



KNIGHTHOOD

AND THE MIDDLE AGES

THIRD EDITION

KNIGHTHOOD

AND THE MIDDLE AGES III

AN INTRODUCTION

Welcome fellow knights. This is the third edition of *Knighthood* that I published in 1992. It was the final version that used six sided dice. It also was the last version of what I humorously referred to as the "bucket of dice" game.

I present it here as a complete game. It had no army lists when it was printed. At the time these rules were published WRG 6th edition as the hot game. I found the army lists produced at that time by WRG worked well with the point lists provided in KATMA III.

I do not plan on supporting this set but I offer them as in inexpensive set of easy rules. You can obviously see the progression to my current game Day of Battle II.

Enjoy.

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Organization

Note: I have presented the rules in three parts.

- RULES: This includes the rules and examples but with no tables or drawings.
- TABLES: They are numbered starting at T1.
- EXAMPLES: This section has drawings.

Greetings:

You hold in your hands a copy of *Knighthood* and the Middle Ages III. These rules are designed for ease of play, realism and compromise as the governing factors. *Knighthood* covers Northwestern Europe from 750 to 1330 AD.

Knighthood offers many new game mechanics to try. The most unique is "PROXIMITY TO THE ENEMY" movement. Not just another forced march system, it represents units moving in relationship to surrounding threats. Thus allowing the old military cliché "hurry up and wait" to take on it's real meaning.

Missile fire and combat are easy and straight to the point but not as simple as they appear. Not just another factor and flake combat system, they draw upon the fun of individual man-to-man combat while maintaining the feel of unit combat. Missile fire offers variable rates and limited ammunition, and when this is used in conjunction with a realistic reaction system makes for an exciting set of rules.

Knighthood is completely compatible with Wargames Research Group DBx rules. Recognizing the acceptance of WRG in the market place every effort has been made to allow the player who has gamed with WRG feel at home. Stand size, terminology are much the same. These rules are in no way an attempt to compete with WRG. They are not designed for official tournament play and do not contain lengthy rules for setting up battles nor any army lists.

Some chapters are divided into two parts, BASIC and ADVANCED. Players are encouraged to play the basic rules before they delve into the advanced. After a few games the advanced rules will fall right into place. When players decide they are ready for the advanced rules they must all be used. The optional rules need not be played as a complete body, players may choose to use any or all of them. Just make sure each player is aware of which optional rules are in use before play begins.

Knighthood lends itself well to team play for a total of four to eight players. With the "HONOR POINTS" system each player is striving to be the most honored knight on the field, making him the winner. So paint your armies, set up your table and deploy your men.

I end this introduction with a quotation from an old friend who introduced me to this great hobby, Ray Estabrook.

"Therefore, to arms, for your foes are upon you"
(June 1979, KATMA).

Thank you Ray, may Angar never fade in our hearts.
"May the dice be with you" Christopher E. Parker

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GLOSSARY OF TERMS

(AC) ARMOR CLASS: Five types, AC-1 (light) having little or no armor, through AC-5 (super heavy plate) which is fully armored.

BREAK Morale failure. Unit will recoil to the rear two charge increments (or to distant proximity whichever is greater, not used in the basic game) backs to the enemy. If not rallied in the following game turn rally phase the unit is routed.

(CnC) COMMANDER IN CHIEF: Over all commanders of all the units on one side. A CnC may be a wing commander.

(CI) CHARGE INCREMENT: The attack function of a unit. Up to three CI may be used to contact an enemy in a single attack.

COHESION: The ability of men in a unit to effectively act in concert. Units in square, shield wall or using polearms check their cohesion before Close combat. Failure of cohesion affects their fighting ability.

FORMED TROOPS: Any close (CL) or loose (LS) order based units.

LEADERS: Often called general or even player. A leader will be mounted as a single figure. A leader may command a single unit, a wing or an army.

(LOB) LINE OF BATTLE: An uninterrupted line of close (CL) and/or loose (LS) order based units traced back to a wing banner. The distance between any two units in the wing being no greater than 10"

(MF) MANEUVER FACTOR: Minor, incidental movement on the battlefield. A unit's MF governs many things. The most important is if it's stationary. A unit is considered stationary if it did not move over its maneuver factor in a single game turn.

(MMS) MULTIPLE MOVE STAND:

Figures are based on MMS of the same size and depth. The number of figures on a MMS will vary according to the order they are based.

(MO) MORALE CLASS: Reflects how good the troops think they are.

ORDER: The formation of troops, infantry may be close (CL), loose (LS) or open (OO) order; cavalry are CL or OO.

PROXIMITY TO THE ENEMY: This game system allows units to move at different movement rates. The rate is determined by how close units are to a known enemy unit. The closer they are the slower they move. Leaders, wagons, pack animals, units charging and/or based in OO ignore proximity rules.

REACTION: The response options allowed to a unit that is the target for a charge or is in support of a unit thus attacked.

(RP) REACTION POINTS: A number (0-3) that determines the type of action a unit may accomplish as a result of being threatened with CC.ROUGH TERRAIN: Any terrain that could slow a Units movement will be treated as rough terrain (rivers, woods, swamp etc)

STATIONARY: A unit that didn't move over its MF during its most recent move or reaction phase.

TRAINING AND EXPERIENCE: Reflects a quantification of how good the troops really are. It represents the staying power of the unit. Rated as regular or irregular.

(R) REGULAR: Kept troops with permanent officers. They are generally paid and may wear some form of uniform or symbol that designates the greater lord. They are usually drilled and disciplined.

(IR) IRREGULAR: Usually of feudal, village, or clan organization, they band together for a particular task and then separate upon completion. Training is usually limited to weapons handling.

UNIT: A group of two or more MMS.

CHAPTER I

THE BASICS

GROUND SCALE: Except for stand sizes all measurements will be given in inches. For 25mm figures 1"= 20 feet, for 15mm 1"= 40 feet. When playing with 15mm figures substitute centimeters for inches.

Ex: Longbows have a 30"/30cm range.

TROOP RATIOS: Each cavalry and infantry figure represents twenty men. Leader figures represent "the great man", and a few staff or guards. Wagons and transport equal five actual vehicles.

TIME: One complete turn equals fifteen minutes. A turn is completed when both sides have finished their moves.

DICE: *Knighthood* uses the "hand full of dice" approach to gaming. Players will want a dozen or more six-sided (D) dice ready. Multiple colors are helpful. If the rules call for 1D the player reads it normally (1-6). If the rules call for 2D the player rolls two differently colored dice and reads the first number rolled as tens and the second as ones (3 & 6= thirty-six). If a fraction is called for (3/3) you must roll that number or less on two six sided dice. Any number equal to or lower is considered a successful roll.

Ex: A missile fire result calls for a 2/3 on the missile fire chart. The player is firing 4 figures, and rolls 4D, rolling 5,2,2 & 1. The 5 miss and are ignored. The 1 is a hit being lower than a 2/3. The two #2's must be re-rolled. The player rolls 2 & 5. The 2 are a hit and the 5 are a miss. The final result is two hits and two misses.

TRAINING & MORALE

1.00 (IR) IRREGULAR: Usually of feudal, village or clan organization, they band together for a particular task and then separate upon completion. Training is usually limited to weapons handling.

1.10 (MO) MORALE

- Guards and household troops of the finest caliber, fanatics, and holy orders.
- Veterans of better quality, noblemen and most knights.
- Average troops, mercenaries, and better civic militia.
- Poorly trained or paid troops. Civic militia, disgruntled mercenaries.
- Rabble or inferior militia, common peasantry or levy.

1.20 FRONT, FLANK, and REAR: A unit's flank is an angle 45 degrees on either side. The front is the area between these angles and the rear is the area behind these angles.

1.21 TRANSPORT: Any wagon or cart. The unit must have one driver or attendant figure and one animal. One hit slows its speed by half. Two hits eliminate the crew and animal. The

wagon is left on the table. For missile target treat as light cavalry. Mount one MMS wide and as deep as needed.

1.22 PACK ANIMALS:

Mounted as open order cavalry with one animal and rider or attendant. One hit destroys a pack animal and crew.

1.30 ORGANIZING AN ARMY

Figures are mounted on large stands called Multiple Move Stands (MMS). The number of figures and the depth of the stand will determine the order of the unit. MMS are 60mm wide for 25mm figures and 30mm wide for 15mm figures. MMS depths will vary, use T1.

1.31 UNIT SIZE: MMS are organized into larger groups of two or more MMS. These are referred to as a UNIT. Players that wish to field a unit that does not divide evenly into MMS may field one partial MMS.

1.40 WEAPON TYPES

Knighthood breaks weapons of the era into three classes.

- MISSILE:** Any weapon that can harm the enemy at a distance.
- POLEARMS:** Any weapon that relies on depth and steadiness to be effective.
- MELEE:** Any weapon not falling into the first or second category. Used in CC, wielded individually.

Note: Weapons listed above are considered a main weapon. In addition it is presumed that all troops carry a Light Hand Weapon.

JAVELINS

- JAVELINS & LIGHT SPEARS** may be carried as a unit's main or secondary weapon. In either case it always counts as JLS armed for CC. If based as CL infantry it also counts as polearms vs. cavalry if cohesive.
- If a unit has JLS for its main weapon but is unable to use them it will count as LHW armed for CC.
- If a unit has JLS armed troops in a second MMS rank but not the first it may still count as JLS armed.

1.50 ARMOR CLASS

A figure's defensive value is expressed as ARMOR CLASS (AC). These range from one (no or little armor), to five (completely armored). Shields (or lack of) are factored into the units AC.

- **AC1:** Light (LI/LC)

No armor, light shields possible.

- **AC2:** Medium (MI/MC)

Leather or padded armor, non-missile types may have shields.

