

WEROD



**Wargames Rules
for the Dark Ages**



<http://uk.geocities.com/oculus1999>

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1 Introduction

WEROD are rules for wargaming warband combat in the Dark Ages.

1.1 Period and Scale

Period

These rules are intended to cover the “Dark Ages” in Britain, in other words, the period between the departure of the Roman legions and the Norman Conquest.

Scale

Warband level - i.e. one figure may represent anything from 1 man to 20 or even 100 men dependent on the scenario. The scale should be adjusted to allow proper representation of the tactics, as far as they are known, in the individual engagement. Typically Warbands of 12-20 figures would be an appropriate size.

Figures

The rules are intended for individually based 25/28mm figures on 20mm square bases. However, provided all figures are based with the same frontage this would not present a problem. In this case, or with other scales, the formation dimensions should be adjusted to suit.

1.2 Terminology

General

Warband - this represents a unit of men under a single leader. It may vary in size according to the overall scale of the engagement. It may be formed of men of varying quality (e.g. levels of training, experience and equipment).

A ‘0’ on a d10 represents 0 not 10.

Leader

Leadership - Combination of tactical ability, reputation and charisma. Ranges from 10 (best) to 1 (worst). There are also benefits to be derived from the location of the leader within the Warband:

Front - “Leading from the front” gives the best bonuses but exposes the leader to the greatest danger. Indicated on the formation diagrams as L_F.

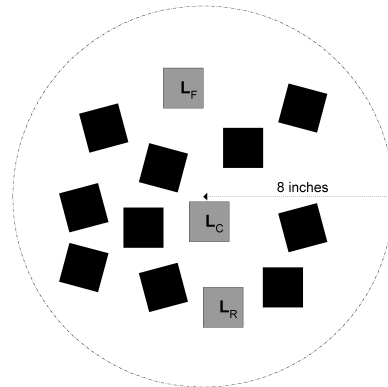
Centre - “In the thick of it” the neutral position in the midst of the men. Indicated on the formation diagrams as L_C.

Rear - “Right behind you” the safest position but does not inspire the men! Indicated on the formation diagrams as L_R.

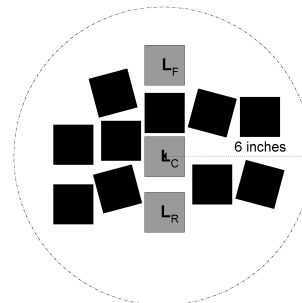
All movement is measured from the Leader figure’s position.

Formations

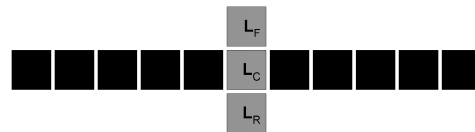
Loose - Main operational movement formation. Moves farthest but is poor for combat. Indicated by figures within a circle of approx. 8 inch radius but bases should not be touching.



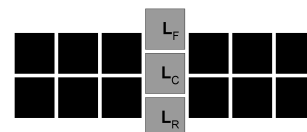
Massed - Main tactical movement formation. Indicated by figures within a circle of approx. 6 inch radius but some bases should be touching.



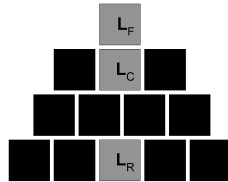
Shield Wall - Main defensive formation. Slowest movement but significant benefits in combat provided attacked from the front. Indicated by a single line of figures with bases touching. Shield Walls may be curved slightly, the amount of curvature being determined by the figure scale.



Supported Shield Wall - A deeper shield wall that is more difficult to break. Indicated as shield wall but with a two deep line.



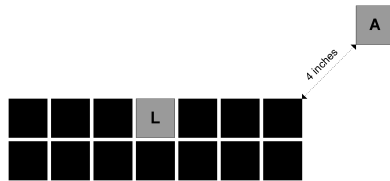
Wedge - Best method for frontal attack on a shield wall. It is only available for impact melee and so is a one shot weapon (i.e. only last a single turn of combat and then disperses to Massed). This formation known as the “Boar’s Snout” (*svinfylka*) may have been limited to the Vikings, however, this is at the umpire’s discretion. Indicated by a “wedge” shaped formation with all figure bases touching.



