FREE COMPANY

Being rules for small actions of the Hundred Years War and other fights of the longbow era

INTRODUCTION TO FOURTH TEST VERSION

I started work on these rules to fulfil some personal gaming criteria. I wanted rules for a small battle but not a skirmish. The command level would therefore be around the unit, rather than the division. I imagine medieval unit commanders using their initiative and experience within an overall game plan, so the player is being a succession of unit commanders with limited initiative, plus the big cheese, who has slightly more control over those around him.

My figures are 25-28mm, but I have only a small space to game, so distances reflect this. I also like multiple bases for ease of movement but no size of base is specified (except that they are the same for both sides). The casualty system is based on a nominal strength of the base rather than an actual headcount of figures. So the rules will adapt to other sizes of figures easily.

The game assumes a game scenario agreed in advance, rather than an equal points, random set up game. It is assumed things not covered in the rules (like scouting, ambushes, destruction of property) will be covered in the scenario.

Players won't find a lot of innovative new mechanisms but while some influences are obvious, others are lost in the mists of time.

This fourth test version removes the need to keep a casualty roster or use markers and slightly modifies the morale system accordingly. Casualties per element, however, continue to be used to determine some combat results. As part of the changes, I've consolidated the sections on casualties, bringing them together in section 5.3

Enjoy the game.

Anthony Clipsom

1.PRELIMINARIES

1.1 Troop Definitions

Troop Class	Troop Type	Description
Mounted	Knights	Mounted Men-at-arms on good horses. Superior Knights are 15th. Century men-at-arms in full plate riding plate barded horses.
	Cavalry	Horsemen with poorer equipment or horses e.g. Hobilars, *gros varlets*, etc. Superior cavalry are those better equipped men expected to play a supporting or substituting role for men-at-arms e.g *coutilliers*
Close combat foot	Men-at-Arms	Gentlemen and retainers, with good equipment and motivation, fighting in close order
	Polearms	Close order foot with polearms, including bills, *godendag*, halberd etc.
	Pikes	15th. Century and later troops using long pikes in the Swiss manner.
	Spears	Using one or two handed spears with or without shields in close formation
	Levies	Militia or armed peasants in close formation, lacking martial skill.
Light foot	Ribalds	Lightly armed irregular infantry eg bidowers
	Skirmishers	Loose order missile armed troops, armed with javelins, bows, crossbows, slings or handguns.
	Shot	Missile troops armed with bows, crossbows and handguns. Superior archers are highly trained longbowmen. Ordinary archers have inferior training, bows or both. Includes mixed bases of shot and *pavisiers* or pikemen
Artillery	Heavy	Immobile and deployed prior to battle
	Light	Wheeled small-bore artillery and *Ribauldequins,* which can be moved into position

There is more information on troop types in Appendix A

1.2 Morale classes

Troops are divided into four morale classes. Morale class is an overall reflection on a unit.

Class	Base Morale	Description
A	9	Good troops, confident in their abilities e.g. the bulk of men-at-arms, best mercenaries or professionals
B	8	Experienced troops, willing and able to fight e.g. the bulk of professional soldiers
C	8	Inexperienced troops, willing but untested e.g. most militia
D	7	Troops unenthusiastic about the fight e.g. levies, pillagers

While B and C class troops have the same base morale, they react differently to casualties (see 5.3), C class are more prone to panic and they are less confident if unsupported (see 6.1).

1.3 Discipline

Units are also categorised by their level of discipline and control. Each class is given a discipline factor, which is used to take control tests.

Level	Factor	Description
I	9	Drilled and trained e.g. Swiss pikes
II	8	Troops experienced in working together with clearly understood command structure but lacking formal drill e.g. condottiere, ordnance companies
III	7	The majority of troops brought together for a battle or campaign made up of small contingents unfamiliar with one another e.g. feudal knights.
IV	6	An armed mob, lacking command, control and common sense e.g. rural levies

Mounted troops may not be rated better than level II. In mixed units, the discipline factor is that of the least disciplined type.