- **AC3:** Heavy (HI/HC/HK)

Mail armor, full torso to the knees. Non missile types may carry shield.

- **AC4:** Extra Heavy (EHI/C/K)

Full mail armor extending to the knees. Legs and arms are reinforced with mail or plate armor and shield. A closed helm is usually worn. Horse may be caparisoned, counting as protected cavalry.

- **AC5:** Super Heavy (SHI/C/K)

Full mail, plate-armor and shield. Horse may be caparisoned, counting as protected cavalry.

1.60 TROOP COST

Players wishing point games should use the cost list provided here. They may use any army list but substitute these for the other. Costs provided here are for a reasonably balanced game and do not represent actual cost of weapons or training. All costs are for one figure of twenty men unless otherwise mentioned.

1.61 MINIMUM COST: No figure cost may be reduced below two points.

1.70 (R) REGULARS: Kept troops with permanent officers. They are generally paid and may wear some form of uniform or badge. They are usually drilled and disciplined.

1.71 PAVISE: Heavy shield carried and used by one man. Will allow a figure to be counted as in light cover from missile fire only from the front if moving less than its MF.

1.72 ARMY BANNER: Every army on the table must have an Army Banner. The banner can be part of a unit or mounted on a separate figure (included in the cost of the banner). The banner defines the "Line of Battle" and may aid a unit's morale

CHAPTER II THE TURN

The turn in *Knighthood* is a move-countermove system. This means that when one side is moving the other is not. There are options built into the turn sequence to allow the non-moving side to react when necessary. Except for reactions, no other movement is allowed out of turn. As in chess, a piece moved is a piece played.

2.10 FIRST MOVE: At the start of the game decide who moves first. The normal way to do this is to have a player from each side roll 1D. The higher number will choose first move. Once decided, that side will always move first in a turn.

TURN SEQUENCE

MOVING SIDE

1. **FIRE (opening):** Units wishing to fire at the beginning of their move fire now. Any movement, reaction or CC in the previous turn will effect their fire.
2. **MOVEMENT:** All movement is performed in the following order.
 - a) Declare all normal and impetuous charges and their targets.
 - b) Determine distances to closest known enemy unit. This will determine the beginning movement band of a unit for the turn.
 - c) Determine reaction for any unit that is being charged and for any supporting unit that wishes to react to a nearby charge.
 - d) Perform all movement, normal and reaction. No unit may come closer than its MF to a known enemy unless charging or being charged.
 - e) Reorder all units that were stationary and did not fire or take part in a charge or reaction.
3. **COMBAT:**
 - a) Defensive fires at a charger.
 - b) Cohesion Checks.
 - c) Perform all close combats.
 - d) Determine pushback, breakthroughs, and reactions to them.
 - e) Reaction and combat due to breakthrough.
 - f) Determine and perform all pushbacks due to breakthrough combat.
 - g) Check morale of any unit pushed back 2" or more or that was broken through, respectively.
4. **RALLY:** Check the morale of any unit of the moving side that was broken during its last turn (basic game phase only, advanced must call).
5. **FIRE (ending):** The moving side may now fire his missile units again. This is his "end-of-turn" fire. The moving player declares all fire first. Any enemy unit that is fired at and capable of firing back may do so immediately at its current pre-fire strength. Any non-moving side unit returning firing is considered to have fired in its "opening turn fire" (2.20). Phase 2.60 and 2.20 are simultaneous fire phases, linking one turn to the next.
6. **END OF TURN:** This is the end of the "moving player's" turn. The other side will now follow the same sequence. When both sides have completed one turn (1-5), a complete game turn is over. All game phases are either numbered or lettered. Actions in both moves are considered simultaneous.

CHAPTER III MOVEMENT

Knighthood uses a movement system called "PROXIMITY TO THE ENEMY". It determines how far a unit may move in a turn. The principle behind the PROXIMITY movement system is that the closer a unit is to the enemy the slower or more cautiously it will move (and also the farther it is from the enemy the faster it will move).

3.00 MOVEMENT BANDS: Most units are given three movement rates, one for each of the three movement bands. The movement listed for that band is the maximum movement allowed to each unit in a turn. The first band is 0-15", the second is 15"-30" and the third is 30" or more from the enemy.

CROSSING MOVEMENT BANDS: When a unit moves from one band to another its remaining movement will be affected. Upon entering a new band, determine how much movement is left from the original band. If the new band is closer to the enemy, halve the remaining distance. If moving away from the enemy, double the remaining distance. Once the new distance is known the unit may halt or continue.

Ex: A unit of EHK starts the turn 33" from the nearest enemy unit, a unit of HI. The EHK can move 30" in this band. They advance 3" and enter the 15-30" band. They have 27" of movement left. This is halved giving them 13" remaining (rounding down). They advance the 13", finishing their move and bringing them within 17" of the HI unit.

CHARGING: Units that are charging ignore all movement bands. Each unit is given a CHARGE INCREMENT. (CI) A unit may use up to three increments to reach an enemy unit.

Ex: Next turn the EHK decide to charge. They have a CI of 10"; it will take 2CI to cover the 17" to the infantry. Even though they will cross into the 0-15" band they do not reduce their movement because they are charging.

3.10 MANEUVERING: To determine how to move a unit on the table, draw an imaginary circle around the center of the unit. The radius of the circle is the movement distance allowed for the unit in its present formation and movement band. Then draw an imaginary line parallel to the front of the unit and through the center of the unit. You now have two halves of a circle, front and back. A unit may move to any point in the front as long as, 1) No part of the unit may move over its movement rate that move. 2) The front center point of the unit never leaves the front half circle.

DISORDERED UNITS: These move and charge at half speed taking twice the time needed for formation changes. Any movement during reaction to a charge is at half speed.

FACING TO THE REAR: A unit may face about once a turn at no cost (except when reacting to a charge). If the unit wishes to move it may do so to its new front. A unit may not face back again in the same turn except during REACTION. A unit may fall back its MF and still face to its front.

3.10 VISION: All units and leaders are presumed to be looking in all directions at once, but are limited to information available to them. Units are also presumed in constant contact with their leader via messengers unless either one is surrounded or has left the field.

LINES OF SIGHT (LOS): Extends out to 50" with 100% accuracy if on level ground or 75" if either party is on higher ground. Unit shapes can be determined at 100" and 150" respectively. Any terrain feature that causes movement delay except water and depressions blocks LOS. LOS into depressions is blocked to any CL or LS unit that is over its MF away or OO unit over one CI away.

LOS extends within and into light woods and brush 6", heavy woods, built up areas 2" and 2" beyond a slope line higher than the looker does. Units are presumed to have scouts out and may see any unit based equal or denser than themselves at a distance of one CI (up to the maximum allowed by terrain). They will automatically see any unit within their MF or those that fire. Units defending walls or works are always seen unless the player wishes otherwise. Troops do not block LOS.

Elevated troops may see over lower elevations; however a "SHADOW" will extend beyond the lower elevation equal to half of the distance from the front or highest point of the higher to the farthest point of the lower. This shadow is further reduced by half again for every additional value in elevation between the two points. Hills 1, Built up Areas 2, Woods and Castles 3.

3.20 FORMATIONS

- **LINE:** One or more MMS wide.
- **COLUMN:** 1MMS wide, minimum two deep.
- **SQUARE:** Two or more MMS. A square must face out on at least two sides. Only one rank of MMS is shown on the table, the rest are temporarily removed and are, considered inside the square. To determine how many MMS must be on the table, divide the MMS by two rounding up. This is the number of MMS that must be facing out, a minimum of two. Units may only be 1 MMS deep on the table, round down.

CHANGING FORMATION

3.30 CL and LS order take one turn, OO take a half turn. Mounting and dismounting is a formation change.

FACING: A new formation may end up facing any direction as long as no part of the unit comes closer to the enemy than it started.

LINEAR FRONT: All units must maintain military order, stands must be touching and facing front. The only exceptions are units in square or on winding terrain.

PASSING THROUGH: Friendly units may pass or charge through OO troops.

COLUMN BONUS: (Infantry +6", Cavalry +12"). Units must spend an entire turn in column to gain this bonus. If column formation is used to charge add one third of the bonus to each CI used, round down.

CHARGE INCREMENT: A unit CI is its movement at -15" A unit may use up to three CI to reach its target. The number of CI used determines reaction by the enemy.

ROUGH TERRAIN: (Half speed X2) Each inch moved is doubled for distance used. All troops are disordered except OO.

3.50 PASSING THROUGH: Friendly units wishing to pass through one another must use the following rules:

1. The unit passed through must not move over its MF during its turn or reaction (current or previous, whichever is applicable). If it does, both units are thrown into disorder.
2. If the unit passing through is charging it must start its movement within its MF of the friendly unit.
3. If condition two is not met the unit passed through is broken through and both units are thrown into disorder (see CC). Mark casualties immediately.

3.60 CAVALRY COLUMNS: Cavalry units in a column may expand their frontage (fan out) at the rate of one MMS for every MF they move. No additional movement is lost.

3.70 REGULAR: Regular units that take one turn to change formation are allowed to move their MF.

3.80 LEADER MOVEMENT: Leaders have unlimited movement that is subject only to rough terrain checks. For rough terrain treat as OO cavalry but do not use the leader bonus. When a leader stops for any reason his movement is done.

3.9 ROUGH TERRAIN: The following terrain types must be checked for. Upon entering or at the start of any turn that a unit or leader is in rough terrain it will have to make a terrain check. If it fails the check it is halted, and allowed no further movement that turn. The numbers listed opposite the terrain are the numbers of terrain points you must overcome. If the modified roll is equal to or less than the halting number the unit is halted and thrown into disorder (modifiers are to the die roll). In the case of mixed terrain add up all of the terrain points to be overcome, roll 1D, modify and act accordingly.

