

Game Sequence

1. Command 2. Shooting 3. Combat

Command

Orders

- Units move by initiative or by orders.
- Units using initiative move first.
- Other units require orders to move.
- You must finish giving orders from one character before giving orders from another character.
- Same unit can be given several orders in succession.
- You must finish giving orders to one unit before giving an order to another.

Command

- A character must roll equal to or less than his Command value on 2D6 to issue an order.
- If a roll is failed, the order is not given and no further orders can be issued by that character.
- If the General fails to give an order, no further orders can be given by any other characters.

Command Penalties

Per full 20 cm distance	-1
Each successive order to unit	-1
Enemy within 20 cm of unit	-1
Unit within dense terrain	-1
Per casualty	-1

Issuing Orders to Brigades / Contingents.

- Up to eight touching units may be brigaded together and issued a single order.
- Units moving as a brigade complete their entire move as a brigade unless charging.

Charge

- A unit that moves into an enemy is said to have charged.
- Once units are touching the enemy they are engaged in combat.
- Units in combat with an enemy cannot be issued further orders.

Blunders

On command roll of 12 a blunder has occurred

1	- 1 command penalty for rest of the battle
2-3	Unit must move one full move distance from all enemy units
4-5	Unit moves at half pace
5-6	Move at maximum movement towards enemy

Canon

Number of attacks 2 as per list plus

Extra Target Bases	Extra Attacks
1	+1
2	+2
3	+2
4	+2

Canon Failure

On an attack roll or 1 roll a d6 and consult the table

Attacks

- Total the attack value of each unit
- Roll the number of dice indicated
- Score to hit
Target in the open 4, 5, or 6.
Target in defended position 5 or 6.
Target in fortified position 6.
- Make armour rolls and discount saves
- Record hits scored
- Remove stands where sufficient hits are scored.

Shooting

- Units shoot at the closest enemy within range.
- Units of different types dice to see which rank is hit.

Ranges

Bows / Crossbows etc.	40 cm's
Cannons	80 cm's

Combat Modifiers

Bow shooting without line of site over own troops fire at half attack value, rounding down.

Drive Backs

Roll for drive backs at the end of the shooting phase. Units suffering missile hits are driven back D3 cm's per non saved hit.

-1 dice if Defended -2 dice if Fortified

- Units are confused if any of the driven back dice roll a 6.
- Units driven back by the 2 x full pace move or more are routed.

Hand-to-Hand Combat

Combat Modifiers

Charging enemy in the open	+1
Pursuit attack	+1
Extra pursuit attack (per 3 cm's)	+1
More ranks than enemy.	+1 (per extra rank)
Fighting to side or rear.	-1
Confused	-1

Combat Result Modifiers

Per supporting stand (Flank or Rear) +1

Draw

Both sides fall back up to 3D6 cm's and must fall back by the score of the lowest dice. A defended or fortified unit can stand its ground.

Lose

The loser must retreat by the difference in the combat result in cm's. If 2 x full pace move or more then routed.

Win

The winner can fall back, stand its ground, or advance.

Initiative Moves

- Charge the closest enemy unit within 20 cm's.
- Evade the closest enemy unit within 20 cm's.

Movement Modifiers

Rivers 1/2 Movement Rate

Confusion

Units Become Confused If:

- Burst through by invaders.
- Driven back by missile fire on any drive back roll of 6.
- Driven back / falling back into impassable terrain on the roll of a 6.
- Driven back / falling back into enemies or combat.
- Forcing friends to make way on the roll of a 6.
- Driven back / falling back into unyielding friends.
- Making way on the roll of a 6

Confused Units

- Confused stands cannot move.
- Confused stands suffer a -1 attack modifier in combat.
- Confused infantry stands cannot support in combat.
- Confused stands cease to be confused at the end of their command phase.

Retinue Bow

'Right Sharp Shower'

Retinue Bow will have 2 bow attacks. However on a D6 roll of 1 the ammunition is exhausted and the stand now fires at a rate of 1 per base every other turn. Each use adds +1 to base, i.e. turn two exhaust on a roll of 1 or 2.

Commanders (General, Battle Leaders, & Lords).

The commanders are classified as one of the following :-
(When the Commander has not been defined in an army list dice for class, D6).

- | | |
|-----|---|
| 6 | Rash, first into action (+1 to command). |
| 5-3 | Bold, veteran commander (no adjustments to command). |
| 2 | Cautious, unwilling to take risks (-1 to command). |
| 1 | Treacherous, reluctant (-1 to command, each casualty on commander's units, on a roll of 1 on D6 changes side with all stands commanded by him). |

Orders

At the beginning of a game each battle must be given an objective, i.e. attack, defend, advance. If the command element is killed then the unit will continue with the last issued orders until changed by new orders conveyed from a herald. Each battle leader has 1 herald.

Army Notes

- Only two units of Mounted Men at Arms are allowed per army.
- Each main 'Battle' is to be commanded by a 'Battle Commander' or General (excludes wings).
- A 'Brigade' or 'Contingent' is made up of a maximum of 8 stands.
- There is to be a maximum of 3 Lords per 'Battle'.
- There is to be a maximum of 6 'Battles' :- Rear Ward, Main Ward, Van ward, Reserve, Right Wing, Left Wing.
- Wings can only contain Cavalry.
- Command figures to be represented by four Full Harnesses Infantry and Standard Bearer with Lord's Banner. (Can be mounted or dismounted).
- Bow can move through Bill or and MAA, takes one full move and requires successful command issued.
- At least 5 other stands per Command stand, at least 2 Bow stands per Bill stand (Retinue or Shire).

Unit	Type	Attack	Hits	Arm	Com	Unit Size	Points	Min/Max	Move
Army General	Gen	6 / -	4	4+ / 5+	9	1	125	1 / 1	20 / 10
Battle Leader	Bat Ld	5 / -	4	4+ / 5+	8	1	80	1 / 4	20 / 10
Lord	Lord	4 / -	3	4+ / 5+	7	1	40	0 / 18	20 / 10
Mounted Men at Arms	Cav	4 / -	3	4+	-	2	110	0 / 2	20
Mounted Curours	Cav	3 / -	3	6+	-	2	80	-	20
Mounted Border Staves	Cav	2 / -	3	6+	-	2	70	-	20
Mounted Hobilars	Cav	3 / 1	3	6+	-	2	90	-	20
Dismounted Men at Arms	Inf	4 / -	3	5+	-	2	65	1 per Lord	10
Retinue Bill	Inf	3 / -	3	6+	-	2	45	-	10
Retinue Bow	Inf	3 / 1 *	3	6+	-	2	55	2 per Bill	10
Shire Bill	Inf	2 / -	3	-	-	2	25	-	10
Shire Bow	Inf	2 / 1	3	-	-	2	30	2 Per Bill	10
Border Foot Bill	Inf	2 / -	3	-	-	2	25	-	10
Border Foot Spear	Inf	2 / -	3	-	-	2	25	-	10
Border Foot Bow	Inf	2 / 1	3	-	-	2	30	-	10
Peasants	Inf	2 / -	3	-	-	2	25	-	10
Pike	Inf	3 / -	3	6+	-	2	45	-	10
Crossbow	Inf	3 / 1	3	-	-	2	55	-	10
Hand Gunners	Inf	3 / 1	3	-	-	2	65	-	10
Welsh Bow	Inf	2 / 1	3	-	-	2	30	-	10
Welsh Spear	Inf	2 / -	3	-	-	2	25	-	10
Canon / Bombard	Art	1/2 + Bounce	2	-	-	2	85	2	5