1.5 Terrain

Terrain is in four basic types; good, marginal, bad or impassable.

Good   e.g. flat or gently sloping ground
Marginal   e.g. cultivated ground
Bad   e.g. broken ground, steep slopes, bogs, woods, built up areas
Impassable   e.g. sea, lakes, cliffs

Marginal ground may prove to be good or bad. For each area of marginal ground, throw a die when the first unit of either side attempts to cross. 1-3, the ground is good, 4-6 it is bad. The good/bad probability can be varied according to game scenario to represent, for example, the effects of rain.

Rivers, ditches, hedges and walls can be obstacles of unknown difficulty. Unless the difficulty of an obstacle is defined in the game scenario, or the obstacle is clearly impassable (e.g. a castle wall), the first unit to try to cross such an obstacle during

the game other than by road must throw one ordinary dice.

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.

Lines of stakes or pits count as a slight obstacle to foot but a normal defensible obstacle to mounted troops. All obstacles are impassable to Artillery elements, except where crossed by a road. A road counts as good conditions regardless of the terrain it crosses. Roads have a nominal width of one element.

2. SEQUENCE OF PLAY

The two sides take alternate turns. Each player's turn has the following phases:

Movement
   a) Make any compulsory moves
   b) Make non-compulsory moves, actions and rallies taking control tests where necessary

Shooting
   a) Carry out own shooting
   b) Any enemy elements able to shoot which have not yet done so shoot
   c) Note any units needing to test in Morale phase

Close Combat
   a) Carry out close combat, moving any troops necessary
   b) Take post-combat morale tests

Morale
   a) Take all remaining unit morale tests
   b) Opponent takes army morale test (if necessary)
   c) Take own army morale test (if necessary)

Results and Reorganisation
   a) Both sides carry out after test moves and actions, as required

All non-compulsory moves, control tests, combats and unit morale tests are made in the order decided by the player whose turn it is.

3. ORGANISATION AND COMMAND

ORGANISATION

3.1 Command structure
An army is led by a commander, aided by sub-commanders. The number of sub-commanders reflects the organizational and command capability of the army's prototype. A good army has 2 sub-commanders, an average one 1 and a poor army none. Commanders and sub-commanders are permanently attached to the unit with which they start the battle.

Commanders and sub-commanders also have an effect on any unit they are physically leading, both in term of control and morale. Such a unit is considered under command.

3.2 Units
All troops are parts of units, consisting of a number of elements. Artillery units consist of single elements. All other units have 4 or more elements up to a maximum of 12 elements for close combat infantry, 8 for Ribalds or Shot and 6 elements for other classes. Units may consist of a mixture of troop types, provided they are all the same troop class. The army commander or sub-commander acts as unit commander for his own unit and is placed in the front rank of it.

3.3 Elements
Elements consist of a number of figures mounted on a single base with a common frontage. Provided a common system is used by both sides, it is not vital what the frontage or depth is or how many figures are on the base.

Each element has a nominal number of figures for casualty removal purposes. These are :

Artillery	1 model
Skirmishers	2 figures
Others	3 figures

All fighting and shooting is based on the element, as are formation changes.

3.4 Formations
Multi-element units fight in lines, blocks, columns or all-round defensive formation. An all-round defensive formation has elements facing outwards on all sides. It has no flanks or rear, all its outward facing elements counting as its front rank, and cannot move. Only close combat foot can be deployed in all-round defence.

