

1. **Initiative:** 1d6, winner elects to move first (Move) or last (Counter-move) - OR -  
Both sides write orders for each of their units (groups of figures of like type), including direction of movement and facing.
2. **Moves:** Winning, then losing side executes half-move, makes any split-moves and missile fire, receives any pass-through fire, then completes move. - OR -  
Both sides move their units according to their written orders - first doing half move, checking for unordered melee contact, performing split-moves and fires, receives any pass-through fire, then completes move.  
*Charge melee checks and casualty melee checks performed as needed.*
3. **Artillery fire** is taken. *Casualty melee checks performed as needed.*
4. **Missile fire** is taken. *Casualty melee checks performed as needed.*
5. **Melees are resolved.** *Casualty and post-melee morale checks performed as needed.*

#### Terrain/Movement Effects

**Hill** - Slows movement 50%, prevents all charge moves, but movement downhill is at normal speed. Movement uphill equals two normal moves per uphill move for fatigue (for HILL ONLY).

**Wooded** - As Hill, with the additional penalty of preventing the movement of formed bodies of troops. (1"+ between figures)

**Marshy** - As Hill, with the additional penalty of preventing the entrance of heavy equipment, catapults, and guns.

**Rough** - Prevents all charge moves.

**Ditch and Rampart** - As Hill

**River and Stream** - Determine fordability, penalty for crossing, etc. (A stream may require 6" to cross and prevent charge moves, a river may require troops to halt before and after crossing and cost an entire move to cross.)

Movement penalties to change their formation and/or facing:

$\frac{1}{4}$  **Move:** Oblique (45deg facing)

$\frac{1}{2}$  **Move:** Left or Right Face

**1 Move:** About Face, Column - Line formation, Line - Column or Column - Square\*

**2 Moves:** Line - Square\*      \* Foot only

**Charge:** The Charge move is permitted only when melee contact is expected during some portion of the turn. When a unit moves a charge move it must move at normal speed on the following turn. Cavalry charges must be in a relatively straight line (up to a maximum of a 45 deg. curve is allowable). Victorious charging units must continue to move out the balance of their charge move, in the direction first indicated, providing they attained victory before melee (due to morale) or during the first round of melee.

**Retreat and Rout:** Troops forced back in retreat or rout, with backs to the enemy, must remain unmoved on the following turn while they rally. If they are attacked while rallying a die must be rolled in order to determine if they manage to quickly rally or continue to retreat or rout. If they fail to rally when attacked, casualties are suffered by them, while the enemy will take none in return (the attacker only rolls dice on the Combat Tables). A score of 1-2 is required to rally when attacked.

**Contact with Another Unit:** If a retreating unit contacts a formed body of friendly troops the retreat is immediately stopped, but both groups must spend the next turn rallying and are subject to the rule below regarding continued retreat.

If a routing unit contacts any friendly troops it will cause them to likewise rout, and rallying is necessary; note also that these troops are likewise subject to the rule regarding continued rout stated below.

**Continued Retreat or Rout:** If a retreated or routed unit is forced or voluntarily continues to move they must be diced for in order to rally them in later turns. If the required score is not made the unit must immediately be moved again, another turn of movement noted on their records, and they must check again on the following turn.

Any unit that retreats or routs off the table is removed from play for the remainder of the game.

#### Turn of Retreat or Rout      Die Score to Rally

1st	Automatic on next turn if not attacked
2nd	3-6
3rd	6
4th	Automatic removal from play

**Refusing Combat:** Missile troops interspaced with other footmen forming a defensive line may "refuse" combat and move back 3" out of melee range. However, if the other footmen who are meleed are killed or driven away, the missile troops must fight if the attacker is able to continue his charge move.

**MISSILE FIRE** (excluding gunpowder and catapults)

NUMBER FIRING	TARGET - <u>Unarmored</u>		<u>½ Armor or Shield</u>	
	DIE	- 1-2 3-6	1-3	4-6
1-2	0	1	0	0
3-4	1	2	0	1
5-6	2	3	2	2
7-8	3	4	2	3
9-10	4	5	3	3

	TARGET - <u>Fully Armored</u>	
	DIE	- 1-4 5-6
4-8	0	1
9-12	1	2
13-16	2	3
17-20	3	3

Heavy Crossbows add 1 to Missile fire dice rolls.

**Crossbow/Bow Rate of Fire:**

- No move/not in melee - twice per turn (bow) or once per turn (crossbow), eligible for pass-through fire
- Move under half normal - once per turn
- Move over half normal - once per turn if d6 roll is higher than opponent's roll

**Heavy Crossbow Rate of Fire:**

- No move/not in melee - once every other turn (reloading takes a turn)
- Move under half normal - may reload or fire
- Move over half normal - fire if loaded and d6 roll is higher than opponent's roll. May not reload.

