

Medieval Skirmish Solo system

Deployment: 11th century type forces.

Figures will be deployed in groups of 6-8 figures, or as near as possible.

- ❖ Spearmen will form up in the centre of the line in a 2 deep formation, with any figures with shield and hand weapon to their left, in one rank.
- ❖ Archers will form up behind these figures or in nearest cover if no figures available to hide behind.
- ❖ Cavalry, Lords and Knights will deploy 8" behind the centre of the spears.
- ❖ Polearm armed figures other than the above will deploy to the right of the spearmen.

These groups will deploy uphill or in as much cover as possible keeping within 1" of each other.

Tactics:

(1) If force not taking more injury from enemy shooting than inflicted (*This and last turn*)

The force will stand in place, unless;

- **Enemy figures are moving to outflank their line**, in which case the half of the force on that flank will move back by bending the line staying in cover or uphill if possible.
- **Missile troops are unable to fire**, in which case they (and any troops they are in cover behind) will move behind the line to the nearest part of the line where they can shoot, the rest of the line will move sideways to accommodate them.
- **The enemy are moving better troops to engage weaker troops in your line**, in which case, move units within the line to face with troops of equal or better quality, the rest of the line will move to accommodate as necessary.

(2) If force taking more injury from enemy shooting than inflicted (*This and last turn*)

The line will advance to engage the enemy. In the open they will advance to match troops like to like with the enemy. (*E.G.: Spears v Spears, Polearms v Polearms etc*)

If the enemy are in cover or uphill, the line will move to outflank the line, and will lead with Polearm men. Archers etc will halt at short range and shoot, evading if charged by better melee troops.

Knights and Lords *will normally keep position behind the main battle line, however;*

If they can see the enemy Lord and Knights, they will move behind the line to be opposite them.

Knights and the Lord will only attack if they can see enemy figures with no intervening figures within charge reach.

General orders

- Figures will fight as overlaps if unengaged in a melee in preference to seeking new opponents.
- Missile troops will prioritise enemy missile troops, then the nearest other enemy.
- Mounted knights will only attack at Gallop if charging a single line of enemy.
- Unengaged units will move to attack enemy in contact with the Lords group if within charge distance.
- Missile troops will only fight as overlaps and against other missile troops, or if attacked by cavalry, who they will attempt to shoot down.

Defending Buildings

- Troops will move around a building to face equivalently armed enemies.
- Defenders will Hide in buildings if Routed, and will only retreat within the confines of the structure.
- The best troops will defend any gates.