

# WAR GAMES RULES



SUPPLEMENT ONE  
ADAPTATION OF  
ANCIENT RULES TO  
14th/15th CENTURY  
WARFARE



FEBRUARY 1970

WAR GAMES  
RESEARCH GROUP

## SUPPLEMENT ONE

### Adaption of Ancient Rules to 14/15th Century Warfare

#### Introduction

The object of this adaption is to provide for wargaming in the 14th and 15th centuries, using the existing Research Group Ancient Rules as a basis, but bringing in Troop Types and Reaction Factors applicable to the times, together with amended rules to deal with the Command and organisation of armies of the period.

These rules, and the adaptations, will be used in the 1970 Wargames National Championships, but we hope that many people will use them in their regular wargaming. Adaptions and amendments will eventually be produced for 11th - 13th and 16/17th Centuries, all based on the standards laid down in the original rules, and accepting the following conventions -

1. A weapon should have the same effect on similar targets in all periods.
2. Time, distance, and figure scales should be the same for all periods.
3. Points values should make it possible for any army to have a significant chance of victory in any period.

The ultimate object is to produce a comprehensive set of Rules handbooks from which the wargamer will be able to play in any period from earliest times up to the end of the 19th Century, making "inter period" contests (i.e. Colonial) possible.

The main rules referred to are the 2nd Edition, published in July 1969.

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- IV Troop types and weapon factors.
- V Sources of figures.
- VI Quick reference tables.

Nos. 1 and 2 will have a reference against each item to the relevant page(s) in the main rules.

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Wargames Research Group

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## I. Organisation and Command

Reference to  
Main Rules

1. Each side must be organised into a number (usually 3) of Forces or Divisions, each under a Command figure and made up of varying numbers of units or contingents. Each Unit or Contingent must consist of figures of the same general type, but as in most cases they are formed from troops of different areas or feudal lords they need not have uniform clothing or colours.
2. No army should have troops in it that the original would not have had, taking into account the period and the nationality concerned. The Table of Troop Types sets out the various types that can be included in forces of each nationality.
3. Independent units or contingents may be operated, and these will be assumed to have been positioned, and receive orders from, the C in C direct, unless he has appointed a separate Commander. (see below). If a separate Commander has not been appointed each independent unit/contingent must add 20 points to its total to represent the Command element.
4. A minimum of three Command figures, of any suitable type, must be used: two Class 3, and one Class 2, who would also be the C in C. A player may, however, choose to have higher value Command figures, and pay correspondingly more points.

Pages 2/3

Pages 2/3

do

Pages 2/3  
and  
Page 15  
Tactical &  
Random  
Factors

Class 3	-	25 points
Class 2	-	50 points
Class 1	-	100 points

The effect of these varying types of Command figure are set out in the Reaction section. Their other effects are as follows -

Class 2 and 3 - if engaged in close fighting, unit he is actually with ignores a minus total on the dice. (i.e., as in main rules.)

Class 1 - in addition to ignoring a minus total, he adds 1 to the fighting factor of the unit with which he is actually fighting.

All Command figures - if Artillery or missilemen are being personally supervised by a Command figure, then for every full period the Command figure is not more than 5" away from the furthest figure in the unit that unit ignores a minus score on firing dice.

A player may elect to "buy" more Command figures than the minimum 3, and these may then be placed in charge of Forces or detached figures, or may attend the C in C and be detached as required.

I (continued)

5. Command and Orders are as in the main Rules, except that orders from C in C must first go to Force Commander, who will then take a further period to digest the order before passing on to unit(s) in his Force. If the Force Commander is not with the main body of his Force the C in C must go personally to the Force if he wishes to issue fresh orders, or he may send another Command figure from his staff, if one is available. This figure must then remain with that Force until its original Commander returns. Reference to Main Rules Pages 4/5
6. There is no maximum or minimum size for a unit, but every additional unit above five in any Force must add 15 points to its total to represent the additional Command element required. Pages 2/3

II. Additional Rules and Modifications

1. Missile Troops

- (i) May not use overhead fire on the level. Page 13 - Firing Overhead
- (ii) Must always use the following order of precedence of targets  
(a) Any enemy unit assaulting the missilemen.  
(b) Any enemy missilemen firing on own missile unit and within own range. Page 13 - Additional  
(c) Targets they have been specifically ordered to fire upon, if possible.  
(d) Any other target within range.
- (iii) Gunpowder weapons do not get a tactical bonus for being uphill or having shieldless targets. P.15 Tactical factors
- (iv) Partial cover is not effective against Bombards or guns, but is against hand guns or organ guns as for other missiles.
- (v) Troops fired upon by not less than  $\frac{1}{4}$  their own number of figures using gunpowder weapons are disorganised. P.15 Disorganisation

2. Mounting and Dismounting

This takes one complete period, and troops are disorganised while doing this. Only light cavalry must provide horse-holders (1 per 4 horses). All other cavalry assumed to have attendants who will hold horses. P.11. 13 & 15

