

# ACTION, MOVEMENT AND MELEE

## Sequence

1. Initiative.
2. Special actions
3. Declare actions
4. Move groups
5. Archery and melee
6. Morale test
7. Flight or pursuit
8. Stragglers

**Actions** any leader can do:

“Fight me, you coward!”  
 “Charge”  
 "Follow Me, Men  
 “Take Heart, Men!”  
 “Keep at them!”  
 “To me, to me!”  
 “Shoot at them!”  
 “Hold your fire!”

**Special actions** only commanders can do:

Leave or join a group  
 Send a character from one group to another  
 Send or receive a message

## Movement

Type	Distance (cm)
Peasants, Reivers, Soldiers, Archers, Crossbowmen.	15
Knights on foot, Men at Arms	12
Light horseman	40
Mounted Knights and Men-at-Arms	25
Carts, herds, etc.	8

## Melee :

- 2 Peasant/Peasant archer
- 1 Ordinary Archer/Crossbowman
- 0 Reiver/Professional archer
- +1 Soldier
- +2 Man At Arms
- +3 Knight
- +4 Commander
- +1 On horseback
- 2 Outnumbered 2-1
- 3 Outnumbered 3-1
- 4 Outnumbered 4-1 or more

**The highest score wins.** If they win by 1 or more means the loser is pushed back 5cm  
 against Peasants/Reivers/Soldiers/Archers a win by 2 or more is a kill  
 against Men At Arms a win by 3 or more is a kill  
 against Knights a win by 4 or more is a kill  
 against a Leader a win by 4 or more is a HIT (it takes 2 hits to kill a leader)

If an outnumbered figure wins, it can pushback/kill/hit only one of its enemies that turn. The winner chooses which one.

# SHOOTING

## Target priorities

1. Any enemy moving into contact with the group
2. Any target nominated by the leader in the Action phase
3. Nearest enemy (on an individual basis)

Shooting Table 1

Vs target	Archer			Crossbow		
	25cm	50cm	75cm	25cm	50cm	100cm
Peasants, Reivers, Soldiers, Archers, Crossbows	5,6	5,6	6	5,6	5,6	6
Knight/Man at Arms	5,6	6	-	5,6	5,6	-
Light Horseman	4,5,6	5,6	6	4,5,6	5,6	6
Mounted Knight/MAA	5,6	6	-	4,5,6	5,6	-

Shooting Table 2

Vs target	Sling		Javelin	Handgun	
	25cm	50cm	15cm	25cm	50cm
Peasants, Reivers, Soldiers, Archers, Crossbows	5,6	6	5,6	5,6	6
Knight/Man at Arms	-	-	6	5,6	6
Light Horseman	6	-	5,6	4,5,6	6
Mounted Knight/MAA	-	-	6	4,5,6	6

**All Shooting** - Shooting at infantry in cover **or** carrying a pavise is at half effect

## MORALE

### Criteria:

- The contingent takes a casualty.
- The contingent is surprised.
- If the player in command wants the group to take a test
- The contingent is leaderless
- The company's standard is seen to fall
- The contingent has an bad result from the previous turn

### Factors:

- 1 suffered 1 or more casualties this turn
- 1 outnumbered
- 1 if the group is leaderless
- 1 The majority of the group are peasants
- 1 Infantry fighting cavalry this turn
- 2 surprised this turn
- 2 for each 20% casualties in game
  
- +1 Group contains knight(s) other than leader
- +1 if the Company standard is in sight
- +1 formed group
- +2 being inspired by its leader this turn.

### Result

Score	Outcome
<b>3 or more</b>	Good - carry on as desired.
<b>0 to 2</b>	May not move closer to any enemy forces. Test next turn
<b>-1 to -3</b>	Must move away from the enemy as quickly as possible. Test next turn.
<b>-4 or less</b>	Contingent flees headlong from the field.