Multi-element units must try to remain in base contact at all times, either edge to edge or corner to corner. A unit not in formation, with elements facing in more than one direction, is unformed and cannot move until it has reformed (see 4.10).
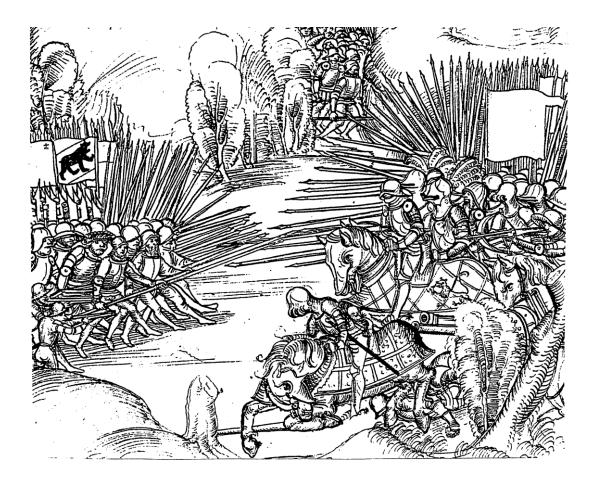
COMMAND & CONTROL

3.5 Control Tests
In order to carry out certain actions, units need to pass a control test.

The control test procedure is to throw 2d6. If the score is less than or equal to the unit's discipline factor, it has passed the test. Units under command deduct 1 from their dice score.

3.6 Commanders' effect on Morale

All commanders are considered to inspire the men around them. Therefore, any commander or sub-commander adds +1 to the morale of a unit under command.

4. MOVEMENT

4.1 Movement & Manoeuvre

Movement includes not just actual movement but non-combat manoeuvres as well, such as turns and formation changes. These are divided into separate actions. Each unit can make or attempt one action per movement phase.

Some actions are free. Others need the unit to pass a control test or a morale test.

The following are free moves:
- move or halt a unit
- About face and move a Skirmisher unit
- Move through friendly troops, where permitted
- Compulsory moves (or compulsory halts)

The following actions require a control test :
- change direction or wheel
- pivot an artillery piece
- Move a unit of Shot into contact with the enemy
- rally from disorder
- rally from pursuit
- change formation
- attempt to cross enemy front
- break off from combat, where permitted

The following action requires a morale test
- rally a fleeing unit

4.2 Move distances

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

4.3 Moves :

Movement should be at least half speed, except when making a compulsory move, when it must be full speed. A unit under command may move at up to one-and-a-half times normal pace, providing it is in good terrain. All elements in the unit must move the same distance.

If a unit makes contact with an enemy unit other than Skirmishers (see 5.11), the unit's move ends. If the contact is at an angle, the move is completed by aligning the attacking unit to the enemy, the unit pivoting on the element making the first contact.

4.4 Restrictions on movement
: Light artillery cannot be moved into contact with an enemy, move off-road in bad going or cross obstacles except by road. Heavy Artillery cannot move, except to pivot. Units in all round defence and units with elements facing in more than one direction cannot move, except to flee or rout.

4.5 Wheeling: Units may wheel up to 45°, pivoting on one or other front corner. The element moving furthest on the outer edge of the wheel may not move more than the maximum distance in that terrain, nor less than half distance.

A single element column following a road is considered to be moving forwards, rather than wheeling.

4.6 Changing direction:The ability of units, other than Skirmishers, to change direction is subject to a control test.

- A unit can make one full 180 degree turn (about face) at the beginning of the move and still move up to full distance
- A unit may remain halted and make a 180 degree turn
- Artillery units may pivot up to 45 degrees in one turn

Turns of 90 degrees count as changing from column to line or vice versa, so count as a formation change.

Units of skirmishers can turn and move in the same move without testing, regardless of which direction they may have moved in last turn.

4.7 Moving across the enemy's front : Any unit wishing to advance across the front of an enemy unit other than to make contact with it must take a control test, if any element will pass within that unit's move distance in the terrain. If it fails, it must halt. Units retiring, recoiling or fleeing across the enemy's front do not need to test.

4.8 Breaking off : Units with a longer move in the terrain may attempt to break off from combat by taking a control test.

If successful, the unit turns directly away from the enemy and moves off a full move. A unit which is in contact with the enemy on two or more sides at the same time cannot break-off.

Pursuing units do not break off but rally from pursuit (see 4.13) followed by a "turn and retire" move on their next turn if desired (see 4.6 above).