Units may not pass through halted units in rough terrain. They must wait for the halted unit to pass through. The halted unit may opt to stand still on any turn after it is halted; this will allow rearward units to pass through.

Any unit (exc. OO) that moves over its MF in rough terrain (except slopes) is thrown into disorder

Ex: A unit of CL infantry wishes to move up a lightly wooded slope. Both terrain types have a halting number of 1. The infantry must roll better than 2 to move up the slope. A five is rolled and the unit passes its check and moves up the slope. The distance covered is 2"

ADVANCED RULES

(LOB) LINE OF BATTLE: At the start of a game a LOB must be drawn up. This line will be defined by attaching the Army banner to a unit. This unit will be the banner unit. Any unit that can trace an uninterrupted line of friendly units to the banner unit is in the LOB. The distance between units in the LOB may never be greater than 10" and. Units in the LOB must be in sight of each other and the banner. Units out of the LOB: +2 to the Morale modifiers.

THE IMPETUOUS CHARGE: During the charge phase of the game turn a player may attempt to have a unit that is under his command go impetuous. This done by making a morale check on the unit, if the result is "Advance", the unit is goes impetuous (all other results are "Carry On"). The unit must charge a unit that game turn. A unit will remain impetuous as long as it can charge and win CC. Units that fail to go Impetuous may not move over 1MF (exc. to react to a charge).

CHAPTER IV MISSILE FIRE

4.00 Missile units may fire twice at the start and finish of their game turn. Fire is considered to be simultaneous with the enemy, taking place before missile fire casualties are marked and morale checks made. If a unit fires in reaction to a charge it gives up its next fire phase.

4.01 A missile unit that wishes to fire must qualify in all the following.

1. Target is in angle of fire.
2. Firing unit has ammunition, was fired on or is being charged.
3. Target priority.
4. Firing unit did not fire into a charge last turn.

If a missile unit can fire, the player will roll 1D for each eligible figure in the unit. A hit number will be determined using the Missile Hit Chart. The number of dice per figure may be modified down and the hit number may be modified up or down. If the final hit number is rolled or a number lower than it, an enemy figure is hit and removed from play. A missile unit may always measure its range and angle of fire before declaring fire.

4.20 ANGLES OF FIRE:

- Loose infantry: 22 degrees left or right.
- Open infantry: 45 degrees left or right.
- Open cavalry: 360 degrees all around.

MEASURING THE ANGLE OF FIRE: To be allowed to fire, the unit measures a line from the center of its front to the closest enemy figure. The line must not bend more than the angle of fire allowed and it must cover at least 1MMS of the target. Mounted missiles do not have an angle of fire.

MEASURING RANGE: Range of fire is measured from the front center point of the firing unit to the closest target point. Mounted missiles measure from any point of the unit.

DISORDER: Units in disorder fire with half the total dice allowed.

RATE OF FIRE (ROF): The ability of the weapon to fire faster in special situations. The unit will roll the same number of dice but has its modified hit number raised. The amount raised is based on the unit's ROF.

THE EFFECT OF MOVEMENT ON FIRING: Units may fire full if they move under half and fire half if they move over half.

4.20 **ELIGIBILITY OF FIRE:** Each figure in a unit that can fire will roll 1D. Some missile weapons and formations are allowed to fire more than one MMS deep. Additional rearward MMS add 1D per MMS to the number of dice rolled.

Ex: A unit of 18 LS, IR LB drawn up two ranks deep (3MMS wide 2MMS deep) will roll 12 dice. 9 from the front and 3 from the back rank.

SPLITTING FIRE: A unit must split its fire among all units in its field of fire unless it is being charged or fired upon. Firing figures are spread over all targets.

FIRE PRIORITIES

1. Units charging the firing unit.
2. Units firing at the missile unit.
3. Enemy units within 30" and advancing.
4. Any other target in sight and range.

Ex: Twelve crossbows deployed 2MMS deep fires at a unit of HI. The range is 15", and the infantry is 3MMS deep. AC3 at medium range is a 1/2 or less to hit. This is modified by +4 (+2 for weapon bonus and +2 for target depth). This brings the hit number up to 2. If the missile unit had moved under half they could roll all 8 dice but they moved full last move so they will roll only 4(1/2 dice).

ADVANCED RULES

4.30 **RAPID FIRE:** Stationary units may increase their hit numbers to hit a target by rapid firing. Units using a ROF of 2 increase the hit number by two and ROF of 3 by three.

Ex: Twelve Regular longbows fire on a HI unit (AC3). The longbow unit gets to halve the AC (A/2) of the HI. This reduces it to AC2. If the same unit fired on a LI unit (AC1), the AC would remain one because you round up.

4.40 **WEAPON BONUS:** R longbows have a bonus of A/2. The armor class of the target is halved, rounding up. This is done before other modifiers. Longbows still get a +1 weapon bonus

4.50 MISSILE FIRE MODIFIERS

- +2 USING RATE OF FIRE OF 2.
- +3 USING RATE OF FIRE OF 3.
- A/2 REGULAR LONGBOW.

Ex: Eight regular crossbows fire at EHK on protected horses at long range. AC4 at long range is NE. Modifiers are a total of +2 (weapon bonus). This still has a NE result. If the unit used a ROF of two it would increase the hit number to 1/2 (ROF of 2 bonus, +2).

4.80 **AMMUNITION:** When a unit fires, it uses one ammo chit. Units using rapid fire use up two additional chits for each additional rate of fire used. Any time a unit uses rapid fire it must not have moved over its MF during its most recent turn. Units that moved as a reaction to a charge have moved. A unit may rapid fire when charged if it has the proper number of reaction points. If a unit is out of ammo, it may fire half of its figures (rounding down) whenever it is fired upon or charged.

CHAPTER V COMBAT

5.00 Units clashing on the field is the end to all means, it is the reason the armies are here and the only way to resolve the issue (whatever that may be) that brings them and their leaders. Units wishing to engage in close combat will declare their intentions of charging as well as their target. The unit being charged must be in sight with no other units between the two. Target and surrounding units may get to react to the charge. Once contact is made the units will determine the number of dice rolled and the numbers to be rolled for. Casualties are marked, units moved and morale checks made.

5.01 THE CHARGE: Before a unit can attack another, it must declare a charge on that unit. Units that do not declare a charge may never come closer than 1MF of an enemy unit. To charge a unit the target must be in sight of the target.

CHARGE SEQUENCE

1. Declares all charges.
2. Measure the distance from attacker to defender. Distance is from center of the attacker's front to closest point of the defender.
3. Advance charging unit one MF (part of its first CI).
4. Determine all reactions from target and surrounding units.
5. Perform all retreats, change of face, or formation.
6. Call off any charges.
7. Move all charging units to contact, and perform other moving reactions.
8. Perform any new charges, returning to steps one through seven for each.
9. Continue with normal turn sequence.

ANGLE OF A CHARGE: The attack may vary its original heading (+/- 45 degrees). No other change is allowed during the charge.

MINIMUM DISTANCE: Cavalry charging or counter charging must be able to move at least 1MF to gain any charging bonus.

REACTION TO A CHARGE

There are two types of reaction to a charge.

1. PRIMARY: Any unit directly threatened by a charging unit.
2. SECONDARY: Any other unit capable of engaging a charging unit (but not themselves) being charged by an enemy unit.

Ex: An EHK unit charge HI unit on the flank from 15". The infantry was moving so they get 2RP. They lose 1RP for being hit on the flank or rear, leaving them with 1RP. If they evade they will be caught with their backs to the enemy, but they do not have enough RP to change their face or formation to face the charge. They choose to stand in place. They will be only been allowed to fight with 1MMS.

CHARGE INCREMENTS: Every unit may use up to three CI. The number used to contact, cross referenced with the target's action determines how many reactions the defender gets.

MODIFIERS: These increase or decrease the final number of RP allowed. Results of zero or less get no reaction and must remain stationary.

REACTIONS ALLOWED: Once the number of reaction points is determined, the charged unit may choose any reaction it wishes as long as it does not expend more action points than it has. Any reaction is considered the unit's next move.

REACTION DEFINITIONS

1. SINGLE ACTIONS

Fire normal, counter charge; evade 1CI to the rear (+/- 45 degrees). Movement is prorated by all involved after the charging unit moves 1MF.

2. DOUBLE ACTIONS

Use a rate of fire of two, face to the rear.

3. TRIPLE ACTIONS

Change face or formation; use a rate of fire of three.

5.10 DEFENSIVE FIRE

Once it has been determined that a unit will fire defensively at a charge, it must be determined what effect it has. To use the Defensive Fire Chart find the CI column used to contact and roll 1D. The chart below will give you the over all effect of the fire.

FIRING AT A CHARGE: This fire is out of phase and just before CC. If a charging unit calls off the charge the missile unit does not have to fire but is considered to have moved for its next turn.

Defensive fire made by units not themselves being charged treat the distance if the charge as one band closer.

Ex: A missile unit fires at a cavalry unit charging a friendly infantry unit. The cavalry use 3CI to contact. Since it is not the target it uses the 2CI column. If the missile unit had been the target it would have used the 3CI.

CALLING OFF THE CHARGE: Once the defender has declared reactions, but before it has moved or fired, the attacker is allowed to vary its actions as follows.

CALL IT OFF: The charging unit may choose a new target or carry on during general movement (minus 1MF of movement) if the defender evades

CHANGING TARGETS: If the original target has retired, left its position or is now out of sight the attacker may choose another target. The attacker must first advance 1MF. It may then choose a new target. The target must be within 45 degrees of its front. Return to the charge sequence.

COUNTER CHARGED BY ANOTHER: If a better (or more dangerous) unit attacks the charger it may attempt to call off its original charge and react to the new unit. It will now become the defending unit in the charge sequence. Its reaction will be prorated from the time and place that it first became aware of the new unit, minus any movement it may have already used.