If fired upon while mounting or dismounting, count as cavalry target. If actually assaulted, count as standing (disorganised) cavalry. P.13/14 & 15

## II (continued)

### 3. Mounted Infantry

Infantry types can be equipped with horses for an extra 5 points a figure. They are disorganised while mounted, and move at heavy cavalry speed. They cannot charge. P.3.  
11/12 & 15

They must dismount to fire, if they are missile troops, and if assaulted while mounted will fight only as "all other foot" (see tables). P.13 & 14

Mounting and dismounting as 2 above, count as heavy cavalry missile target, or as double disorganised infantry of their own type if actually assaulted while doing this P.13/14 & 15

### 4. Field defences.

(a) Scots infantry require 3 periods to prepare their frontage with potholes. These add 2 to their weapon factor against attacking cavalry, and deduct 1 from the cavalry. P.12 & P.15

(b) Irish Kerns require 3 periods to render their frontage of the edge of a wood impassable by plashing. - do -

(c) English longbows require 2 periods to cover their front with stakes. These deduct 2 from attacking cavalry, and 1 from infantry, and are assumed to be flattened after one period of attack. One full period is required to pull up stakes. - do -

### 5. Mantlets

May be carried by missilemen at additional 2 points, or by separate bearer at cost of 4 points per figure. P.12/13

They count as cover against fire of non gunpowder weapons while stationary, and can count as cover while moving if carried by bearers. Casualties are shared by bearers, who fight as medium artillerymen at close quarters. Movement is at 3", and they can only be fired over when stationary. Note - Mantlets or pavises count as though the figure is shielded 45 degrees either side of directly ahead.

### 6. Routing or Broken Troops

These can only be rallied by their C in C, or by any Command figure (not being a Force Commander) detached for that purpose, who must stay with the unit. Barbarian troops for this purpose are all D and E types. P.17  
Broken  
Troops

### III. THE REACTION TEST - Medieval Warfare

The object of this Test is to simulate the pressures and stimuli that may affect a unit's actions on the field, taking into effect the type of men in the unit, and the orders that it may have been given.

1. The Test can be taken at any time, at the discretion of the player, except when the unit is -
  - (i) engaged in close fighting OR
  - (ii) broken and running OR
  - (iii) pursuing, for the first period of pursuit only OR
  - (iv) carrying out a positive reaction table direction which may continue for two or more periods in some cases.
  
2. The Test must be taken in the following circumstances -
  - (i) By Mounted Knights, every period when they are near enough to an enemy unit to reach it in two moves or less. (One of the moves can be a charge move.)
  - (ii) By all other troops, when first under fire by at least 15 figures (or the equivalent) or the first time they can be reached in one move by mounted knights or heavy cavalry.
  - (iii) When being charged by enemy unit of at least half own strength - ON EVERY OCCASION.
  - (iv) Before attempting to come to close quarters fighting, if so ordered, with enemy troops of at least own strength OR of higher class - ON EVERY OCCASION.
  - (v) When any unit in own Force, breaks - ON EVERY OCCASION. (This Test cannot be taken when the unit being tested is itself engaged in close quarters fighting.)
  - (vi) When a unit loses 2 men per figure present, to missile fire of any type in one period - ON EVERY OCCASION.
  - (vii) When a unit falls below 50% strength in figures - IMMEDIATELY this happens. This test overrides all considerations in 1. above, so that it can be taken when at close quarters, or in any of the situations where it does not normally apply. If engaged in close fighting it will only count any friendly units of any type within 3 inches, and no others. A unit getting any result worse than Halt will continue off the field and will not return. First move of flight under these conditions will be at charge speed, subsequently at normal speed. If not off the board in four periods of flight is considered dispersed and is removed in the last position it reached. If it is prevented by enemy action from leaving (i.e. surrounded and in close fighting) it will surrender.
  - (viii) When standing infantry with orders to hold a position, feature or formation have thrown back an infantry attack, (i.e. attackers have lost and must go back 3 inches). If victors do not wish to follow up then they must take a Reaction Test and must score lower than the figure for uncontrolled advance for their type - rest of the chart is ignored for this purpose.
  - (ix) On observing death, capture or flight of own Force Commander or C in C. Maximum distance of sight, for this purpose only, is 25 inches, measured from nearest figure in unit that can "see".
  - (x) When sighting or being fired upon by an enemy previously hidden by natural cover, of a range of 5" or less, unless previously explicitly warned of their presence.

### III (continued)

3. All tests, except 2 (iii) and (vii) will be taken at the end of a period, and the result will govern action for the following period, and for any further periods, if indicated on the chart.
4. Test 2 (iii) will be taken at the point where the attacking enemy has completed its normal move distance and is starting on its charge bonus. If contact has already been made within the attacking unit's normal move distance (allowing for any obstacle factor) then no Test need (or can be) taken by the unit receiving the attack. This is always subject to the provisions of Rules 6 & 7, under General features of Orders, for Light troops and Cavalry.
5. Procedure  
Throw three dice - use 233445 i.e. 'regular' dice or normal i.e. 'barbarian' dice as indicated on the conversion tables. Add or deduct factors in the following pages, read final score on Reaction Chart, and follow the instructions in the appropriate troop type column. A unit below two thirds strength uses two dice only, below half strength, one die.