4.9 Moving through friendly troops: Provided there is space on the other side of the unit passed through, the following interpenetrations are allowed –

- Any troops except Artillery may pass through Artillery but the unit moved through is destroyed by the action.
- Mounted troops may pass through a single rank of Light Foot but the unit moved through is disordered.
- A single rank of Shot and Skirmishers may withdraw or recoil through up to two ranks of Foot.

4.10 Formation Changes : A unit in good order wishing to change or reform its formation (including changes of frontage) takes a control test. If successful, it can reform in the new formation, provided that no element moves further than its maximum normal move in the terrain. Where a unit is in close combat, only elements not in base contact with the enemy can move.

A unit changing formation may not carry out any other action but any element in the

unit not changing position may return fire if shot at. A disordered unit cannot change formation; it must first rally from disorder.

4.11 Rallying from disorder : To rally from disorder, a unit must pass a control test. Only units not in contact with the enemy may attempt to rally. A rallying unit cannot also be moved but may shoot back if shot at**.**

4.12 Flight and Rout : Except in first immediate flight move (see 7.1), a fleeing unit moves a total distance of 3" further than its standard move in that terrain, ending facing away from the enemy. It does not have to maintain a formation, provided its individual elements remain in base contact. It moves in a straight line, passing through friends where possible and crossing passable obstacles. It may, however, change direction by the minimum necessary to avoid enemy, friends it cannot pass through, or bad or impassable terrain.

After the first immediate flight move, provided it is not in contact with pursuing enemy, a fleeing unit can seek to rally in its next movement phase. To do so, it takes a morale test (see 6.1 below)

Routing units behave as fleeing units, except that they cannot rally. They continue to flee until they leave the table, except for artillery units, which immediately disperse and are removed.

A rallied unit halts and resumes an appropriate formation. Rallied units cannot shoot or return fire on the move they rallied.

4.13 Pursuit : A unit whose last move was pursuit must continue to pursue, unless it rallied or was stopped before it could complete its move. The unit moves at full normal distance in the terrain, stopping if it meets a defensible obstacle, impassable terrain, a friendly unit or if it contacts the enemy. To rally from pursuit, the unit must pass a control test. If successful, it rallies on the spot.

5. COMBAT

5.1 Combat Procedure : There are two forms of combat; shooting and close combat. Shooting involves the use of missile weapons and takes place when the elements engaged are not in base contact. Close combat reflects both melee and shooting prior to contact and takes place when a unit has moved into, or remains in contact with, an enemy unit or with a fortification.

All combat, missile and melee, is calculated in the same way. One d6 is thrown per attacking element and compared to the modified defence factor of the target element. If the score is equal or greater than the defence factor, a casualty is caused. Combat is simultaneous i.e. both sides get to attack before casualties are removed (provided they are eligible).

5.2 Defence

The minimum number needed to cause casualties to an enemy unit is dependent on the defending troop type, weapons used and tactical circumstances (see 5.9 and 5.13 below). The chart below gives the basic number needed to cause a casualty on an element of that troop type. This is adjusted using shooting or combat modifiers to give a final score. The minimum modified defence score is 2, the highest 6.

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

5.3 Casualties

Units suffer casualties in figures but they are only removed when they total a whole element.

Casualties are totalled across the unit and, when they total a whole element (see 3.3), removed after a round of shooting or combat. Where the total is less than a whole element or there are remaining casualties after removing an element, throw 1d6.

Type	1 casualty	2 casualties
Artillery	Remove element	-
Skirmishers	4,5,6 remove element	Remove element
Others	5,6 remove element	3,4,5,6 remove element

Where a unit is made up of different troop types, carry out the above exercise for each type individually.

Removing casualties : A unit must retain a continuous frontage. Casualties are removed from the rear rank, representing supporting ranks moving through to replace the fallen. Where there is only one rank, casualties should be removed from the ends of the unit. In mixed units, it may be that front rank is of one type and the remainder of the unit another. In this case, remove an element from the end of the front rank and move up a rear rank element into its place.