5.20 CLOSE COMBAT

When two or more units come into contact due to a charge, the units are said to be in CC. This represents the units engaging in hand-to-hand combat.

FIGHTING DEPTHS: Some weapons use rears MMS in CC.

MINIMUM STRENGTH: A rear rank of MMS counts in combat if they equal half or more of the front rank of MMS.

Ex: A LTS unit of 10MMS forms up with 4MMS in two ranks and 2MMS in the third. As long as the rear 2MMS are at full figure strength they count as a rear rank. If they fall below half the strength of the first rank they will not count.

FLANK OR REAR: Units caught or rear may not fight back.

INEFFECTIVE RANKS: Units may deploy one MMS rank deeper than their weapon is allowed to fight in. This additional rank is not counted

Note: Close Combat is broken down into two phases.

5.30 COHESION: Any infantry unit armed with polearms must check its cohesion on first contact with an enemy unit. If the unit is cohesive it uses all depth and weapon bonuses. If it is not cohesive it will fight with LHW and get no depth bonus.

5.40 (CC) CLOSE COMBAT: Units in CC go through the modifiers separately, each arriving at a final CV. Once these values are found, the difference between them is determined. This difference (when compared to the Combat Hit Chart) will determine the hit number each side needs to roll (or less) to remove an enemy figure.

Once both sides have determined their hit numbers they roll 1D for each front rank figure whose MMS is in contact or overlap and 1D for any additional MMS in the rear that they are allowed to use.

To eliminate enemies figure the number rolled must be equal to or less than the HIT NUMBER required.

Ex: A unit of 10MMS of LTS drawn up with 4MMS in the first two ranks and 2MMS in a third will roll 16D for the first rank, 4D for the second and 2D for the third (22D). A cavalry unit of 6MMS drawn up with 2MMS in three ranks would roll 6D for the first rank and 2D for the second (8D).

Once the dice are rolled casualties are marked. No figures are removed from play until enough hits have been taken to remove 1MMS. Until removed, casualties can be placed anywhere on the unit and shifted at any time during the turn, even before or during CC.

OVERLAPPING: To determine how many figures may fight, count how many MMS the unit with the smaller frontage in contact (partial MMS in contact are rounded up). It may roll dice for all remaining figures on the MMS in contact. The larger unit counts the number of figures it would have on the same number of MMS that the smaller unit has plus one additional MMS.

DISORDER: Units in disorder fight with half their total dice.

PUSH BACK: After CC both sides compare the losses, subtracting the lower from the higher. If the difference is two or more the higher side is pushed back 1" for each figure greater than it lost. Units that are broken through are not physically pushed back as they have been passed through and not forced back, they still count as having been pushed-back and will check morale accordingly, counting the total difference in figures lost (CC and breakthrough) in the morale check.

PUSHBACK DISORDER: Units pushed back over 2" and/or broken-through are thrown into disorder.

FOLLOWING UP: R troops do not have to follow up a pushed-back opponent and may retire out of an existing CC during their move phase. Irregulars must follow up a pushback if it is within their MF. Impetuous units must always follow up a pushback if it is within 1CI.

COMPLETION: Mark casualties, remove full MMS lost, and resolve pushbacks, breakthroughs and automatic morale checks.

ADVANCED RULES

BREAKTHROUGHS: Infantry in wedge and cavalry may breakthrough. To qualify, the unit must get hits for over half of its dice. If it is successful the unit may do one of the following...

1. RALLY BACK to any point along its charge line in any formation.
2. Stand in its position.
3. Attack another unit within one CI. If this option is used treat the situation just like a normal charge. The defender's reaction distance starts at the rear of the broken-through unit.

NOTE: Options one and three represent the unit's next turn movement.

CASUALTIES: Units that are broken through suffer additional casualties equal to the number of MMS breaking through. These casualties are considered to have taken place during CC and apply towards any morale checks.

Ex: A unit of 6MMS of cavalry breaks through a LTS unit. The infantry take 6 additional casualties. One for each MMS in the cavalry.

CHAPTER VI MORALE

6.00 MORALE CHECKS: Units must check morale every time one of these events happens.

1. LEADER OR BANNER IS LOST:
2. Following the game turn phase that the event takes place, any unit within 15" and in sight must check morale, starting with the closest unit and working out from there. All results are accumulative from unit to unit.
3. FRIENDLY UNIT BREAKS: A friendly unit of equal or superior morale breaks within 15" and sight.
4. UNIT IS PUSHED BACK OR BROKEN THROUGH: Unit lost CC and is pushed back over 1" or is broken through.
5. LOSSES OF HALF OR MORE: Unit reaches fifty percent of its original strength or over and takes casualties.
6. RALLY: Unit was broken in a previous move and wishes to rally

LINE OF RETREATS: Any unit forced to move back for any reason must do so in a straight line directly away from the threat. It may vary its course up to 45 degrees if it is not broken to conform to impassable terrain or enemy units. Broken units always retire in a straight line to the rear. Attached leaders will be swept away for one move with the unit.

REGULAR TROOPS: +/- 1 to the Morale Modifiers. The player may decide after the roll how it will be used.

CHAPTER VII LEADERS

7.00 Leaders are represented by figures on the table however; they do not roll dice in combat as other figures do. When they are attached to a unit, their figure is placed at the center-rear of the unit. This keeps them out of the way of other figures and reminds the player that it doesn't roll dice in CC.

When a unit with a leader attached takes casualties the leader will make a vulnerability check (VF) to see if he was hit. Leaders may engage in hand-to-hand combat with other leaders. This is the only way they "fight" in the game. CC between leaders takes place during the same game turn phase as CC and is treated as such. Any extra hits on a destroyed unit with a leader attached are automatic hits on him.

While attached to a unit the leader is presumed actually amongst the men going where he is needed doing what he can to control the unit.

LEADER TYPE: Leaders may be randomly generated or purchased by players or determined by any other method the players wish. To use this chart roll 1D. The number rolled will determine the class of leader available.

NOTE: If a six is rolled (*) roll again. If a second 6 is rolled he is a D class leader.

(CC/M) COMBAT/MORALE: Some leaders get an additional bonus. These can be used on any unit under their command that they are attached to.

Ex: Two leaders are needed for an army. The dice rolls are 2 & 6. The "2" generates a B (Deliberate) leader. The "6" must be rolled again. A "6" is rolled. This generates a D (Rash) leader. If a "5" or less had been rolled the second leader would have been a C (Bold) leader.

MOVEMENT: Leaders move at their own rate (unless attached to a unit); then they move at the unit's rate.

MORALE: A leader never checks his own morale, but aids units within 5". A leader may also aid a unit by attaching himself to it. If attached, he cannot help any other unit around him.

BODYGUARDS: A leader may have a bodyguard unit of up to 2MMS. A bodyguard unit does not pay command points when buying an army. To move it must accompany the leader, otherwise it remains stationary, being allowed only 1MF of movement per turn. Bodyguards may charge enemy units within 1CI and counter charge/react normally.

RISK TO LEADER: If attached to a unit fired on or in CC he must make a VF check to see if he was hurt. If hurt he will roll for damage. Leaders caught alone may be fired at or meleed.

- Leaders are an open order target when fired on.
- If meleed he makes a VF check for every figure on 1MMS of the attacking unit. Each hit on a leader requires a hit check. He cannot harm the attacking unit in anyway. If he survives the attack he escapes and may join any friendly unit near by.

TYPE OF RISK: Leaders have two VF. The first is the chance of being hit due to missile fire; the second is the chance of being hit due to CC. The risk gets greater as the leader's fighting ability goes up.

If the number shown or less is rolled the leader has been hit.

Ex: A leader is attached to a unit that takes casualties from missile fire. He is a B leader and has a VF for missile fire of 1/2. He rolls 1D and gets a "1". Since his VF is a 1/2 he will roll a second D. If he rolls a "2" or less he is hit. He rolls a "2" and proceeds to the LEADER HIT CHART and rolls a "2" and is unharmed.

MORALE FAILURE: Whenever a leader is attached to or in the path of a unit that is forced to move due to morale the leader is considered swept away with the unit for one turn.

RESULTS

SEVERE WOUND: No combat bonus allowed. Movement for the rest of the battle is 10" per turn. Two severe wounds equal one mortal wound.

MORTAL WOUND: The Leader will live for 1D in turns. If he leaves the field no honor points are gained by his opponent for his loss. If previously wounded he dies immediately.

7.10 CAPTURING A LEADER: Any time a leader is hit in melee there is a chance to capture him. After rolling on the Leader Hit Chart a second roll is made using the Capture Column. Match this up to the results of the first roll and act accordingly. If the leader is captured, he may be put to the sword by his captor during any CC round of a turn including the one he was captured in.

Ex: In our previous example the leader was unharmed but could have been captured. The player commanding the unit he was fighting would roll 1D. If a "1" was rolled the leader is captured.

Every turn a leader he is captured and not escorted off the game table he may try to escape. An escape attempt may be made during any CC game phase (either side). If he rolls a 1/3 he escapes. He may a nearby friendly unit or leaves the battlefield (player's choice). If the unit he is being guarded by is in CC he may escape on a roll of 1/5. Failure to escape may result in his accidentally being killed ("1" on 1D rolled by captor).

7.20 CAPTURING A BANNER: The chance of capturing it is based on who won the fight. Any turn that a unit with a banner is in CC it may be captured. If the unit trying to capture a banner won the fight it must roll a "5" or less on a 1D. If it lost the fight it must roll "1" on a 1D. Banners may be recaptured in the same way as a leader.

REPLACING LOST LEADERS: leaders that are on the battlefield can only replace Leaders. They will fall under the command of the closest leader at the moment of loss. Only a CnC may override this and take charge himself.

