

# Neil Thomas – Medieval

<b>Play sequence</b> 1. Charges and defensive shooting 2. Movement 3. Normal Shooting 4. Hand to hand & morale for all troops	<b>Charges</b> 1. Declare charges 2. Measure distance 3. Move into contact if in distance 4. Defensive shooting if charge started over 8 away and defender uses Javelins 5. Remove casualties due to shooting and enter melee	<b>Movement</b> 24 Lt Cav 20 Hv Cav& Mounted Knights 12 Warband, & Lt Infantry 8 All others Artillery may not move																																																		
<b>Shooting</b> Measure range 24 – Foot bow & crossbow 16 - Horse Bow & x-bow, sling 8 – Javelin 1 d6 per base. Longbow 3-6 hit; Crossbow 5-6 hit. Others 4-6 Artillery: Dice for number of dice. If 1, gun explodes. Other wise roll resulting number of dice. Each 4-6 is a kill. Woods - half effect	<b>Saving Rolls for Hits</b> 3-6 ExHv Armour 4-6 Heavy armour 5,6 Medium armour 6 Others -2 from dice if shot by x-bow -1 from dice if shot by longbow No saving throw from artillery fire Remove 1 base per 4 casualties	<b>Turning</b> Lt Cavalry, & Lt inf – No penalty Others – All turns, wheels and deviations greater than 30º away from directly ahead - half move																																																		
<b>Moving &amp; Shooting</b> Light infantry with javelins & Light cavalry with bows can move then shoot or shoot then move. Light cavalry with javelins can shoot any point during move All others must be stationary to shoot. Chargers cannot shoot	<b>Difficult Terrain</b> Hills – No effect River – 1 move Woods – Lights, and Warband unaffected. All others on foot – half move. Cavalry may not enter woods.																																																			
<b>Hand to Hand Notes</b> Mounted knights roll 1 extra dice per base -1 <sup>st</sup> round only Units uphill roll 1 extra dice per base - 1 <sup>st</sup> round only Troops defending river bank roll 1 extra dice in 1 <sup>st</sup> round Attacking flank / rear roll 1 extra dice every round while still on flank. Turn to face flanking attackers in second round if not engaged frontally Cav & Lt Inf may withdraw from melee after 1 move (if faster than opponents).	<b>Hand to Hand</b> {4-6 on dice = hit} <table><tr><td>Attacker</td><td>Heavy Infantry</td><td>Ft Knights/Med Inf Hv Cav &amp; Warband Mtd Knights</td><td>Hv Arch Peasants</td><td>Lights</td></tr><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></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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<b>Morale Tests</b> All troops test morale each time a base is removed in Hand to Hand. Suffer any casualties from artillery or handgun Peasants take additional test every melee turn.	<b>Hand to Hand in Woods</b> 1 dice per base irrespective of type unless warband fighting other troops in which case 2 dice per base																																																			
	<b>Morale Test Procedure</b> Each morale test roll 1 dice. Failure to achieve score loses an additional base Fanatic 2-6 Elite 3-6 Average 4-6 Levy 5-6  Commoner infantry (not fanatics) add 1 to dice if within 8 of foot knights																																																			