Risk to commanders : A commander's element is always the last of its type to be removed, representing troops rallying round the commander as casualties mount. When it is removed, however, the commander is considered to be hors-de-combat.

First Blood : In most cases, the removal of an element causes the unit to take a morale test (see 6.1) The exception is that A & B class troops units losing their first element of the game can waive this test.

SHOOTING

5.4 Eligibility to shoot : Only troops with missile weapons who are not in base contact with the enemy can shoot. Shot and Skirmishers may shoot in both their own and their opponents turn. Artillery shoot only in their opponent's turn.

Each element can shoot at an angle of up to 22 ½ degrees on either side of straight ahead. Imaginary lines drawn out at this angle from either front corner out to maximum range give the element's target zone.

In most cases, only one rank may shoot. However, Superior Archers may shoot in one and a half ranks, except when lining a hedge or fortification, shooting out from a wood or built up area or if disordered, when they may only shoot in one rank.

Weapon	Max. Effective Range	No. of dice per element	Restrictions
Heavy Artillery	36"	One at all ranges	Shoot in opponents turn. Shoot only if they did not pivot in their own turn.
Superior archers	18"	One per element half range or less, one per two elements otherwise	
Crossbowmen	18"	One per element half range or less, one per two elements otherwise	Crossbows may not shoot in their own turn if they moved or changed formation during the turn.
Light Artillery	18"	One at all ranges	Shoot in opponents turn. Shoot only if they did not move or pivot in their own turn.
Ordinary archers	14"	One per element half range or less, one per two elements otherwise	
Handgunners	8"	One at all ranges	Handguns may not shoot in their own turn if they moved or changed formation during the turn.
Bow crossbow, sling or	8"	One per two elements at all ranges	

handgun armed skirmishers			
Javelin and other hand-thrown missile armed skirmishers	2"	One per two elements at all ranges	

5.5 Target priorities : A missile element that is shot at and has not already shot this turn must shoot back if it can.

Artillery**,** Shot or Skirmishers who are not returning fire shoot at the nearest eligible enemy unit. To be an eligible target, an element must be within the shooter's target zone, not in contact with an enemy element or providing an overlap and not obscured by terrain or other troops

5.6 Effects of terrain : Shooting over obscuring terrain such as built up areas, woods or hills is not permitted. Tall linear features like curtain walls obscure troops behind but not in contact with them. Hedges obscure troops behind them unless they or the shooter are in contact with the hedge. Elements in built up areas or woods may only shoot out if their front edge touches the edge of the feature and may only be shot at to return fire. Shooting within built up areas or woods is not permitted.

5.7 Shooting at mixed units
Shooting is aimed at the nearest enemy element. For example, if the front rank is made up of men-at-arms and the rear ranks of polearms, a unit shooting from the front will hit only the men-at-arms, from the rear the polearm men and from the flank a mixture of types.

5.8 Perils of Gunpowder : Artillery which throw 1 misfire and must throw again. A score of 1 on the rethrow means weapon has exploded and is destroyed. All units, friendly or enemy, with any elements within 3" test morale in the morale phase.

5.9 Shooting modifiers :
These are added to or subtracted from the basic defence factor when shooting. They are cumulative.

Shooting Unit is	
+1	disordered
-1	Superior archers shooting half range or less
Target unit is	
+2	Behind fortifications
+1	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 crossbowmen,handgunners or artillery

5.10 Th effects of casualties : If the unit has suffered 1 or more casualties per front rank element or ½ or more casualties per element in the whole unit, it is disordered. If an element is removed, the unit must test morale, unless First Blood (see 5.3) applies.

CLOSE COMBAT

5.11 Initiating Close Combat : Generally, close combat takes place when a unit moves into contact with the enemy. The elements of the two units in contact are realigned so it is clear which elements are in combat with one another. However, both Skirmishers and Artillery are restricted in their close combat ability.