Cavalry may not form Shield Wall and may only form Wedge at the umpire’s discretion.

Missile Weapons

A Warband’s missile weapon capability is represented by one or more bow or sling armed figures. These must remain within 4 inches of any of the figures in the warband.



If contacted by enemy troops these figures are removed and the missile weapon capability reduced accordingly.

If a player rolls a natural ‘0’ for archery then the archers are deemed to have only limited arrows left and Archery is reduced by 1. On a subsequent natural ‘0’ they are deemed to have run out of arrows and no further Archery rolls may be made by that player.

Warband Characteristics

Quality - The average quality of the troops forming the warband. A combination of ability, training, experience and equipment. Ranges from 10 (Housecarl or equivalent) down to 0 (untrained peasant).

Motivation - Represents a combination of the mental state of the troops and their level of exhaustion. Ranges from 5 (maximum - “red mist”) down to -5 (minimum – completely disheartened). Any result that would reduce a Warband’s Motivation to below -5 means it immediately routs and the troops disperse. Motivation cannot exceed 5 no matter what the effect of any result.

Archery - The ability of the Warband’s missile armed troops reflecting their quality and training. Ranges from 0 (useless) to 10 (devastatingly accurate)

Reputation – The ability of a Warband’s champion in individual combat. Ranges from 0 (unknown) to 5 (legendary)

Combat Results

Withdraw – A controlled retreat maintaining formation (subject to any other restriction)

Flee – An uncontrolled retreat resulting in Loose formation being adopted

Rout – The Warband disperses and is removed from the battle.

1.3 Turn Sequence

Each turn is divided into three phases and each of these into sub-phases:

Bravado

- Change Leader Position
- Inspiration
- Challenges
- Missile Fire

Movement

- Declare Charges
- Formation Changes
- Movement

Melee

- Combat
- Flight
- Pursuit

1.4 Acknowledgements

I would like to express my appreciation to all the members of *The Exiles* and other wargamers who play-tested the rules and provided valuable comments for the development of the rules. Particular thanks must go to Rodger Williams, Pete Garnham and Tony Silvey for their contributions.

I would also like to thank *Gripping Beast* for their excellent range of figures that created the initial interest in this period.



2 Bravado Phase

The objective of this phase is to establish and affect the Motivation of the Warbands prior to any engagement. The position of a Warband's Leader is significant, as is its reaction to being Goaded or Challenged. Finally, missile fire is then conducted. This last action is included here since missile fire in this period is considered to be of limited effectiveness other than for its morale impact.

2.1 Leader Position

The Leader of each Warband must declare his position (Front, Centre or Rear) and place his figure accordingly. See also the optional *Roaming Leader* rule (5.3 below).

2.2 Inspiration

A Leader may also attempt to inspire his Warband unless they are in combat.

Roll 1d10 and deduct the result from the Leadership rating (modified as indicated) and consult the table below for the effect.

Modifiers

Leader Front: +2 / Rear: -1

Each attempt reduces the Leadership rating by 1 until it reaches 1 (then only 1 further attempt may be made per turn.)

Effects

Difference	Result
0 or less	No Effect
1-2	Motivation +1
3-5	Motivation +2
6-8	Motivation +3
9+	Motivation +4

2.3 Challenges

Any Warband within 18 inches of another may taunt. This is the combination of gestures, insults and challenges that occur before the real action. It may cause an opposing Warband to become demoralised or impetuous.

A taunt may be a Goad or a Challenge. A Goad is intended to either dishearten the opposing band, or to encourage them to rash action. A Challenge is by individual force of arms or wits.

Goad

In the case of a Goad the goading player rolls 1d10 and subtracts the Quality of the Target Warband consulting the Pursuit table (4.4 below).

Target in Shieldwall +1
Leader effect +Leadership/3

Challenges

In the case of a Challenge it must be accepted or ignored. In the latter case the challenged Warband must roll 1d10 and deduct their Quality. The Motivation of the challenged Warband is reduced by 1 plus one third of the difference between the d10 roll and the Warband's Quality (rounding up).

2.4 Individual Combat

The Champions from each of these Warbands move forward and engage each other on foot. This is represented by a single figure from each Warband being placed between them to represent the combat (these are returned to the Warband after the combat whatever the result).