CHAPTER VIII HONOR POINTS

Honor points give the player the feel of what it might have been like to be a knight. To do this it is necessary for him to engage and defeat units that were the most worthy of his attention and skills. The main objects of his attention (in descending order of priority) were nobility, leaders, banners, knights, and cavalry and last of all other foot.

8.00 (HP) HONOR POINTS: Each player keeps track of his own HP. The final score is what determines which player is the individual winner. One side may be victorious; but a player on the other side could be the most honored, or the ultimate winner.

8.01 WHO RECEIVES HONOR POINTS: Players may keep individual honor point scores for each leader or for each player. Players must decide which approach to take at start of the battle.

8.02 PROCEDURE

1. Determine initial HP for the game for each player.
2. Add and subtract any HP gained or lost during the battle.
3. Modify by your troop losses.
4. Compare honor point totals to determine the winner of the battle.

8.03 (*) RAIDS: A figure raiding a camp must spend one entire turn in the camp before it can take these points. During any turn they cannot have undertaken any action. If action is done it will delay the points one turn. Upon completing the turn in the camp the player rolls 1D for each figure in the camp and adds them up. This is the number of HP gained after one turn. Figures may raid up to three turns before the camp is considered wiped out of points. Unscrupulous players may raid their own camps.

CHAPTER IX OPTIONAL RULES

9.00 STAKES: Permitted to units that historically used them. Players ahead of time must agree upon their use. Putting down or taking up stakes is considered a formation change. If a unit is forced away from them the stakes are lost for the battle, no other unit may use them. Units defending behind stakes are considered in superior position at all times.

9.01 EXPANDING FORMATIONS: R units may adjust their formation by 1MMS for each MF of their move they give up. This adjustment may take place at any part of the unit.

9.02 WEDGE: Only A and B morale units may use wedge (front MMS minimum). Movement will be at line rate. The tip of the wedge is 1MMS wide. The unit may not be more than 4MMS deep and each layer of the wedge must be wider in MMS than the previous.

1. Units in wedge may breakthrough. The wedge counts all the figures in the wedge (up to 4MMS deep) for dice rolled in CC.
2. The defender counts 1MMS of figures (no overlapping allowed) plus any depth allowed.
3. If combat continues a second turn the wedge flattens out into two ranks deep and combat is treated as normal.

9.03 HOLLOW WEDGE: Regular, English Longbows are allowed to use a hollow wedge. This formation is meant to represent the "V" made famous at Agincourt in the 100 Years War. The formation looks and acts like a wedge however it has an arc of fire of 22 degree on each of its front angles and it may count up to 4MMS deep of figures firing. It maneuvers like a wedge, is treated as a 2MMS deep line if fired upon or engaged in CC.

9.04 SHIELD WALLS: Only A and B morale troops can use shield wall (front MMS rank). Armies that historically deployed shield walls may use them. Troops in a shield wall may not move over their MF in a turn. Units in a shield wall are considered in a superior position for CC and in light cover for missile fire. Shield walls roll half dice in CC, rounding up.

9.06 BREAKING THE SHIELD WALL: During the cohesion game phase the wall must check to see if it holds. The wall must roll a number equal to or less than the AC of the unit. Check for modifiers and roll 1D. The maximum number allowed is five. If the unit rolls over its modified AC the wall is broken. Normal CC takes place with no wall bonus to the unit.

9.07 BERSERKERS: These are treated as leader figures (for all but morale). A Berserker figure is mounted as a single figure (any size) and may not be formed into units. To simulate Berserker rage he may attach himself to a unit and aid that unit to go impetuous. For CC and missile vulnerability he is considered a "D" class leader. Cost is 25 points.

9.08 OVERHEAD FIRE: Missile units may fire over another unit. The firing unit must be greater than its MF away from the intervening unit. The intervening unit must also be closer to

the firing unit than to the target. Units firing overhead may not move over 1MF, rapid fire, or fire at a charge.

9.09 HALF FIRE: OO and R troops may opt to fire only half of their allowed dice rounding down. This costs no ammunition. They may not rapid fire if they half fire.

Ex: 3MMS of OO archers use half fire for their opening turn missile fire. Instead of rolling 6D they roll 3D. This will cost them no ammo.

9.10 GREAT ROADS: These should be few and far between and must lead on and off the battlefield. Units that use them may be only 1MMS wide. Great roads will negate all terrain except water. Units using a road will gain one charge increment worth of movement per turn, if the unit spends the whole turn on a road. Units using a road to charge on increase their charge increments each by one third. Road movement may not be combined with off-road movement. Units may use cavalry column rules and the expanding formation rules with any road movement.

9.11 SEEKING OUT A LEADER: Many times the only way to win a battle is to seek out the enemy leader wherever he was on the field and kill or capture him. To simulate this, leaders may attempt to personally seek each other or the banner out for CC purposes. If the leaders find each other, they will participate in one turn of CC during that game turn phase.

PROCEDURE

1. Determine the distance from leader to leader.
2. Compare the class of each leader; cross-reference on the Seeking out Leader Chart. By rolling this number or less the leaders have found each other.

Ex: A chance of 2/3 with a +20 would give a chance of 4/3 to find the leader. If successful the seeking leader goes to the other. He may only take attached bodyguards with him.

Ex: Leader A is on a hill (+20) 25" (-20) from leader B. A has one MMS of bodyguards (3 figures) and there is one enemy unit (-10) between them. B is a C class leader; A is A, (1-3). Leader A will roll 1D for a modified 1-2 to seek out leader B and engage, him in CC.

9.12 RANSOMING LEADERS: Leaders that are captured may ransom themselves during the battle. The price is equal to their starting HP. This rule presumes that they are bribing their guards not the character that controls the guards. The attempted bribe is not automatic. The player deducts the HP from his total; then rolls 1D, requiring a three or less to get away. If successful, he may join any friendly unit on the field one turn later. The HP given as a bribe is lost; no player gains them. If the leader escapes by the end of the battle no HP may be claimed for the capture. The ransom phase takes place during the rally phase of the player's turn.

9.13 SUB-UNITS: Regular units may form sub-units of a parent unit. The total sub-unit strength must be no greater than half the parent unit and they must stay within 1CI of the parent whenever possible. Sub units cost 5 command points to buy.

A parent unit may field multiple sub-units. Sub-units may always evade into the parent unit if charged regardless of the sub unit's RP. The sub unit is then taken off the table (residing within the parent). Any adverse results to the parent will affect the sub-unit as well.

9.14 COMBAT: Should a leader seek out and find another a round of CC is fought during the combat phase of the turn. Only attached bodyguards may join in, and they must fight other bodyguards first. If there are extra bodyguards left over they may attack the leader. Leader combat uses the CC hit chart

1. Compare the leaders rating as the basic difference between. "A" leaders are 1, "B" 2 etc.
2. Modifiers used are upslope +2 & superior position -4.
3. Each hit scored on the Close Combat Hit Chart are rolled on the Leader Hit Chart. Results are applied and chance to capture checked.
4. Combat units may attack unattached leaders. Treat Chivalry as a "C" leader, cavalry "B" and foot "A". The leader can fight back, treating attacking combat units as other leaders.
5. Upon completion leaders may be returned to their original positions or stay where they are.

Ex: One leader seeks out and finds another. One is a "B" leader the other a "D". The latter is the seeking leader and the former is upslope. The "B" leader has CC 4 points (2 for B"" leader and 2 for upslope). The "D" leader has 4 points ("D" leader). The combat is EVEN on the Close Combat Hit Chart. Both are cavalry and roll for 2 or less. The "B" leader rolls a "1" while the other a "4". The "B" leader scores a "HIT" and rolls on the Leader Hit Chart. The roll is a "4" (severe wound). The seeking leader has a chance of being captured (1-2). The defending leader rolls a "6" and the "D" leader returns to his starting position before the attack severely wounded.

Ex: Next turn, 2MMS of chivalry contact the wounded leader during movement. The leader makes three separate VF checks. This is different from leader to leader combat.

KNIGHTHOOD

AND THE MIDDLE AGES III

Tables

| T1 FIGURE MOUNTING | DEPTH | MMS |
|---|-------|-----|
| CLOSE ORDER INFANTRY Armed with polearms. Regular infantry with 2HCT | 12/20 | 4 |
| LOOSE ORDER INFANTRY Heavy or Medium infantry with missile or melee weapons. | 12/20 | 3 |
| OPEN ORDER INFANTRY Light infantry armed with missile weapons for skirmishing. | 15/30 | 2 |
| CLOSE ORDER CAVALRY Any cavalry armed with lance, javelin or melee weapon. | 25/40 | 3 |
| OPEN ORDER CAVALRY Cavalry armed with missile weapons, And or as skirmishers. | 25/40 | 2 |
| DEPTH: Depth of a MMS. First is for 15mm, second for 25mm scale figures. MMS: The number of figures on a single MMS. | | |

| T2 WEAPON DEFINITIONS | |
|---------------------------|--|
| MISSILE WEAPONS | |
| Sling | S, based in LS or OO. |
| Bow | SB, based in LS or OO, mounted or on foot. |
| Longbow | LB, English type, based in LS or OO. |
| Crossbow | CB, latch and one handed loading weapons. Based in LS or OO. |
| Heavy Crossbow | HCB, includes arbalests and other pulley weapons. Based in LS or OO. |
| CLOSE COMBAT WEAPONS | |
| POLEARMS | |
| Pike | P, up to twenty feet, requires two hands to use in combat. Based CL. |
| Long Spear | LTS, reaching eight to twelve feet in length. Based in CL or LS. |
| MELEE WEAPONS | |
| Lance | L, cavalry lance at least ten feet long used for shock. Based CL. |
| Heavy Throwing Weapon | HTW, Heavy axes or spears thrown at or during combat. Based in CL or LS |
| Two Handed Cutting Weapon | 2HCW, includes heavy hand weapons. Two handed axes, swords and flails, maces and other swinging weapons. Based LS. |
| Two Handed Cut & Thrust | 2HCT, Halberds of all types. Based in CL or LS. |
| Light Hand Weapons | LHW, short swords, daggers, etc. Based in CL, LS or OO. |

