

COMBAT

Shooting ranges and effects

Weapon	Max.	D6 per element	Restrictions
Heavy Artillery	36"	1 all ranges	Shoot in opponents turn but only if did not pivot in own turn.
Longbows	18"	1 ½ range or less, 1 per 2 otherwise	
Crossbows	18"	1 ½ range or less, 1 per 2 otherwise	Crossbows may not shoot in own turn if moved during turn.
Light Artillery	18"	1 all ranges	Shoot in opponents turn but only if did not move or pivot in own turn.
Handguns	9"	1 all ranges	Handguns may not shoot in own turn if moved during the turn.
Bow etc. skirmishers	9"	1 per 2 all ranges	
Javelin skirmishers	3"	1 per 2 all ranges	

Defence factors

Target	Basic defence factor	
	Shooting	Close Combat
Ribalds, Shot, Levy, Cavalry	4	3
Superior Cavalry	4	4
Artillery	5	3
Skirmishers	5	-
Polearms, Pikes, Spears, Knights	5	4
Men-at-arms, Superior Knights	6	5

Shooting modifiers :

Shooter is	
disordered	+1
Longbowmen shooting half range or less	-1
Target unit is	
Behind fortifications	+2
Protected by Pavise, unless shooter is artillery	+1
In cover (e.g. edge of woods, built up areas, hedges)	+1
being shot at from the flank or rear	-1
Men-at-Arms or Superior Knights shot at by crossbow or handgun armed Shot or artillery	-1

Combat Modifiers

Dicing element is:	
Levies, C & D class Shot, Artillery	+1
Mounted fighting spears or pikes frontally	+1
Disordered	+1
In supporting rank or overlap	+1
All Knights moving into contact this move (not following up)	-1
Men-at-arms, Polearms, superior Pikes	-1
Longbows contacted frontally this move	-1
Following up a recoiling enemy	-1
Enemy unit is:	
foot defending a field fortification or fortified camp.	+2
uphill of dicing unit	+1
Foot behind defensible obstacle (e.g. hedge, ditch)	+1

The **minimum** modified defence score is **2**, the **highest 6**.

Ranks eligible

- Shooting : 1 rank, longbow 1 ½
- Mounted troops and Light Foot 1 ½ ranks.
- Close Combat foot other than Pikes 2 ranks.
- Formed Pikes 3 ranks all Pikes, otherwise 2.
- Artillery 1 rank.
- Disordered : all troops shoot/fight in one rank
- Bad terrain : all troops fight in 1 rank.
- Overlap : 1 element on either flank.
- Flank & rear : 2 d6 for every element fighting

Dicing for casualties

Skirmishers (1 *casualty*) 4 and above remove
Other (1 *casualty*) 5 and above remove
Other (2 *casualties*) 3 and above remove

Effects of casualties

Shooting : 1 or more casualties per front rank element or ½ or more casualties per element in the whole unit, disordered

Combat : more casualties than inflicted (all combats) and more than 1 casualty per rank, recoil

If an element lost, test morale.

First blood : A or B class units can waive test for first element removed in game



MOVEMENT

Move distances

Class	Move Distance (ins)	
	Good	Bad
Mounted	10	6
Close Combat Foot	6	4
Light Foot	8	6
Light Artillery	6	-

Free moves	Requiring a commandtest :
move or halt a unit	change direction (90/180°) or wheel
About face and move a Skirmisher unit	pivot an artillery piece (45°)
Compulsory moves (or compulsory halts)	Move a unit of Shot into contact with the enemy
	rally disordered unit
	break off from combat, where permitted
	formation change
	Attempt to cross enemy front
	Requiring a morale test
	rally a fleeing or pursuing unit

Linear obstacle test

Score	Type	Effect
1 – 2	Slight	No effect on movement. Cannot be defended
3 – 4	Normal	Half move to cross, complete move at normal speed. Defensible.
5 – 6	Difficult	Half move to cross, complete move at bad terrain speed. Defensible.

Interpenetration

- Any except Artillery through Artillery but unit moved through destroyed
- Mounted through 1 rank of Light Foot but unit moved through disordered.
- 1 rank of Shot and Skirmishers withdraw/recoil through up to 2 ranks of Foot.

Flight & Rout

1st. move: Turn and move full + 1d6

Later moves : full + 3"

Pursuit

1st. Move: full + 1d6

Later moves: full

TESTS

Control

- Crossing the enemy's front
- Breaking off from combat
- Formation change
- Rallying from disorder
- Rallying from pursuit
- Infantry avoiding following up

To test, throw 2d6. Deduct 1 if under command.
If score is equal or less than discipline, pass

I=9, II=8, III=7,IV=6

Morale

- Unit has lost an element this move (if First Blood does not apply).
- D class unit has suffered casualties from Artillery fire
- Unit has been shot at or attacked by previously hidden enemy
- A gunpowder weapon has exploded within 3"
- Skirmishers which have lost elements to enemy Mounted this move
- D class unit contacted by enemy Mounted this move
- Enemy has contacted (not overlapped) unit's flank or rear this turn
- Unit has had contact with fleeing/routing friends this move
- General or sub-commander's element destroyed while leading unit
- Fleeing or routing unit of equal or better quality within 6" this move
- Fresh enemy have arrived on the battlefield within 12"

To test, throw 2d6 and compare to unit's current morale. A=9, B=8,C=8,D=7

- +1 Commander or sub-commander with unit
- 1 Unsupported C or D class foot.
- 1 Unit has lost a third but not yet half original strength
- 1 Unit is disordered
- 1 Army is demoralised
- 1 Foot unit in flight
- 1 Unit has been in contact with fleeing friends this move
- 1 Unit has fled but rallied previously
- 2 Mounted unit in flight
- 2 Unit has lost half but not yet two thirds original strength
- 4 Unit has lost two thirds original strength or more

Result

- more than its current morale, flee.
- 1 1/2 or more times its current morale, routed.
- Skirmisher or Artillery unit which fails test is destroyed.

Army Morale

- Army has lost ½ or more of its units destroyed, driven off or routed. (NB don't count skirmishers or artillery)
- Army commander is destroyed, driven off or routed this turn.

To test, throw 1d6. +1 deliberate defence.

Result : 4 or more fights on. 3 or less, demoralised.

Loss of commander and no other leader = demoralised.