The Warbands may not engage in any other action during the Individual Combat.

Each player rolls 1d10 adding their Champion's Reputation and the difference being compared with the table below:

Difference	Result
0 or less	Combat continues (up to 3 times each Bravado phase)
1-2	Combat continues Loser: Reputation -1*
3-4	Combat continues Loser: Reputation -2*
5-7	<i>Loser Mortally Wounded</i> Combat ends Winner: Motivation +1 Reputation +1 Loser: Motivation -1
8 or more	<i>Loser Cleaved in Twain</i> Combat ends Winner: Motivation +2 Reputation +2 Loser: Motivation -2

**only for this Individual Combat*

A Champion may withdraw from an Individual Combat at any time but his Warband's motivation is affected as though the Challenge had been refused.

If a Champion is killed the Warband's new Champion will have reputation 1d4 less than previous one.



Missile Fire

Any Warband with a missile weapon armed stand may conduct missile fire.

The Range is 12 inches.

A d10 is rolled and the result deducted from the Warband's Archery the difference being compared with the table below.

Difference	Result
0 or less	No effect
1-3	Target Motivation -1
4-6	Target Motivation -1 Remove 1 figure
7 or more	Target Motivation -2 Remove 1 figure

-2 if Target in Shieldwall

Where a casualty is suffered calculate the percentage chance of this being the Leader. Roll percentage dice to determine if the Leader was the casualty and consult the Leader Casualty table (4.2 below) if necessary.



3 Movement Phase

This phase resolves the movement, formation changes and contact of Warbands.

If players are uncertain regarding the simultaneous nature of movement then an optional initiative system may be used (5.1 below).

3.1 Declare Charges

Any intention to move into contact with an enemy Warband must be declared during at this point. If a 'charge' is not declared then contact is not permitted and the Warbands must remain 3 inches apart. Note that Archers may still be contacted and destroyed.

3.2 Formation Changes

Formations range in complexity from Loose (easiest) to Wedge (most complex). Any change formation a test. The result will determine whether the Warband will change formation and, if so, how quickly. Formation changing from simple to complex formations occurs in steps as follows:

Loose



Massed



Shield Wall or Wedge

Any change from Loose to Massed takes half a move (unless the test result states otherwise). Any change into Shieldwall, Supported Shieldwall or Wedge from any other formation takes a full move. Moving to simpler formations does not require a test unless it is to advance towards the enemy nor does it have a movement penalty.

If a Warband wishes to change formation then 1d10 must be rolled and deducted from the Warband's Quality rating. The result should then be cross-referenced on the table below.

Difference	Result
0 or less	Remain in current formation
1-2	Change formation By 1 step only
3-4	Change formation By 1 or 2 steps
5 or more	Change formation By 1 or 2 steps Movement penalty halved

If a Warband fails to make a formation change it may not move.

No formation changes are permitted for Warbands making or receiving charges.

3.3 Movement

Movement Distances

The maximum movement possible for a Warband depends on its' formation:

Formation	Foot	Horse
Loose	12 inches	24 inches
Massed	6 inches	12 inches
Wedge	6 inches	n/a
Shieldwall	3 inches	n/a

Charge Contact

If a Warband has declared its intention to charge into contact with another Warband then both Warbands must test to see if the receiver stands and whether the charger charges home.

The Warband receiving the charge tests first, if it stands then the charging Warband tests. If the whole receiving Warband flees then the charging Warband should take a pursuit test (4.4 below).

Roll 1d10 and subtract from the Warband's Quality plus its' Motivation (modified as below) and then consult the following table:

Difference	Result
0 or less	<i>Warband Receiving Charge</i> Flee (full move away from charger in 1 step simpler formation) Motivation -1 <i>Charging Warband</i> Fail to Contact (remain 3 inches away from other Warband)
1-2	<i>Warband Receiving Charge</i> 25% of Warband Flee (Full move away from charger) <i>Charging Warband</i> Only 75% of Warband charge home
3 or more	<i>Warband Receiving Charge</i> Whole Warband stands <i>Charging Warband</i> Whole Warband charges home

Note: Loose is lowest formation possible

Modifiers:

Receiver: +2 if in Shieldwall, -2 if in Loose

Charger: -2 vs Shieldwall, +2 vs Loose

Figures who Flee a charged Warband remain on the field until the Warbands disengage. If their Warband Flees then they are removed from the table otherwise they return to their Warband.

