MOVEMENT

Move distances

Type	Move (mu)
LC	24
Kn, HC	16
Sk	12
Pi, MAA, Inf, Rib, Sh	8
Baggage	6
Art	-

Terrain effect

Terrain type	Effect on movement
Low Hills	None
Rivers/hedges/ditches	Take a turn to cross.
Stakes/*pottes*	Mounted take half a turn to cross, foot no effect. Mounted take morale check to cross stakes
Fortifications	Take a turn to cross. Impassable to mounted
Difficult terrain	Impassable to mounted Pi,MAA,Inf move 4mu. Sk ,Sh & Rib normal move
Muddy field	Reduce move by quarter except Sk,Sh & Rib normal move

MORALE

Test when:
- Hit by artillery (all hits not just base removal)
- Lose element in H-to-H (one test per base lost)
- Levy in H-to-H combat with mounted this move
- General's unit destroyed this move
- Enemy attacking flank or rear
- Captain's unit destroyed this move (own men)
- Sub-command withdraws or is destroyed this move (all units)
- Friendly unit destroyed within 8mu
- Shot at or attacked by previously hidden enemy
- Mounted crossing stakes
- Sh, Sk & LC testing to contact

Class	Score needed to pass
Elite	3-6
Average	4-6
Levy	5-6

+1 to dice, any non-Elite foot within 8mu. of commander or caroccio
+1 to dice if commander with unit (but can't count proximity as well)
-1 Unit is part of command which has lost commander on a prior move

COMBAT

Shooting

	Short (mu)	Long (mu)
Longbow	1-12	13-24
Bow	1-10	11-20
Sling/ Horse bows	1-8	9-16
Javelin	1-6	
Crossbow	1-8	9-24
Handgun/horse crossbow	1-6	7-18
Artillery	1-16	17-48

All throw 1 dice per base

Throw 1 more dice per unit if

Longbow armed shot

Shooters are elite

throw 1 less dice per unit if

artillery shooting at moving or skirmishing target

Shooters are Levy or skirmishers

Artillery : 1x d6 hits at short range, 1Xd6 -3 at long range

Misfire if throw 1. If 1 , throw again. If score is 1, gun destroyed.

Hand-to-hand – No. of dice

	Enemy			
Own unit	Pi	MAA,Inf, Kn,HC	Rib,Sh	LC,Sk
Pi	1	2	3	3
MAA	1	1	2	3
Inf	1	1	2	3
Kn	1	1	2	3
HC	1	1	2	3
Rib	1	1	1	2
Shot	1	1	1	2
LC	1	1	1	1
Sk.	1	1	1	1
Art	0	0	0	0

H2H (1st round only)

Throw 1 more dice per base

+1 Attacking flank or rear (enemy can turn or break off after first)

+1 Knights or fierce

+1 longbows or javelins charged

+1 Shot defending stakes or *pottes* v. mounted

H2H(any round)

Throw 1 more dice per unit

+1 General or captain with unit

+1 Elite

+1 Uphill

+1 Foot defending river/hedge/forts

throw 1 less dice per unit

-1 Levy

-1 Being attacked in flank or rear

Terrain Modifiers

- Mounted can't fight in difficult terrain or against fortifications
- In difficult terrain, or attacking fortifications, everyone gets one dice, no first round modifiers.
- In muddy fields, everyone gets one dice, modifiers apply but Knights get no first round bonus

To hit

Target	Shooting				H-to-H
	LB	CB/HG	art	Other	
Extra Heavy	4-6	3-6	hit	5-6	5-6
Heavy	3-6	2-6	hit	4-6	4-6
Medium	2-6	2-6	hit	3-6	3-6
Light	2-6	2-6	hit	2-6	2-6
Artillery	2-6	2-6	hit	2-6	Dest.

Shooting modifiers (not artillery)

-1 shooting at long range

-1 target are skirmishers

-1 target pavises from front or in cover

Break points

	Breaks when reduced to (elements)
Small (Art)	0
Small	1
Medium	2
Large	3