Skirmishers cannot move into contact with other troops. If contacted by any Mounted troops in good going, the contacted elements are immediately destroyed and the horse continue their move unhindered. After testing morale, the skirmishers reform their ranks in place (see 7.3). If contacted by Mounted troops in difficult terrain or any foot in any terrain, the unit immediately falls back a full move, allowing the contacting troops to complete their move. Elements unable to fall back due to terrain or other units are destroyed.

Artillery elements may not initiate combat but may defend themselves

5.12 Elements eligible to fight
Any element in frontal contact with the enemy is eligible to fight. In addition, various elements in supporting ranks or overlapping the enemy line at either end may fight.

The number of supporting ranks that may be counted varies according to type, terrain and disorder. Only figures that are facing the enemy's direction and not engaged with other enemy may be counted.

In good terrain and good order,

- Mounted troops and Light Foot may fight in one and a half ranks.
- Close Combat foot other than Pikes may fight in two ranks.
- Formed Pikes may count up to three ranks, provided all three are of Pikes, otherwise only two.
- Artillery fight in one rank.

In bad terrain or disordered, all troops fight in a single rank.

A single element overlapping the edge of the enemy unit may be counted on either flank.

Overlapping elements and supporting ranks count the same as they would if they were actually in physical contact with the enemy unit.

For each eligible element, one six sided die is thrown. If a unit manages to attack an enemy unit in the flank or rear, it increases the number of dice it may roll in melee on the contact move. Units in contact with the rear or flank of the enemy unit double the number of dice they roll (i.e.: 2 d6 for every element fighting). A unit attacked in the flank or rear which is not in flight turns contacted elements to face the threat but no supporting elements may be turned or counted. It should be remembered a unit in all round defence has no flank or rear.

5.13 Combat Modifiers
These are added to or subtracted from the basic defence factor in close combat. They are cumulative.

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, Pikes	-1
Superior archers 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

5.14 Effects of Casualties : Calculate casualty effect in the same manner as after shooting. A unit which :

- suffered more casualties in total than it has inflicted in this round of combat (across all combats it has participated in)
- suffered more than 1 casualty per rank *and*
- is not in all round defence

must recoil. It is possible that units in a combat will both recoil if one or both of them is involved in multiple combats, though only one may flee (see 6.1 below).

If an element is removed, the unit must **also** check morale. If the unit passes (or First Blood applies), it must still recoil if it meets the criteria.

5.15 Recoiling : A recoiling unit retires 3" facing its opponent. If it meets friends, it passes through to the rear of their formation if interpenetration is allowed. Where it cannot recoil through a unit, the recoiling unit pushes it back if it is Light Foot. If a unit cannot complete its recoil due to impassable terrain, friends it cannot push back or contacting an enemy unit it recoils as far as possible, but if any elements remain in contact, the unit is disordered.

5.16 Following up : Following up is a move to maintain contact with a recoiling enemy. Units only follow up if they have not been forced to recoil or flee themselves, are not in all round defence and are not in a continuing combat with or obstructed by another unit.

A mounted unit whose enemy recoil must immediately follow up if able to do so. An infantry unit will follow up unless it takes and passes a control test. Artillery do not follow up.

If fighting over a fortification or obstacle whose defenders recoil or flee, an attacking unit may follow up across the fortification or obstacle provided it is not impassable. A defending unit will not follow up if its opponent recoils or flees.

A unit whose opponent recoils through friends may still follow up but will halt in contact with the unit recoiled through.

6. MORALE

6.1 Unit Morale Tests : Unit morale tests are taken in the following circumstances, which apply on the move they occur only. Even if more than one applies, the unit only tests once. If any of a unit's close combat opponents test before it and fail, its morale is so boosted by success that it waives testing on that move. Distances are measured from the nearest element in the unit.

- Unit has lost an element this move (unless First Blood applies).
- 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 or 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 two ordinary dice and compare to unit's current morale. In most circumstances, a unit's current morale is its base morale modified by situational factors.