Figures who fail to charge home remain on the field until the Warbands disengage and are then returned to their Warband.

Negative Motivation

Any Warband with negative Motivation, unless in Shieldwall formation must retreat from the nearest opposing unit a number of inches equivalent to its negative Motivation. If in Shieldwall formation this is reduced to 1 inch.

If a Warband's motivation drops below -5 it routs off the table.

4 Melee Phase

4.1 Combat

When opposing Warbands come into contact combat ensues.

Each Warband rolls 1d10 and the rolls are compared and the combat table consulted (this can be found on the Quick Reference Sheet at the rear of the rules). M is Motivation and C is casualties (i.e. figures to be removed).

On a roll of a '9' on a d10 the opposing Warband must consult the Leader Casualty table unless their Leader is at the Rear.

"Orphan" Figures

Any figures not attached to their Warband (e.g. figures failing to charge home or fleeing from a charge) which are contacted by an enemy Warband are destroyed; however the player may roll a d10 per figure and on a result of '9' the attacking Warband suffers 1 casualty. No Leader Casualty is suffered in this instance.

Multiple Combat

Where more than two Warbands are engaged in combat only a single combat is conducted. Where one of the Warbands on a side is larger this is considered the dominant Warband and the combat is conducted as if this were the only Warband with the exception of modifiers for numbers of figures and others where appropriate.

Where the Warbands on a single side are of the same size the one with the highest Motivation is considered the dominant Warband.

Motivation results are applied to all the Warbands on a single side but casualties are shared out proportional to the relative sizes of the Warbands.

Flank and Rear Attacks

Any Warband attacked in flank or rear may turn to face unless already engaged in melee. However, if the Warband attacked is in Shieldwall formation it will count as Massed for any combat.

4.2 Leader Casualties

Roll 1d10 and consult the following table:

Result	Result
0-2	<i>Flesh Wound</i> No Effect
3-5	<i>Wound</i> Motivation -3 No Inspiration for d2 turns
6-8	<i>Serious Wound</i> Motivation -3 No Inspiration for d4 turns
9	<i>Mortal Wound</i> Number of figures equal to Quality plus d10 make Last Stand, remainder Flee.

Where a Last Stand result is suffered the remaining figures will not move but will continue to fight ignoring normal Motivation results until all are killed; however their Motivation is reduced by 1 for each casualty they suffer.

4.3 Flight

A Warband may choose to withdraw from a melee combat. It must retreat a minimum of half its move distance away from the enemy unit. However, the enemy unit must then take a Pursuit test (see below).

4.4 Pursuit

A Warband with an opposing Warband withdrawing in front of it may be required to take a pursuit test (see above for mandatory tests). Roll 1d10 and subtract the Warband's Quality:

Difference	Result
0 or less	<i>Warband under Control</i> May pursue if wished
1-2	<i>Hot Heads to the Fore</i> 10% of the Warband must pursue the enemy Balance may pursue if wished
3-6	<i>The Blood is Up</i> 25% of the Warband must pursue the enemy Balance may pursue if wished
7 or more	<i>Madness Strikes</i> 50% of the Warband must pursue the enemy Balance may pursue if wished



5 Optional Rules

5.1 Initiative

Rather than the simultaneous approach adopted in the standard rules players may use the following optional Initiative system.

At the beginning of the Movement phase the player on each side with the highest Leadership rating rolls 1d10 and adds their Leadership. The sides then take it in turns, starting with the higher roll, to choose which Warband should move first. This may be either one on their own side or the opposing side provided that the Warband can be seen by one of the opposing Warbands.

If the players roll an equal number the player with the highest natural Leadership starts.

5.2 Druids, Priests and Shamans

To add colour or to recreate battles from Bernard Cornwell's excellent Warlord series Druids, Priests and Shamans may be included.

Each Druid/Priest/Shaman has a Reputation (ranging from 0 to 5) like a Champion (see above). A special figure is used for each Druid/Priest/Shaman and must remain within 12 inches of their Warband.

