

Neil Thomas – Medieval

<p>Play sequence</p> <ol style="list-style-type: none"> Charges and defensive shooting Movement Normal Shooting Hand to hand & morale for all troops 	<p>Charges</p> <ol style="list-style-type: none"> Declare charges Measure distance Move into contact if in distance Defensive shooting if charge started over 8 away and defender uses Javelins Remove casualties due to shooting and enter melee 	<p>Movement</p> <p>24 Lt Cav 20 Hv Cav & Mounted Knights 12 Warband, & Lt Infantry 8 All others Artillery may not move</p>																																																	
<p>Shooting Measure range 24 – Foot bow & crossbow 16 - Horse Bow & x-bow, sling 8 – Javelin</p> <p>1 d6 per base. Longbow 3-6 hit; Crossbow 5-6 hit. Others 4-6</p> <p>Artillery: Dice for number of dice. If 1, gun explodes. Other wise roll resulting number of dice. Each 4-6 is a kill.</p> <p>Woods - half effect</p>	<p>Saving Rolls for Hits</p> <p>3-6 ExHv Armour 4-6 Heavy armour 5,6 Medium armour 6 Others</p> <p>-2 from dice if shot by x-bow -1 from dice if shot by longbow</p> <p>No saving throw from artillery fire Remove 1 base per 4 casualties</p>	<p>Turning</p> <p>Lt Cavalry, & Lt inf – No penalty Others – All turns, wheels and deviations greater than 30° away from directly ahead - half move</p> <p>Difficult Terrain</p> <p>Hills – No effect River – 1 move Woods – Lights, and Warband unaffected. All others on foot – half move. Cavalry may not enter woods.</p>																																																	
<p>Moving & Shooting</p> <p>Light infantry with javelins & Light cavalry with bows can move then shoot or shoot then move.</p> <p>Light cavalry with javelins can shoot any point during move</p> <p>All others must be stationary to shoot.</p> <p>Chargers cannot shoot</p>	<p>Hand to Hand {4-6 on dice = hit}</p> <table border="1"> <thead> <tr> <th>Attacker</th> <th>Heavy Infantry</th> <th>Ft Knights/Med Inf Hv Cav & Warband Mtd Knights</th> <th>Hv Arch Peasants</th> <th>Lights</th> </tr> </thead> <tbody> <tr> <td>Hv Infantry</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>Foot Knights</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>Medieval Inf</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>Warband</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>Mtd Knights</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>Hv Cavalry</td> <td>1</td> <td>1</td> <td>2</td> <td>3</td> </tr> <tr> <td>Peasants</td> <td>1</td> <td>1</td> <td>1</td> <td>2</td> </tr> <tr> <td>Hv Archers</td> <td>1</td> <td>1</td> <td>1</td> <td>2</td> </tr> <tr> <td>All Lights</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	Attacker	Heavy Infantry	Ft Knights/Med Inf Hv Cav & Warband Mtd Knights	Hv Arch Peasants	Lights	Hv Infantry	1	2	3	4	Foot Knights	1	1	2	3	Medieval Inf	1	1	2	3	Warband	1	1	2	3	Mtd Knights	1	1	2	3	Hv Cavalry	1	1	2	3	Peasants	1	1	1	2	Hv Archers	1	1	1	2	All Lights	1	1	1	1
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<p>Hand to Hand Notes</p> <p>Mounted knights roll 1 extra dice per base - 1st round only</p> <p>Units uphill roll 1 extra dice per base - 1st round only</p> <p>Troops defending river bank roll 1 extra dice in 1st round</p> <p>Attacking flank / rear roll 1 extra dice every round while still on flank.</p> <p>Turn to face flanking attackers in second round if not engaged frontally</p> <p>Cav & Lt Inf may withdraw from melee after 1 move (if faster than opponents).</p>	<p>Hand to Hand in Woods</p> <p>1 dice per base irrespective of type unless warband fighting other troops in which case 2 dice per base</p>																																																		
<p>Morale Tests</p> <p>All troops test morale each time a base is removed in Hand to Hand.</p> <p>Suffer any casualties from artillery or handgun</p> <p>Peasants take additional test every melee turn.</p>	<p>Morale Test Procedure</p> <p>Each morale test roll 1 dice. Failure to achieve score loses an additional base</p> <table border="1"> <tr> <td>Fanatic</td> <td>2-6</td> </tr> <tr> <td>Elite</td> <td>3-6</td> </tr> <tr> <td>Average</td> <td>4-6</td> </tr> <tr> <td>Levy</td> <td>5-6</td> </tr> </table> <p>Commoner infantry (not fanatics) add 1 to dice if within 8 of foot knights</p>	Fanatic	2-6	Elite	3-6	Average	4-6	Levy	5-6																																										
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