| T4 TROOP COST | | | | | |
|---|---------|---------|---------|---------|---------|
| MG> | A | B | C | D | E |
| AC | INF/CAV | INF/CAV | INF/CAV | INF/CAV | INF/CAV |
| SH | 12/15 | 10/13 | 9/12 | - | - |
| EH | 10/13 | 8/11 | 7/10 | 6/9 | - |
| H | 8/11 | 6/9 | 5/8 | 4/7 | - |
| M | 7/10 | 5/8 | 4/7 | 3/6 | 2/5 |
| L | - | 4/7 | 3/6 | 2/5 | 2/- |
| WEAPON COST | | | | | |
| Pike, Long Thrusting Spear, Javelin or Lance. | | | | | +1 |
| Two Handed Cut and Thrust Weapon. | | | | | +2 |
| Two Handed Cutting or Heavy Throwing. | | | | | +1 |
| Bow or Sling. | | | | | +1 |
| Longbow or Heavy Crossbow. | | | | | +3 |
| Crossbow. | | | | | +2 |
| Protected Cavalry. | | | | | +1 |
| Regular Infantry. | | | | | +1 |
| Regular Cavalry. | | | | | +2 |
| COMMAND AND CONTROL | | | | | |
| Commander in Chief. | | | | | 0 |
| Additional Leader Figures. | | | | | 50 |
| Army Banner. | | | | | 0 |
| Additional Wing Banners. | | | | | 50 |
| Command points added to unit's cost. | | | | | --- |
| Irregular, up to five units. | | | | | 15 ea. |
| Additional irregular units. | | | | | 25 ea. |
| Regular, up to eight units. | | | | | 10 ea. |
| Additional regular units. | | | | | 15 ea. |
| Sub unit command cost, regular only. | | | | | +5 |
| MISCELLANEOUS | | | | | |
| Wagon, crew and animals. | | | | | 15 |
| Pack animal and crew. | | | | | 5 |
| Extra to mount infantry. | | | | | 2 |
| Pavise for a single figure. | | | | | +2 |
| Unplaced stakes one MMS wide. | | | | | 3 |
| Emplaced stakes or abatis, 1 MMS wide. | | | | | 2 |
| Additional ammo for a single figure. | | | | | 1 |

| T5 MOVEMENT RATES | | | |
|-------------------------|-------------------|-----|------|
| MOVEMENT | DISTANCE TO ENEMY | | |
| UNIT IS | 2-15" | 30" | 30"+ |
| OO Infantry (4") | 8 | 16 | 24 |
| Other Inf. (3") | 6 | 12 | 18 |
| CL Cav. (5") | 10 | 20 | 30 |
| OO Cav. (6") | 12 | 24 | 36 |
| Wagons (4") | 8 | 20 | 30 |
| Leaders | 36 | 36 | 36 |
| (4") = Maneuver Factor. | | | |

| T6 ROUGH TERRAIN | HALT NO. |
|-------------------------|-----------------|
| Slope. | 1 |
| Linear obstacle. | 1 |
| Open woods or brush. | 1 |
| Dense woods. | 2 |
| Ford. | 2 |
| Stream. | 3 |
| Built up area. | 3 |
| Swamp or marsh. | 3 |
| River. | 5 |
| MODIFIERS | |
| Loose Order. | +1 |
| Leader attached. | +1 |
| Column formation. | +1 |
| Open Order. | +2 |
| Cavalry. | -1 |
| Wagons or pack animals. | -2 |
| Unit is impetuous. | +1 |

| T7 FIRING DEPTHS | |
|-------------------------|-------|
| WEAPON | DEPTH |
| Longbow | 3MMS |
| Bow | 2MMS |
| Sling | 2MMS |
| Crossbow | 2MMS |
| Open Order | 2MMS |

| T8 MISSILE FIRE CHART | | | | | | | | |
|--|-------|-----|----|--------------------|-----|------|------|-----|
| WEAPON | RANGE | | | EFFECT OF MOVEMENT | | | | |
| | CL | MED | LG | >MF | 1/2 | FULL | AMMO | Rof |
| Sling | 3 | 6 | 9 | F | 1/2 | NA | U | 1 |
| Bow | 5 | 10 | 10 | F/R | F | 1/2 | 5 | 3 |
| Longbow (+1) | 10 | 20 | 30 | F/R | F | 1/2 | 5 | 3 |
| Crossbow (+2) | 8 | 15 | 20 | F/R | 1/2 | NA | 6 | 2 |
| Hv CBow (+3) | 10 | 20 | 30 | F | 1/2 | NA | 6 | 1 |
| KEY | | | | | | | | |
| 1/2: Unit may fire with half dice. F/R: Unit may fire full dice or rapid fire. | | | | | | | | |
| +1 etc.: Weapon bonus to hit. Rof: Rate of fire. | | | | | | | | |

| T9 HITCHART | | | | | | | | | | | |
|--|-----|-------------------------------|---|-----|-----|-----|-----|-----|-----|-----|---|
| | (+) | TARGET'S APPARENT ARMOR CLASS | | | | | | | | (-) | |
| RANGE | 0 | - | 1 | - | 2 | - | 3 | - | 4 | 5 | - |
| Close | 4 | 4/3 | 3 | 3/3 | 2 | 2/3 | 1 | 1/3 | 1/2 | 1/1 | X |
| Medium | 3 | 3/3 | 2 | 2/3 | 1 | 1/3 | 1/2 | 1/1 | X | X | X |
| Long | 2 | 2/3 | 1 | 1/3 | 1/2 | 1/1 | X | X | X | X | X |
| KEY | | | | | | | | | | | |
| 0, 1, ETC.: The AC of the target before tactical modifiers. | | | | | | | | | | | |
| (-): Spacers in between are graduated steps for modifiers. | | | | | | | | | | | |
| (+)/(-): If the final modifier is a+, move left that number, if - move to the right. | | | | | | | | | | | |
| #2: Hit number, the highest number needed on 1D to hit. | | | | | | | | | | | |
| (2/3): Highest number needed on 2D to hit. Lower numbers are hits. | | | | | | | | | | | |
| X: No effect. | | | | | | | | | | | |

| T10 FIRE MODIFIERS | | |
|--------------------|-------------------------------|---|
| +1 | TARGET DEPTH | Target is in line formation in the open. A bonus is given for every MMS rank within 2" of the previous MMS rank. A MMS rank must equal half of the previous MMS rank to count as a MMS rank. Rounding up. A maximum of +4 in the open, +2 up hill, +1 in any form of cover. |
| +1 | WEAPON BONUS | For each weapon bonus add 1. |
| +1 | CROSSBOW vs. SH | Any types of crossbow firing at SH armor. |
| +1 | TARGET IS UNPROTECTED CAVALRY | No protective armor on the horse. |
| +2 | COLUMN TARGET | |
| +2 | FIRING AT FLANK, REAR | The target is taking fire on or from either of these. |
| -1 | TARGET IS LS | |
| -1 | FIRING OVER HEAD | Optional rule. |
| -2 | FIRER IS MOUNTED | Mounted archer that moved over its MF. |
| -2 | TARGET IN LIGHT COVER | Brush; light woods, in addition to order. |
| -3 | TARGET IS IN OO. | |
| -4 | TARGET IS HEAVY COVER | Heavy woods, works, in addition to order. |

| T11 REACTION CHART | CHARGE INCREMENTS USED | | |
|--|----------------------------|-----|-----|
| UNIT | 1CI | 2CI | 3CI |
| Stationary Infantry. | 1RP | 2RP | 3RP |
| Moving Infantry. | 0RP | 1RP | 2RP |
| Stationary Cavalry. | 2RP | 2RP | 3RP |
| Moving Cavalry. | 1RP | 2RP | 3RP |
| MODIFIERS | | | |
| +1 Each | -1 Each | | |
| Leader attached to unit. | Unit hit on flank or rear. | | |
| Unit is in open order. | Not the primary target. | | |
| Unit is A Morale. | Unit is in disorder | | |
| | Unit is D or E Morale. | | |
| KEY | | | |
| STATIONARY: Unit moved under its MF in its most recent move phase. | | | |
| MOVING: Unit moved over its MF in its most recent move phase. | | | |
| 1, ETC.: The number of reactions allowed to the unit. | | | |

| T12 DEFENSIVE FIRE | | | |
|--|------------------------|--------|--------|
| DIE ROLL | CHARGE INCREMENTS USED | | |
| | 1CI | 2CI | 3CI |
| 1 | Medium | Close | Close |
| 2 | Medium | Medium | C |
| 3 | Long | Medium | Medium |
| 4 | Long | Long | Medium |
| 5 | NE | Long | Long |
| 6 | NE | NE | Long |
| KEY NE: The fire had no effect, ammo is used. | | | |

| T13 WEAPON DEPTHS | |
|-------------------|-------|
| PIKE | 4 MMS |
| LONG SPEAR | 3 MMS |
| OTHERS | 2MMS |

| T14 POLEARM COHESION | |
|----------------------|--------------------------|
| DIE ROLL | RESULTS |
| 1- | Incohesive |
| 2 | Cohesive |
| 3 | Cohesive |
| 4 | Cohesive |
| 5 | Cohesive |
| 6+ | Cohesive |
| COHESION MODIFIERS | |
| +1 | Leader attached. |
| +1 | A or B Morale. |
| +1 | Square |
| +1 | Regular |
| -1 | D or E Morale |
| -2 | Disordered |
| -4 | Moved/changed formation. |

