W	W	LW	P/B	-	
7	K	W	W	LW+ P/B	P/B	NB: LW = Light Wound. W = 2 Light Wounds. K = Killed.
8	K	K	W	LW	LW+ P/B	
9	K	K	K	W	W	
10	K	K	K	W	W	
11	K	K	K	K	W	
12+	K	K	K	K	K	

NB: Figures without room to be pushed back take a Light wound instead.