**Indirect Fire:** Archers and Longbowmen may fire over heads of intervening troops that are more than 3" distant. Indirect fire reduces range of the weapon firing by 1/3 and classifies target in next higher armor category.

**Cover:** Soft cover such as brush, woods, waist-high fences, and walls will reduce missile casualties by one-half (drop all fractions). Woods and overhead cover, such as roofs, prevent all indirect fire. If indirect fire is possible, then casualties will not be reduced by cover.

**Throwing Axes, Spears, Javelins:** These missile weapons are treated as any other missile weapons except: They may fire only once per turn, they may always fire at enemy troops charging them, and they may not fire indirectly.

APPENDIX A

LIGHT FOOT vs

- Light Foot -1 die per man, 6 kills
- Heavy Foot -1 die per two men, 6 kills
- Armored Foot -1 die per three men, 6 kills
- Light Horse -1 die per two men, 6 kills
- Medium Horse -1 die per three men, 6 kills
- Heavy Horse -1 die per four men, 6 kills

LIGHT HORSE vs

- Light Foot -2 dice per man, 5, 6 kills
- Heavy Foot -2 dice per man, 6 kills
- Armored Foot -1 die per man, 6 kills
- Light Horse -1 die per man, 6 kills
- Medium Horse -1 die per two men, 6 kills
- Heavy Horse -1 die per three men, 6 kills

HEAVY FOOT\* vs

- Light Foot -1 die per man, 5, 6 kills
- Heavy Foot -1 die per man, 6 kills
- Armored Foot -1 die per two men, 6 kills
- Light Horse -1 die per two men, 6 kills
- Medium Horse -1 die per three men, 6 kills
- Heavy Horse -1 die per four men, 6 kills

MEDIUM HORSE vs

- Light Foot -2 dice per man, 4-6 kills
- Heavy Foot -2 dice per man, 5, 6 kills
- Armored Foot -2 dice per man, 6 kills
- Light Horse -1 die per man, 5, 6 kills
- Medium Horse -1 die per man, 6 kills
- Heavy Horse -1 die per two men, 6 kills

HEAVY HORSE vs

- Light Foot -4 dice per man, 5, 6 kills
- Heavy Foot -3 dice per man, 5, 6 kills
- Armored Foot -2 dice per man, 5, 6 kills
- Light Horse -2 dice per man, 5, 6 kills
- Medium Horse -1 die per man, 5, 6 kills
- Heavy Horse -1 die per man, 6 kills

ARMORED FOOT\* vs

- Light Foot -1 die per man, 4-6 kills
- Heavy Foot -1 die per man, 5, 6 kills
- Armored Foot -1 die per man, 6 kills
- Light Horse -1 die per man, 6 kills
- Medium Horse -1 die per two men, 6 kills
- Heavy Horse -1 die per three men, 6 kills

Swiss/Landsknechte attacking in close formation (5x2 figures minimum) fight as Armored Foot, with extra die for weapons. For every two men so attacking as additional "mass shock" die is added. When defending in close order (1" or less apart), with pole arms facing the enemy, they are treated as Heavy Foot. If attacked in flank or rear, or when in open order, they are treated as Light Foot.

All troops formed in close order, with pole arms, can only suffer frontal melee casualties from troops armed with like weapons. While a Knight armed with a lance could attack a halbard formation, he could not attack a formation of pikes.

\* Men armed with pike or halbard add an extra die.

# COMBAT TABLES

- Missiles cannot be fired into a melee.
- Zone of Control is 1" on either side of a figure to stop infiltration.
- Units within 3" of a melee may be drawn into it if so desired. However, the unit that joins a melee cannot have been moved over one-half of its normal movement during that turn.
- After the first round of melee, excess troops from the flanks or from rear ranks may be moved so as to overlap the enemy formation's flanks and even rear if movement at half normal will allow.
- Flank Attack: Units attacking from the flank are at the next higher class. Heavy Horse receives +1 on each die.
- Rear Attack: Units which attack from the rear deliver casualties without receiving any in return. They also receive the Flank Attack bonus.
- Army Commander: If the command figure is with a unit, it gets +1 to each die it rolls, as well as automatic rallies. The commander suffers the fate of the unit on any failures. Units within 12" of commander add +1 to die roll total scores. Leaving a rallied unit within 3 turns returns the unit to unrallied status. Death of commander forces casualty morale for all on same side at a -2.