Challenges

Challenges are issued and operate exactly as outlined in the standard rules with Champions except there is no physical combat, rather skill and wits are used to demonstrate greater power.

Each player rolls 1d10 adding their Druid/Priest/Shaman's Reputation and the difference being compared with the table below:

Difference	Result
0 or less	Contest continues (up to 3 times each Bravado phase)
1-2	Contest continues Loser: Reputation -1*
3-4	Contest continues Loser: Reputation -2*
5-7	<i>Loser Concedes</i> Contest ends Winner: Motivation +1 Reputation +1 Loser: Motivation -1
8 or more	<i>Loser Humiliated</i> Contest ends Winner: Motivation +2 Reputation +2 Loser: Motivation -2 Reputation -2

**only for this contest*

A Druid/Priest/Shaman may withdraw from a contest at any time but his Warband's motivation is affected as though the Challenge had been refused.

Ghost Fences

Ghost Fences are simple constructions using skulls and other materials designed to fool superstitious troops. They fear breaching a Ghost Fence will offend the Gods and so will not cross one unless it has been nullified.

A Druid or Shaman may erect a Ghost Fence at the rate of 2 inches per Reputation point.

A Ghost Fence may be nullified by an opposing Druid or Shaman contacting it and rolling less than their Reputation on 1d10.

5.3 Roaming Leaders

In certain circumstances it is permitted for overall commanders to be independent of any individual Warband. In these instances the Leader has the same attributes as normal but is allowed to move from one Warband to another during the movement phase.

Roaming Leaders may attach or detach during the Bravado phase and move during the movement phase with the appropriate maximum Loose formation movement distances.

If the Leader is contacted by a opposing Warband when not attached he is deemed captured and removed from the table.

5.4 Auguries

Before the battle various rituals could be carried out consult the Gods and interpret omens. To reflect this each player draws a Rune card from a bag or hat and follows the instructions. Rune stones may be used to add atmosphere though actual sacrifices are discouraged!



6 Scenario Design

6.1 Historic / Mythic

WEROD is designed to be played with predetermined scenarios. The following section is intended to give some guidance for the design of a historical scenario.

Clearly any scenario will be based on, and to an extent constrained by, the available source material. Some judgement is likely to be necessary where details are not available. Mythic scenarios can be likely to be based on existing fiction and the Warlord Trilogy by Bernard Cornwell is a good example (and optional rules have been included for this background).

Leaders

Assigning leadership values is dependent on a view being taken of the leaders motivational impact, their personal courage, status and reputation.

Warband Characteristics

Numbers – a figure ratio should be applied that reflects the numbers on the battlefield and the functional unit sizes but not forgetting the number of figures available!

Quality – this is all relative and must be the basis of judgements. Clearly where a large figure ratio is being used units are unlikely to be made up of a consistent quality of troops and the rating should reflect this mix.

Motivation – typically the aggressors will have a higher starting motivation. Other factors may be taken into account here including recent events, the supply situation, perceptions of the enemy and so forth.

Archery – again this is relative. However, archery should not dominate the battlefield and so it is recommended that a maximum of 2 archers per warband is used to reflect a really effective force.

Terrain

Woods – these provide concealment and hinder movement and formations. Typically visibility is limited to 6 inches and movement is limited to those in Loose formation. Lighter woods may provide less concealment and allow Massed formations however.

Rivers – these are either fordable or not. In the former case shield walls may not move through a river (they drop to massed) and other formations have movement halved. Defending a river bank will give a +1 melee advantage provided it is reasonably steep.

Slopes / Hills – all slopes provide a +1 advantage to those being charged up hill. Moderate slopes provide a +1 advantage to those charging down hill. Steep slopes reduce movement by half.

Marsh – marsh reduces movement by half.

Buildings – unless using a very small figure ratio or representing a large number of structures buildings will usually be decorative only. Where buildings are significant for the particular scenario they will impede movement, hamper formations and provide combat modifiers as appropriate. For example, no shieldwall formation would normally be allowed within a built up area.

Fortifications – the melee bonuses provided by fortifications are dependent on the type of fortification. Currently WEROD does not provide for siege scenarios but supplementary rules may be added if sufficient requests are made. However, typically a wooden palisade will provide a +1 bonus in melee (and combined with a steep bank +3).

