



Sequence of Play

Cards determine Player turns
Hidden units may hold until later in turn
Within each turn:

1. Morale
2. Action (Move/Mount/Dismount/Charge/Load/Fire/Change weapon)
3. Melee

Morale

When: If casualties taken or if wishes to charge or receive charge

How: Modify base morale then roll d10.
Lower than or equal to modified morale is a success.

Base Morale	Modifiers
Peasant 7	-1 per figure lost
Man at Arms 8	-1 Sgt. killed / -2 Knight killed
Veteran 9	+1 in cover
Elite 10	+2 Knight rallying

Result: Success: continue as ordered

Failure: By 1-2: Load / fire / retreat to nearest cover only

By 3+ Retreat max. move until successful morale check no other actions

New Leader

If a Sergeant killed then Knight must come within 6 inches and select other figure. In meantime group will load/fire/retreat to nearest cover only

Movement

How: Foot roll 2d6, Horse roll 3d6 (charging add 1d6)
On Roads roll extra d6 disregard lowest

Note: Woods / Water: ½ movement
Fences / walls – 3 inches (horse cannot jump)

Measure for Knight/Sergeant – then group placed within 6 inches of him
(Knights can move independently of others)

Charging

Attacker takes morale test (unless one already succeeded this turn)

Defender takes morale test

Armour

Each figure has an Armour Rating (AR) as the cumulative total of:

Armour	Rating Points
Helmet and gambeson / jack	1
Shield	1 (front only for archery)
Mail	1
Plate	1

Archery

How: Roll d10 with modifiers. 9 or better is hit (target is figure)

Weapon	Reload Time	Close Range	Long Range
Crossbow	2 turns	9 inches	18 inches
Longbow	immediate	12 inches	24 inches
<i>Modifiers</i>		Aim (1 turn only)	+1
Close Range	+1	Target in Cover – part/whole	-1/-2

If target armoured then roll d10. If less than or equal to AR then no effect.
For mounted declare rider or mount, otherwise roll d10: 1-7 mount, 8-0 rider.

Melee

How: Each rolls modified d10 (Maximum 3 figs.:1 fig.)
Higher wins, loser pushed back 1" or unhorsed
To wound/kill must beat by losers AR or more
(Defender cannot wound attacker)
Tie – continue on next action phase.

Modifiers			
Charging with lance ¹	+1	Each extra attacker over 1	-1
Mounted	+1	Improvised weapon	-1
Knight	+1	Polearm ²	+1/-1

¹ Must move min. 9 inches in straight line

² +1: first round of combat or if won previous round; otherwise -1

Wounds / Stun

First hit on Knight is flesh wound; first hit on Sergeant or second hit on Knight results in wound (-1 to all subsequent die rolls) and the next hit kills.
Attacker may choose to stun only.