| T15 CLOSE COMBAT HIT CHART | | | | |
|---|--|------|-----------|---------------|
| | DISADVANTAGE | EVEN | ADVANTAGE | OVER WHELMING |
| UNIT MATCH UP | -1 or less | 0 | +2 to +5 | +6 or more |
| Cav. vs. Cav. | 1 | 2 | 3 | 4 |
| Cav. vs. Inf. | 1 | 3 | 4/3 | 4 |
| Inf. vs. Inf. | 1 | 2 | 3 | 4 |
| Inf. vs. Cav. | 1/3 | 1 | 2 | 3 |
| KEY | | | | |
| UNIT MATCH UP- Find the description that best describes the situation the unit is in and use this line for CC. Some situations will call for the use of different description lines by different units. | | | | |
| DIFFERENCE IS- Four possible, the number directly below each of the headings (disadvantage, even, etc.) give the difference in total combat points between the units. | | | | |
| EVEN: The difference between the units is zero. | | | | |
| DISADVANTAGE- The difference is one, the higher has an even chance, and the lower is disadvantaged. | | | | |
| ADVANTAGE: The difference between the units is two to five. The higher unit is at the advantage while the lower is at a disadvantage. | | | | |
| OVERWHELMING- the difference between the units is six or more. The lower is at the disadvantage and the higher is overwhelming. | | | | |
| T16 COMBAT VALUE POINTS | | | | |
| 1 | AC, one point for each armor class of the unit. | | | |
| 3 | First charge for mounted chivalry (allowed once per battle). | | | |
| 1 | Chivalry. | | | |
| 1 | Protected cavalry facing infantry without (or unable to use) polearms. | | | |
| 2 | Impetuous charging unit. | | | |
| 2 | Wedge formation charging. | | | |
| 1 | Morale A. | | | |
| 1 | Unit is superior Morale class to opponent. | | | |
| -1 | Morale E. | | | |
| 1 | HTW on first contact (allowed once per battle). | | | |
| 1 | JLS | | | |
| 2 | Charging cavalry with L. | | | |
| 2 | Each cohesive rank of P or LTS. | | | |
| 2 | 2HCW. | | | |
| 4 | 2HCT vs. infantry. | | | |
| 2 | 2HCT vs. cavalry. | | | |
| SITUATION MODIFIERS | | | | |
| +? | Leader attached (CC bonus). | | | |
| +2 | Defending UP SLOP. | | | |
| +3 | Cohesive polearms facing cavalry. | | | |
| +3 | Attacking flank or rear | | | |
| -4 | Attacking a unit in superior position (except slope). Cover = buildings, woods, etc. Bonus goes to the looser based unit. Inf. vs. cavalry always gets the bonus. | | | |

| T17A MORALE RESULTS CHART | | | | | | | | | | | | | |
|----------------------------------|---|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|------------|
| DIE ROLL (1D) | | | | | | | | | | | | | |
| UNIT | -0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12+ |
| A | A | C | C | C | C | C | C | R | R | R | R | B | B |
| B | A | C | C | C | C | C | R | R | R | R | B | B | D |
| C | A | C | C | C | C | R | R | R | R | B | B | D | D |
| D | A | C | C | C | R | R | R | R | B | B | D | D | D |
| E | A | C | C | R | R | R | R | B | B | D | D | D | D |
| MODIFIERS | | | | | | | | | | | | | |
| ? | +/- Leader morale bonus if attached, players choice. | | | | | | | | | | | | |
| -1 | Friend or cover w/5": Any friend in good morale or friendly terrain (2 maximum). | | | | | | | | | | | | |
| -1 | Leader w/5", banner attached (-1 each). | | | | | | | | | | | | |
| -2 | Unit is in cover or up slope. | | | | | | | | | | | | |
| -1 | Any CL or LS enemy w/15" and sight, F. Back, Retiring, broken, destroyed or routed. | | | | | | | | | | | | |
| -2 | Chivalry facing chivalry (w/15" and in sight of each other). | | | | | | | | | | | | |
| +2 | Leader lost or fled the field w/15" and sight. | | | | | | | | | | | | |
| +1 | Pushed back or broken through. Each 2" due to CC. If broken through use the difference in casualties between the winner and the loser, round up. | | | | | | | | | | | | |
| +1 | 10-25% Casualties. | | | | | | | | | | | | |
| +3 | 25-50% Casualties. | | | | | | | | | | | | |
| +6 | 51% or more Casualties. | | | | | | | | | | | | |
| +1 | Each flank or rear threatened (or fired upon at any range) w/15" in good morale. | | | | | | | | | | | | |
| +1 | Each friend within 15" in sight, falling back, retiring, broken, destroyed or routed. | | | | | | | | | | | | |

| T17B MORALE CHECK RESULTS |
|---|
| DESTROYED (D): Unit is removed from play and is considered routed. |
| BREAK (B): Fall back from the enemy two CI which counts as the units next move. If it is not rallied at the end of that turn, it is destroyed and removed from the game. All terrain penalties apply. |
| RETIRE (R): Fall back one CI facing the enemy, which counts as the unit's next move. No rally is needed. All terrain penalties apply. |
| CARRY ON (C): |
| ADVANCE (A): Unit attacks the closest enemy unit. The unit will advance one move. If this is out of turn for the unit it will delay the result until its next turn. |

| T18 RANDOM LEADER CHART | | | |
|-------------------------|---------------|----|----|
| ROLL | LEADER | CC | M |
| 1 | A: Cautious | -1 | 0 |
| 2-4 | B: Deliberate | 0 | +1 |
| 5-6* | C: Bold | +1 | +1 |
| 6+6 | D: Rash | +2 | +2 |

| T19 LEADER VULNERABILITY | | |
|--------------------------|-----|-----|
| TYPE | MF | CC |
| A | 1/2 | 1/2 |
| B | 1/2 | 1/3 |
| C | 1/2 | 1/4 |
| D | 1/2 | 1/5 |

| T20 LEADER HIT CHART | | |
|----------------------|------------------|---------|
| 1D | RESULTS | CAPTURE |
| 1-2 | Unharmed. | 1 |
| 3-4 | Severe wound. | 1-2 |
| 5 | Mortal wound. | 1-3 |
| 6 | Killed outright. | 1-5 |

| T23 SEEKING OUT A LEADER | | | | | |
|--------------------------|-----|-----|-----|-----|---|
| SEEKER/TARGET | | | | | DISTANCE MODIFIERS |
| | A | B | C | D | |
| A | 1/3 | 2/3 | 3 | 4/3 | Unit or leaders in contact. +20 Units or leaders within 5". +10 |
| B | 1 | 2 | 3/3 | 4 | Units or leaders within 15". 0 |
| C | 2 | 3/3 | 3 | 5/3 | Units or leaders within 30". -20 |
| D | 3/3 | 3 | 4/3 | 5 | One or both elevated. +20 Each enemy unit in between. -10 Units are over 30" apart. -30 |

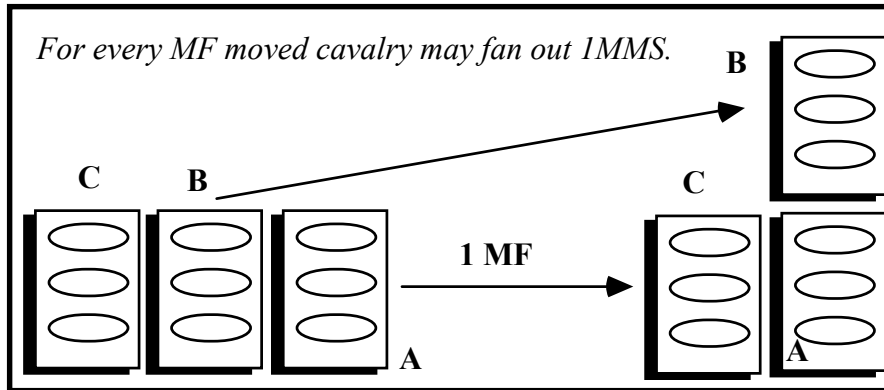
| T21 HONOR POINTS | | | | |
|---|------|------------------------------------|-----|-----|
| INITIAL POINTS | | HONOR POINTS | C | M |
| Command 1st battle. | 75 | Chivalry. | 25 | 5 |
| Command 2nd battle. | 50 | Other cavalry. | 10 | 2 |
| King or Emperor. | 100 | A or B morale Inf. | 5 | 1 |
| Prince or Duke. | 75 | Any other infantry. | 1 | 0 |
| Count or Earl. | 50 | Captured a king. | 250 | -50 |
| Other Nobility. | 30 | Captured other nobility or leader. | 100 | -25 |
| PLAYERS LOSSES | | Captured enemy banner | 50 | 0 |
| | | Raid enemy camp. | * | 0 |
| Up to 25% | -10% | Own side wins battle. | 250 | |
| Up to 50% | -25% | Own king (or CnC) killed or Capt. | 100 | |
| Over 50% | -50% | Own banner captured. | -50 | |
| KEY | | | | |
| C: Points are received due to close combat. | | | | |
| M: Points are received due to missile fire. | | | | |

| T22 BREAKING A SHEILDWALL |
|---|
| +1 per AC. |
| +1 Unit is A or B morale. |
| +1 Leader attached. |
| +1 Unit is defending up slope. |
| *On a D roll of six the wall is broken. |