The following situational factors apply :

+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 contacted by 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

A supported foot unit is one which is in base contact with another unit of friendly foot, which is not in flight or routing.

If the unit scores more than its current morale, it must flee. If its score is one and a half or more times its current morale, it is routed. A Skirmisher or Artillery unit which fails a morale test is destroyed.

6.2 Army Morale : Armies test their morale as a whole in the following circumstances.

- If, at the end of the move, the army has lost half or more of its starting units destroyed, driven from the field or routed. Do not include skirmisher or artillery units in the count.
- If the commander is destroyed, driven from the field or routed this turn.

To test, throw 1 ordinary die. Add 1 if in deliberate defence.

If the result is 4 or more, the army fights on. If it is 3 or less, the army is demoralised.

If an army loses its commander and has no other leader to take command, it is automatically demoralised.

6.3 Demoralisation : A demoralised army must in its next turn seek to leave the battlefield by their own base edge as quickly as possible. It may not initiate close combat except where their retreat is blocked but may remain in combats already underway from which it cannot break off. Where opposing armies become demoralised, both sides disengage from one another and retreat.

Withdrawal moves count as compulsory moves and may be made without CP cost.

7. RESULTS AND REORGANISATION

7.1 Fleeing : A unit fleeing makes an immediate move away from the enemy of a normal move plus the score on 1 die in inches. If it meets friends, it passes through their formation if interpenetration is allowed, disordering the elements passed through and causing that unit to take an immediate morale test. If it cannot flee through a unit, it contacts and flows round it. If the fleeing troops are mounted, any element contacted is disordered.

If any element of a unit is unable to complete its initial flight move because it is hemmed in by friends it is destroyed, as is any element forced into impassable terrain or into contact with an enemy unit.

7.2 Pursuit : Mounted units whose enemy flee and who would be eligible to follow up a recoiling enemy immediately pursue one full move distance in the terrain plus the score on 1 die in inches, stopping if they meet a defensible obstacle, impassable terrain, a friendly unit or if they contact the enemy.

7.3 Reforming units: Elements should be moved to fill gaps caused by casualties to maintain a continuous frontage. Other re-organisation, including rallying, must wait to the unit's next move.

7.4 Ending the game
When one side is demoralised, the other may be declared the victor. The game can end at this point or the pursuit of the defeated force by the victor may be played out.

Appendix A: More options for troops and units

Morale in Mixed Units
It is possible for a unit to contain elements of troop types who would normally individually be of a higher or lower class. In a mixed unit of this type, the unit class is that of the majority of the unit at the start of the game, except where at least a quarter of the unit consists of troops two class classes higher than the majority (i.e. A with C or D, B with D). In this exceptional case, the overall unit class rises to one class higher than the majority. For example, a unit of six elements of C class militia and two elements of A class men-at-arms would have an overall B class.

Class in mixed units is based on the starting composition of the unit and is not modified by casualties.

Superior Knights and other mixed Knightly units
A normal element of knights represents a mixture of levels of equipment. However, an element of Superior Knights represents only those in the most complete armour. A unit of Knights may therefore only contain up to half its elements as Superior Knights, with half being ordinary Knights or Superior Cavalry. The Superior Knights should be deployed either as the front rank of a multiple rank unit or in the centre of a single rank.

In a similar way, a unit of not so well equipped knights (for example, Free Companions) may be depicted as half ordinary Knights and half Superior Cavalry

Superior archers
Superior archers represent the pinnacle of military archery – longbow armed and having received sustained training. Ordinary archers represent those less well trained men with longbows, or archers with inferior weapons, incapable of reproducing the range, power and rate of fire of the best military archers. The terms are flexible to allow differences between groups of archers to be portrayed (e.g. between retinue and militia longbowmen, or between English archers and Scots) depending on scenario needs.