### Charging Morale

#### Attacking Unit Defending Unit:

Light Medium Heavy

Peasants  
Light Foot, Levies  
Heavy Foot  
Elite Heavy Foot, Armored Foot  
Light Horse  
Medium Horse  
Heavy Horse

9	10	11
8	9	10
7	8	9
6	7	8
5	6	7
4	5	6
3	4	5

- In order to withstand a charge by mounted men, the defending unit must check morale. Units that fail to score the required total retreat 1½ moves, backs to the enemy, and must rally.
- If both units are charging, both must check morale, adding 1 to the dice score if Foot, and two to the dice score if Horse.
- Units charged in the flank deduct 1 from the dice score; units charged in the rear deduct 2 from the dice score.
- Swiss and Landsknechte armed with pikes or pole arms facing the enemy automatically stand any charges.

### Casualty Morale

#### Unit Type

Casualty % Score to Remain

Light, peasants or levies  
Heavy Foot, Elite Heavy Foot, Armored Foot, Mongols  
Medium Horse (not Kts.)  
Swiss Pikemen  
Heavy Horse, Dismounted Knights  
Mounted Knights

25%	8 or better
33 1/3%	7 or better
33 1/3%	6 or better
33 1/3%	7 or better
50%	5 or better
50%	6 or better
50%	4 or better

- When casualties from any and all causes exceed a certain percentage of a unit's original total strength, morale for that unit must be checked by rolling two dice. Check immediately after cause of loss.
- If the unit remains stable, when losses are double the percentage, the unit is removed.
- Any unit that fails is removed from play immediately unless no route of retreat is open to it. If surrounded, it is assumed to surrender.
- See rules for charges by Swiss/Landsknechte.

### Post Melee Morale

0 - 19 difference Melee continues for another round  
20 - 39 difference Back 2 move, good order  
40 - 59 difference Back 1 move, good order  
60 - 79 difference Retreat 1 move  
80 - 99 difference Rout 1½ move  
100+ difference Surrender \*  
\* Victorious side may continue a charge if applicable, leaving the proper ratio of prisoner guards (1 per 5 prisoners)

### Morale Factors

Peasants	3	Light Horse	6
Light Foot, Levies	4	Armored Foot, Janissaries	7
Heavy Foot	5	Med Horse, Landsknechte	8
Elite Heavy Foot	6	Hvy Horse, Swiss	9

#### Per melee -

1. The side with fewest casualties determines the positive difference between their losses and those of the enemy. This number is then multiplied by the score of a die roll and the total noted.
2. The side with the greater number of surviving figures (in melee) determines the positive difference between his and those of the enemy. This number is noted.
3. Each side now multiplies the number of surviving figures by the unit's Morale Factor.
4. Both sides now total the scores arrived at in steps 1. - 3. above, and the side with the lower total must immediately react as the table. For melees involving less than 20 figures per side, double all totals.

See Movement page for Routing/Retreat rules

MOVEMENT (in inches)	MOVE	ROAD BONUS	CHARGE MOVE	MISSILE RANGE
Armored Foot	6	-	6	-
Heavy Foot	9	-	12	3*
Landsknechte/Swiss	12	-	15	-
Light Foot/Archers	9	-	12	15
Arquibusers/ Crossbow men	12	-	12	18
Longbowmen	12	-	15	21
Turk Archers	9	-	12	21
Heavy Crossbowmen	9	-	9	24
Heavy Horse	12	3	18	-
Medium Horse	18	6	24	15
Light Horse	24	6	30	18**
Catapults/Cannons	6	3	-	---
Wagons	6	6	-	-

\* Troops armed with throwing axes and spears (such as Vikings and Saxons) fall into this category.

\*\* Javelin armed troops such as the Spanish c 1200 have a 6" range.

\*\*\* Refer to the special sections for these types of weapons.

APPENDIX E

## FANTASY COMBAT TABLE

		DEFENDER																																							
		B	A	R	O	G	E	L	E	M	E	N	T	G	H	R	O	P	E	L	C	A	N	T	S	U	P	E	R	T	R	O	L	L	W	I	G	H	T	W	W
ATTACKER		G	N	L	E	I	O	E	C	O	E	L	D	@	H																										
BALROG		7	11	11	8	8	4	6	1-	7	6	4	8	11																											
DRAGON		6	8	10	6	9	5	4	8	8	5	2	10	7																											
ELEMENTAL		10	10	11	7	9	4	4	7	7	7	2	8	10																											
ENT (TREE)		12	12	12	7	8	4	4	11	7	7	3	10	10																											
GIANT		9	9	10	7	9	6	5	7	9	6	4	10	10																											
HERO*		11	12	10	12	11	7	8	10	10	9	6	11	11																											
LYCANTHROPE		10	12	12	12	10	7	9	10	10	8	6	10	12																											
ROC		12	12	12	9	10	5	6	9	8	6	5	10	9																											
SUPER HERO *		9	10	8	11	9	5	6	8	8	5	4	9	8																											
TROLL, OGRE		10	12	11	10	9	8	8	9	11	7	10	11	12																											
WIGHT, GHOUL		12	12	12	12	11	9	8	11	12	9	8	10	7																											
WIZARD*@		7	9	6	10	11	8	7	9	10	8	6	10	5																											
WRAITH *		10	12	7	12	12	8	9	10	10	9	11	12	7																											