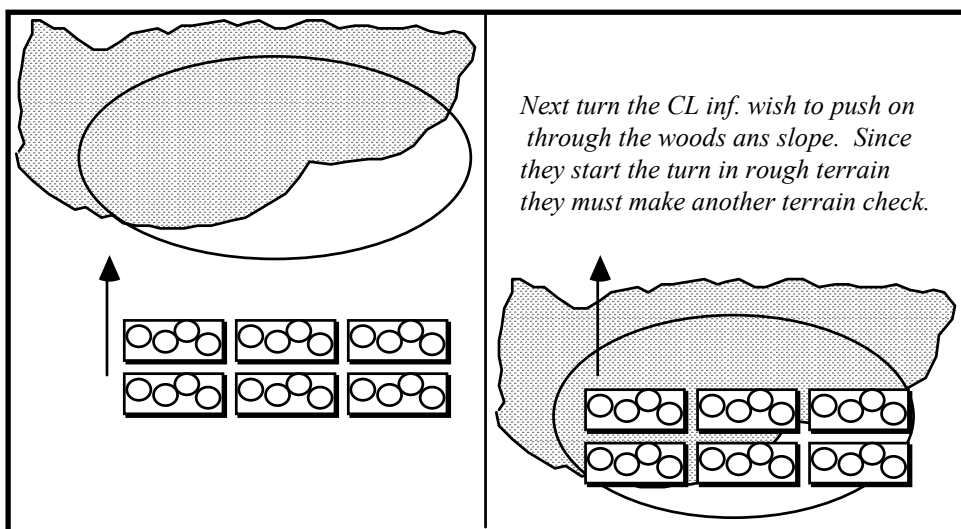
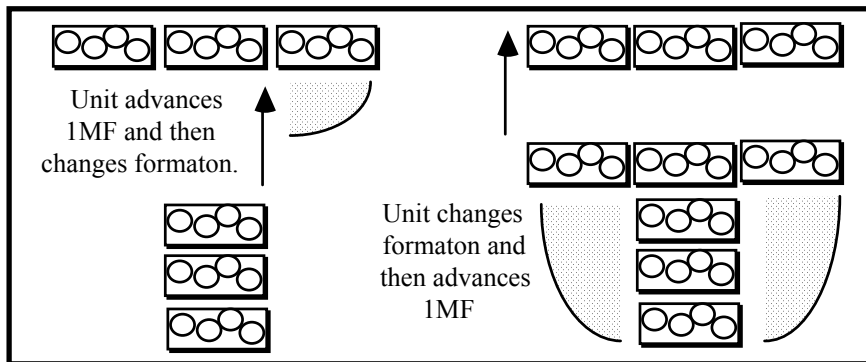
Examples of Play

the slope. A five is rolled and the unit passes its check and moves up the slope. The distance covered is 2"

CAVALRY COLUMNS: Cavalry units in a column may expand their frontage (fan out) at the rate of one MMS for every MF they move. No additional movement is lost.

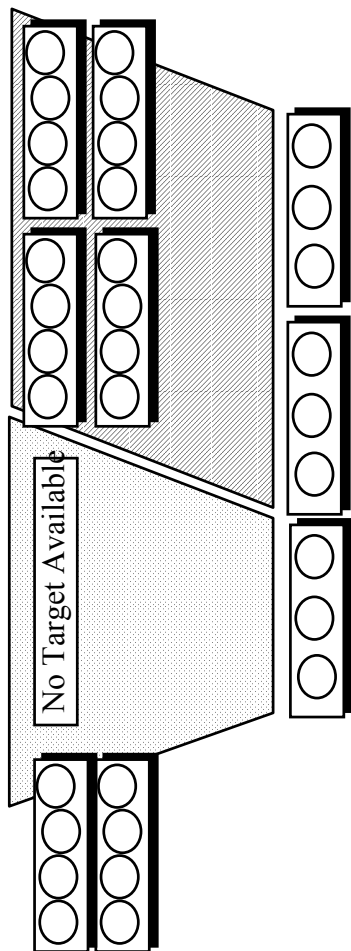


CHANGING FORMATIONS: Regular units that take one turn to change formation are allowed to move their MF.

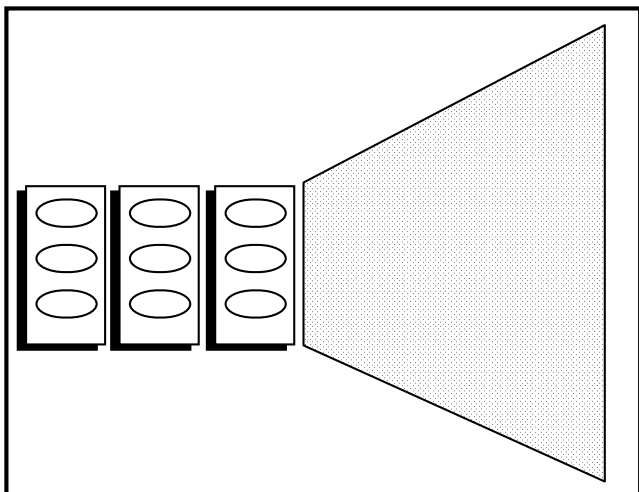


HALTING NUMBERS: Both terrain types have a halting number of 1. The infantry must roll better than 2 to move up

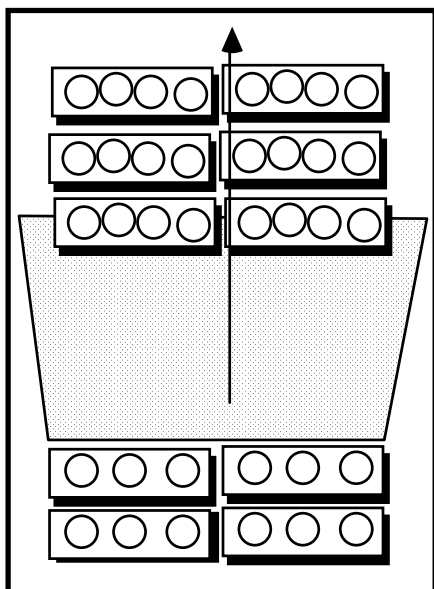
SPLITTING FIRE: A unit must split its fire among all units in its field of fire unless it is being charged or fired upon. Firing figures are spread over all targets.



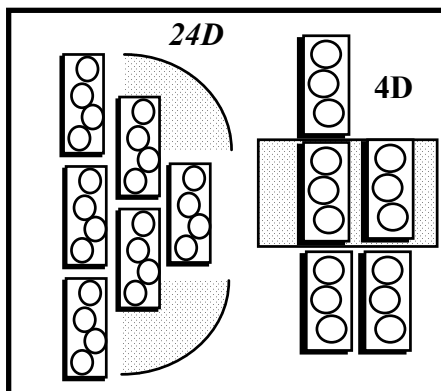
ANGLE OF A CHARGE: The attack may vary its original heading (+/- 45 degrees). No other change is allowed during the charge.



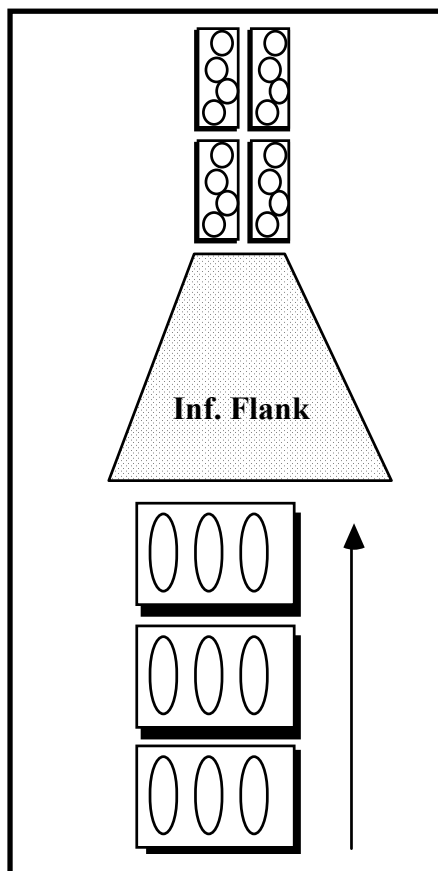
FIRE EXAMPLE: Twelve crossbows deployed 2MMS deep fires at a unit of HI. The range is 15", and the infantry is 3MMS deep. AC3 at medium range is a 1/2 or less to hit. This is modified by +4 (+2 for weapon bonus and +2 for target depth). This brings the hit number up to 2. If the missile unit had moved under half they could roll all 8 dice but they moved full last move so they will roll only 4(1/2 dice).



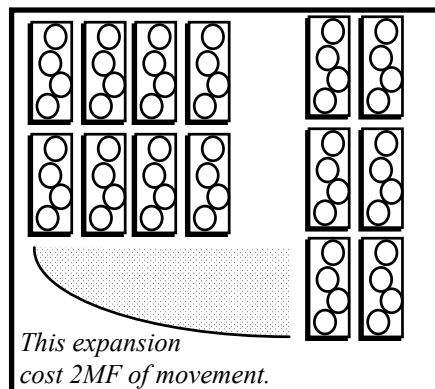
9.02 WEDGE: Only A and B morale units may use wedge (front MMS minimum). Movement will be at line rate. The tip of the wedge is 1MMS wide. The unit may not be more than 4MMS deep and each layer of the wedge must be wider in MMS than the previous.



REACTION: An infantry is hit on the flank. It was moving so it gets 2RP. It loses 1RP for being hit on the flank or rear, leaving them with 1RP. If they evade they will be caught with their backs to the enemy, but they do not have enough RP to change their face or formation to face the charge. They choose to stand in place. They will be only be allowed to fight with 1MMS.



9.01 EXPANDING FORMATIONS: Regular units may adjust their formation by 1MMS for each MF of their move they give up. This adjustment may take place at any part of the unit.



OVERLAPPING: To determine how many figures may fight, count how many MMS the unit with the smaller frontage in contact (partial MMS in contact are rounded up). It may roll dice for all remaining figures on the MMS in contact. The larger unit counts the number of figures it would have on the same number of MMS that the smaller unit has plus one additional MMS.