Ribalds
Medieval sources frequently called all lightly equipped infantry ribalds.   Here, however, the intention has to pick out the more militarily effective lightly armed soldier who could operate over ground that close order infantry would find difficult. So a Scots Highlander, a bidower, or a Welsh knife man, might be described as a Ribald. A typical class might be B or C II.

However, there remains the difficulty of other loosely organized troops, such as the "ravagers" or "flayers" who are attached to some armies. To avoid another troop type, these can be classed as poor quality Ribalds, with a typical class of D IV.

Flexible troop classifications
Some troops, depending on scenario, could serve as another troop type. In a mountain ambush scenario, a Swiss Halberdier might be classed as a Ribald whereas in other circumstances he would be in the Polearm category. Similarly, a peasant rabble might be seen as poor quality Ribalds in one scenario, as Levy in another. Provided the figures are classified one way or another for the duration of the game, this flexibility can be useful

Pavise
Crossbowmen often protected themselves with pavises, usually carried by specialist

pavise bearers in the unit. The number of pavise bearers was small compared with the number of crossbowmen. These units do not therefore count as mixed, the effect of the pavises being covered by a shooting factor. Units should be modeled either with standing pavises or with occasional pavise bearers to demonstrate they are pavise equipped.

Mounted infantry

Normally, troops who intend to dismount to fight will be drawn up at the start of the battle as infantry. Some scenarios (e.g. a flank march, an ambush) might require troops to be in marching order when they appear on the field.

Mounted infantry count as Cavalry. They count as one morale class lower than their dismounted equivalent and fight with a +1 modifier, to represent their lack of skill and confidence while on horseback. Mounted Shot cannot shoot. Dismounting should be treated as a formation change.

Knights and Cavalry also often dismounted. These should be treated the same as mounted infantry, excepting, of course, the penalties for fighting mounted. Knights dismount as Men-at-arms, Cavalry as Spears.

Appendix B Set up Options

Attack And Defence
The scenario should define the basis of the combat. It may be a encounter battle, where both armies are attacking. Most medieval battles, however, had a clear attacker and defender. Defenders may have rapidly taken a defensive position or they may have carefully prepared it. This is deliberate defence and within these rules only armies in deliberate defence count as defenders and reap the benefits. Troops in deliberate defence always deploy before the attacker. Only troops in an army in deliberate defence may use fieldworks or deploy obstacles.

Flank Marches
The appearance of fresh troops onto the battlefield was not uncommon in medieval battles. Examples include the deliberate detachment of a flanking force, the unexpected arrival of reinforcements or a force detached to find a river crossing elsewhere who return to outflank the enemy.

These can be handled by the scenario, an umpire or just player choice modified by chance.

In the last case, the player nominates up to a quarter of the army's units to be off table. The proposed arrival point of these troops should be noted and an estimated turn on which they will approach. When the approach turn arrives, the marching player declares the arrival point and dices. Two possible ways of doing this are :

a) The flank march must throw 1d6 . To arrive, a score of 4 or more is needed. For each move after the first, deduct one from the score needed *or*

b) The flank march must throw 1d6. To arrive, a cumulative score of 6 is needed. Add the totals of each throw until 6 is reached.

The second method, in which the marchers are unlikely to arrive on the first move but are very likely to by move three, perhaps best represents where a flanking unit might be observed approaching and so surprise is less likely. The method should be decided before the start of the game.

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.
Superior archers	**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.
Ordinary archers	**14"**	1 ½ range or less, 1 per 2 otherwise	
Handguns	**8"**	1 all ranges	Handguns may not shoot in own turn if moved during the turn.
Bow etc. skirmishers	**8"**	1 per 2 all ranges	
Javelin skirmishers	**2"**	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
Superior archers 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
Superior archers 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, superior archers 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

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 command test :
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
	Rally a pursuing unit
	break off from combat, where permitted
	formation change
	Attempt to cross enemy front
	Requiring a morale test
	rally a fleeing 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 (unless First Blood applies).
- 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 rallied after a previous rout
-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

Supported = in base contact with unit of friendly foot, which is not in flight or routing.

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.