APPENDIX D

## FANTASY REFERENCE TABLE

TYPE	MOVE	SPECIAL ABILITY	CHARGE	FLY	MISSILE RANGE	ATTACK	DEFEND
Hobbits	12"	A	-	-	15"	Lt. Ft.	Lt. Ft.
Sprites, pixies	9"	A	-	18"	-	Lt. Ft.	Lt. Ft.
Dwarves, gnomes	6"	B	9"	-	-	Hv. Ft.	Lt. Ft.
Goblins, kobolds	6"	B	9"	-	-	Hv. Ft.	Lt. Ft.
Elves, Fairies	12"	A,B,C	-	-	18"	Hv. Ft.	Hv. Ft.
Orcs	9"	B	12"	-	15"	Hv. Ft.	Hv. Ft.
Heroes (incl. anti-heroes)	12"(18")	D	15"(24")	-	18"	4 men*	4 men*
Super heroes	12"(18")	D,E,F	15"(24")	-	21"	8 men*	8 men*
Wizards	12"(30")	A,B,D,E,X	-	-	24"	-	Special
Wraiths (mtd.)	18"	D,C,F,G	24"	36"	-	-	Special
Wights, ghouls	9"	B,G	9"	-	-	-	Special
Lycanthropes	-	-	-	-	-	-	-
Bear/Wolf	9"/12"	B,H	12"/18"	-	-	-	Special
Trolls, ogres	9"	B(I)	12"	-	-	6 men**	6 men**
Balrogs	6"	B,J	9"	15"	-	-	Special
Ents	6"	K	6"	-	-	-	Special
Giants	12"	B,X	18"	-	20"	12 men**	12 men**
Elementals, et al	Special	Special	Special	Special	Special	Special	Special
Dragons	9"	B,E,F,X	15"	24"	-	-	Special
Rocs	-	E,F,L	-	48"	-	-	Special

(Move if horsed)

- A - The ability to become invisible (Hobbits only in brush or woods)
- B - The ability to see in normal darkness as if it were light
- C - The ability to split move and fire
- D - The ability to raise morale of friendly troops
- E - The ability to cause the enemy to check morale
- F - The ability to detect hidden invisible enemies
- G - The ability to paralyze by touch
- H - The ability to assume the shape of and gather like animals
- I - The ability to regenerate the body (trolls only and not required)
- J - The ability to change to flames and immolate by touch
- K - The ability to cause trees to move and fight
- L - The ability to transport figures of man-weight
- X - The ability to cast fire or similar substances or stones

\* Either Heavy Foot, Armored Foot, Light Horse, etc., depending on arms and situations and can fire missiles equal to the same number of men, vs. regular opponents but only once vs. fantastic opponents.

\*\* Heavy Foot.

**CHAINMAIL UNIT RECORD**

UNIT NAME:

MINIATURE:

UNIT TYPE - ATTACK:

DEFEND:

ARMOR: ( UNARMORED    ½ ARMOR/SHIELD    ARMORED )

MOVEMENT:

(ROAD BONUS

)

CHARGE MOVE:

MISSILE RANGE:

MORALE RATING:

CASUALTY MORALE:                    % - Roll                    or better

CHARGE MORALE:                    Roll                    or better

MORALE STATE: ( Retreating    Routing    Surrendered    Must Dice to Rally )

FATIGUE STATE (Each turn, record unit's action: (M)ove, (C)harge, Melee(X), (R)est - no move/melee - Add F if fatigued)

Fatigued units attack/defend at next lower, Morale is -1.


*Unit becomes fatigued when: 1. (M)oving 5 consec. turns. , 2. (M)oving 2 consec. turns, (C)harge, then Melee(X), 3. (M)ove 1 turn, (C)harge, then Melee(X) 2 turns, 4. Melee(X) 3 turns. 1 turn (R)est removes Fatigue and restarts count.*

UNIT NAME:

MINIATURE:

UNIT TYPE - ATTACK:

DEFEND:

ARMOR: ( UNARMORED    ½ ARMOR/SHIELD    ARMORED )

MOVEMENT:

(ROAD BONUS

)

CHARGE MOVE:

MISSILE RANGE:

MORALE RATING:

CASUALTY MORALE:                    % - Roll                    or better

CHARGE MORALE:                    Roll                    or better

MORALE STATE: ( Retreating    Routing    Surrendered    Must Dice to Rally )

FATIGUE STATE (Each turn, record unit's action: (M)ove, (C)harge, Melee(X), (R)est - no move/melee - Add F if fatigued)

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