6.2 Ad Hoc

Should the players wish to set up an ad hoc game the following points system should provide interesting variants.

Point Values

In order to create a balanced scenario a simple points system has been devised as follows:

Leaders

Leadership	10 points per rating
Roaming	x2

Warband Characteristics

Numbers	2 points per figure
Quality	Multiply figure cost by quality
Motivation	+/-10 points per starting level
Archery	50 points per Archery skill

Victory Conditions

Any imbalance between the two forces should be rectified by adding those points to the lower side's victory point total.

Victory points are then gained for each enemy casualty and enemy leadership point used.

Terrain

Divide the table into one foot squares. Half the squares should be flat open terrain and the other half should contain any of the other terrain types. Each side should choose and place half the terrain. This should be carried alternately.



 <p>man</p> <p>The Gods show faith in you</p> <p>Good omens Leadership +1</p>	 <p>gyfu</p> <p>A gift from the Gods</p> <p>More men arrive Gain d4 figures <i>(does not apply to cavalry)</i></p>	 <p>or</p> <p>Gaming piece of the Gods</p> <p>Any number of re-rolls but opponent may force re-roll of equal number</p>
 <p>epel</p> <p>Home beckons</p> <p>Men leave for home Lose d4 figures <i>(does not apply to cavalry)</i></p>	 <p>up</p> <p>Strength of the aurochs</p> <p>Good omens Motivation +1</p>	 <p>peopth</p> <p>Mithras challenges you</p> <p>Invited to join cult d10 vs Leadership <i>(if lower + 1, if higher - 1)</i></p>
 <p>nyth</p> <p>Hardship ahead</p> <p>Poor omens Motivation -1</p>	 <p>inȝ</p> <p>The Gods smile on you</p> <p>More men arrive Gain d4 figures <i>(does not apply to cavalry)</i></p>	 <p>eoh</p> <p>The yew tree bends</p> <p>Better material for bow staves found Archery +1</p>

 eolh-secg Brother of the elk Raise shieldwall bonus +2 once	 feoh Thieves are at your hearth Lose d4 figures to guard duties <i>(does not apply to cavalry)</i>	 pyn Sorrow is lifted Motivation +1
 gep The Harvest is gathered Arrival delayed d4 turns but Motivation +2	 cen The Gods watch over you Re-roll any one die roll	 tip The warriors come Hardened troops join raise Quality +1
 beopc Dance around the birch tree Men diverted to Ritual Lose d4 figures <i>(does not apply to cavalry)</i>	 eh Gallop like the horse Move at cavalry move until engaged	 lagu The sea ebbs and flows May re-roll any one die but must re-roll next roll of opponent's choosing

<p>ᚱ</p> <p>haeg̊l</p> <p>A storm gathers</p> <p>Men drift away Lose d4 figures <i>(does not apply to cavalry)</i></p>	<p>ᚱ</p> <p>pað</p> <p>Journey</p> <p>Better route to battle Warband arrives 2d10 inches from start point</p>	<p>ᚱ</p> <p>thopn</p> <p>Thunder and lightning</p> <p>Good omens Re-roll any two die rolls</p>
<p>ᚱ</p> <p>ðaeḡ</p> <p>The sun breaks through</p> <p>Good omen +1 vs Shieldwall <i>(does not apply to archery)</i></p>	<p>ᚱ</p> <p>īf</p> <p>The Ice Giants stalk the land</p> <p>Poor omen Motivation -1</p>	<p>ᚱ</p> <p>riḡel</p> <p>The sun shines on you</p> <p>Good omen Re-roll any one die roll</p>
<p>The Unknown</p> <p>Consult Umpire</p>		

