

# ACTION, MOVEMENT AND MELEE

## Sequence

1. Initiative.
2. Special actions
3. Declare actions
4. Move groups
5. Archery and melee
6. Morale test
7. Flight or pursuit
8. Stragglers

**Actions** any leader can do:

- "Fight me, you coward!"
- "Charge"
- "Follow Me, Men"
- "Take Heart, Men!"
- "Keep at them!"
- "To me, to me!"
- "Shoot at them!"
- "Hold your fire!"

**Special actions** only commanders can do:

- Leave or join a group
- Send a character from one group to another
- Send or receive a message

## Movement

Type	Distance (cm)
Peasants, Reivers, Soldiers, Archers, Crossbowmen.	15
Knights on foot, Men at Arms	12
Light horseman	40
Mounted Knights and Men-at-Arms	25
Carts, herds, etc.	8

## Melee :

- 2 Peasant/Peasant archer
- 1 Ordinary Archer/Crossbowman
- 0 Reiver/Professional archer
- +1 Soldier
- +2 Man At Arms
- +3 Knight
- +4 Commander
- +1 On horseback
- 2 Outnumbered 2-1
- 3 Outnumbered 3-1
- 4 Outnumbered 4-1 or more

**The highest score wins.** If they win by 1 or more means the loser is pushed back 5cm

- against Peasants/Reivers/Soldiers/Archers a win by 2 or more is a kill
- against Men At Arms a win by 3 or more is a kill
- against Knights a win by 4 or more is a kill
- against a Leader a win by 4 or more is a HIT (it takes 2 hits to kill a leader)

If an outnumbered figure wins, it can pushback/kill/hit only one of its enemies that turn. The winner chooses which one.

## SHOOTING

### Target priorities

1. Any enemy moving into contact with the group
2. Any target nominated by the leader in the Action phase
3. Nearest enemy (on an individual basis)

**Shooting Table 1**

Vs target	Archer			Crossbow		
	25cm	50cm	75cm	25cm	50cm	100cm
Peasants, Reivers, Soldiers, Archers, Crossbows	5,6	5,6	6	5,6	5,6	6
Knight/Man at Arms	5,6	6	-	5,6	5,6	-
Light Horseman	4,5,6	5,6	6	4,5,6	5,6	6
Mounted Knight/MAA	5,6	6	-	4,5,6	5,6	-

**Shooting Table 2**

Vs target	Sling		Javelin	Handgun	
	25cm	50cm	15cm	25cm	50cm
Peasants, Reivers, Soldiers, Archers, Crossbows	5,6	6	5,6	5,6	6
Knight/Man at Arms	-	-	6	5,6	6
Light Horseman	6	-	5,6	4,5,6	6
Mounted Knight/MAA	-	-	6	4,5,6	6

**All Shooting** - Shooting at infantry in cover **or** carrying a pavise is at half effect

# MORALE

## Criteria:

- The contingent takes a casualty.
- The contingent is surprised.
- If the player in command wants the group to take a test
- The contingent is leaderless
- The company's standard is seen to fall
- The contingent has an bad result from the previous turn

## Factors:

- 1 suffered 1 or more casualties this turn
- 1 outnumbered
- 1 if the group is leaderless
- 1 The majority of the group are peasants
- 1 Infantry fighting cavalry this turn
- 2 surprised this turn
- 2 for each 20% casualties in game

- +1 Group contains knight(s) other than leader
- +1 if the Company standard is in sight
- +1 formed group
- +2 being inspired by its leader this turn.

## Result

Score	Outcome
<b>3 or more</b>	Good - carry on as desired.
<b>0 to 2</b>	May not move closer to any enemy forces. Test next turn
<b>-1 to -3</b>	Must move away from the enemy as quickly as possible. Test next turn.
<b>-4 or less</b>	Contingent flees headlong from the field.