Quick Reference Sheets

	Challenges	Inspiration		Archery	Formation Change		Make / Receive Charge	Pursuit	
	Reputation+d10 vs "	Roll vs Leadership		Roll vs Archery	Roll vs Quality		Roll vs Quality+Mot	Roll vs Quality	
< 0	Continue	No Effect	< 0	No Effect	No Change	< 0	Fail to contact/ Flee	Leader Choice	< 0
0			0			0			0
1	Continue	Motivation +1	1	Target	1 Step only	1	75% Contact /	10% must	1
2	Loser -1		2	Motivation -1		2	25% Fall Back	pursue	2
3	Continue	Motivation +2	3	Target	2 Steps	3		25% must	3
4	Loser -2		4	M-1 Cx1		4		pursue	4
5	End		5			5			5
6	W: M+1	Motivation +3	6			6	Contact/ Stand		6
7	L: M-1		7		2 Steps plus	7			7
8	End		8	Target	1/2 move for	8		50% must	8
9	W: M+2	Motivation +4	9	M-2 Cx1	Shieldwall or	9		pursue	9
10	L: M-2		10		Wedge	10			10
> 10			> 10			> 10			> 10

Modifiers

-2 vs Shieldwall

-2 vs Shieldwall
+2 vs Loose

Winner	Loose			Winner	Massed/Wedge			Winner	Shieldwall			Winner
Loser	Loose	Massed/Wedge	Shieldwall	Loser	Loose	Massed/Wedge	Shieldwall*	Loser	Loose	Massed/Wedge	Shieldwall	Loser
0	W: M-1 L: M-1	W: M-1 L: M-1	W: M-1 L: M-1	0	W: M-1 L: M-1	W: M-1 L: M-1	W: M-1 L: M-1	0	W: M-1 L: M-1	W: M-1 L: M-1	W: M-1 L: M-1	0
1	L: M-1	L: M-1		1	L: M-1	L: M-1 Cx1	L: M-1	1		L: M-1	L: M-1	1
2	L: M-1 Cx1	L: M-1 Cx1	L: M-1 Cx1	2	L: M-1 Cx1	L: M-1 Cx2	L: M-1 Cx1	2	L: M-1 Cx1	L: M-1 Cx1	L: M-1 Cx1	2
3		L: M-2 Cx1	L: M-2 Cx1	3	L: M-2 Cx1	L: M-2 Cx2		3	L: M-2 Cx1	L: M-2 Cx1		3
4	L: M-2 Cx1	L: M-2 Cx2		4	L: M-2 Cx2		L: M-2 Cx1	4		L: M-2 Cx2	L: M-2 Cx1	4
5			L: M-2 Cx2	5		L: M-2 Cx2		5	L: M-2 Cx2			5
6	L: M-2 Cx2	L: M-2 Cx2		6	L: M-2 Cx2		L: M-2 Cx2	6		L: M-2 Cx2	L: M-2 Cx2	6
7			L: M-2 Cx2	7		L: M-2 Cx3		7	L: M-2 Cx2			7
8	L: M-2 Cx2	L: M-3 Cx2		8	L: M-3 Cx2		L: M-2 Cx2	8		L: M-3 Cx2	L: M-2 Cx2	8
9			L: M-3 Cx2	9		L: M-3 Cx3		9	L: M-3 Cx2			9
10	L: M-3 Cx3	L: M-3 Cx3		10	L: M-3 Cx3		L: M-3 Cx3	10		L: M-3 Cx3	L: M-3 Cx3	10
> 10	As above but C+1 per every 2 over 10			> 10	As above but C+1 per every 2 over 10			> 10	As above but C+1 per every 2 over 10			> 10

Modifiers

+1 Higher Motivation
+1 Mounted
+1 Numbers 2:1+

+1 Each vulnerable flank
+4 Attacked in flank while front engaged
+6 Attacked in rear while front engaged

Massed/Wedge only
+1 Charging

Shieldwall only
+1 Supported

Key

W: Winner
L: Loser

Notes

*If Wedge beats Shieldwall then Shieldwall breaks into Massed
If Massed beats Shieldwall by 4 then Shieldwall breaks

Sample Warband Status Monitors

Leadership

	1	2	3	4	5	6	7	8	9	10
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Modifiers: +2 Front / 0 Centre / -1 Rear

Quality Archery Druid/Priest Champion

Motivation

-5	-4	-3	-2	-1	0	1	2	3	4	5
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Leadership

	1	2	3	4	5	6	7	8	9	10
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Modifiers: +2 Front / 0 Centre / -1 Rear

Quality Archery Druid/Priest Champion

Motivation

-5	-4	-3	-2	-1	0	1	2	3	4	5
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