#### Reaction Factors - Definitions and Notes (see following page)

"Flank not secured" For a flank to be secure it must either be resting on an impassable obstacle, or there must be a friendly unit within its own normal move distance of the flank, not disordered or retiring/retreating, and not engaged in close fighting.

"Unit" for all purposes where it is mentioned in the Reaction rules, means, a unit of troops of equal or higher class than the unit being tested, and at least half its strength in figures.

Any units or forces which can be taken into account for Reaction purposes must be at least within view of the testing unit (closer where indicated) and there must not be an impassable obstacle between them and the unit(s) to be tested. Measurement, unless otherwise stated, is from standard to standard of unit, or Force, as the case may be. Standards should be placed in the centre of units.

Note that all Reaction Additions or Deductions are cumulative.

"E" Type Reaction scores are amended - see quick reference tables.

III (continued)

Reaction Factors (replacing Pages 8 and 9 of main Rules)

	PLUS	MINUS	Notes
<u>Friendly Troops</u>			
Each Unit in own Force within 10 inches	1	-	
Any other Unit/Force in view	1	-	
All own Force advancing	2	-	
Any friendly Force advancing	1	-	
Each unit in own Force charging	2	-	
Each unit in own Force retiring or retreating	-	1	
Each unit in own Force routing/broken	-	2	
Any other Force/Unit retiring or retreating	-	1	
Any other Force/Unit routing/broken	-	2	
<u>Own Command</u>			
Class 1 - anywhere on field	1 to	1	
" - with own Force	2 to	2	
" - with testing Unit	3 to	3	
Class 2 - with own Force, or as C in C, within 15 inches	1 to	1	
" - with testing unit	3 to	3	
Class 3 - with testing unit	2 to	2	- but mounted knights = + 2.
Class 1 - routed, taken or lost	-	3	} All troops who witness this - within 25 ins.
" 2 - " " " OR retiring	-	2	
" 3 - " " "	-	1	
<u>Own unit state</u>			
Advancing	1	-	
Retiring/Retreating	-	1	
Each disorganisation factor	-	1	
Under fire by 15 figures or equivalent	-	1	
Every fifth of original strength lost	-	1	
No shields carried	-	1	Not SHI or EHC
Bow, Crossbow or handgun armed	-	1	
Behind natural cover	2 to	2	
Behind field defences	1 to	1	
In square	1 to	1	Infantry only
Uphill from all enemy within 20 inches	1 to	1	
Testing unit mounted knights	2	-	
Each flank unsecured	-	1	
<u>Enemy Troops</u>			
Each infantry Unit within 10, or cavalry Unit within 16, inches	-	1	
Any other Force/Unit in sight	-	1	
Any advancing	-	1	
Any charging own Force	-	1	
Heavy/Extra Heavy Cavalry, or 30 Pikes or Spears charging testing unit	-	2	Only applies if own unit is of D or E types
Any Unit on flank	-	1	} Must be able to reach testing unit in one move.
Any Unit in rear	-	1	
Any Unit presenting flank or rear	1	-	} Testing unit must be able to reach in 2 moves, one can be a charge move.
Any Unit retreating or retiring	1	-	
Each Unit routing or broken	2	-	



## IV

## TROOP TYPES - ADAPTION OF ANCIENT RULES FOR 14/15 CENTURY WARFARE.

NATION	TROOP TYPE	FRONT	MOVE		REACTION			RANKS	WEAPON	WEAPON FACTORS								POINTS VAL.
			NORMAL	CHARGE	REG	BARB	CLASS			FIGHT	RANGE	PIE	HC	LC	MI	HI	MI	
SCOTS	EHC MOUNTED KNIGHTS	3/4"	6"	16"		✓	C	1	0"	2	3	3	3	4	5	3	15	
	SHI DISMOUNTED	1/2"	3"	4"		✓	B	4	0"	2	3	0	1	2	3	1	15	
	MI FOOT SPEARS	1/2"	6"	8"		✓	D	3	0"	2	3	0	1	2	3	1	3	
	MI SHORT BOWS	1/2"	6"	8"		✓	D	1	15"	0	3	4	0	3	1		3	
	LC BORDER HORSE	1 1/8"	16"	24"		✓	E	1	0"	0	2	4	1	4	5	6		
ENGLISH	EHC MOUNTED KNIGHTS	3/4"	6"	16"	✓		B	1	0"	2	3	3	3	4	5	3	12	
	SHI DISMOUNTED	1/2"	3"	4"	✓		B	1	0"	4	5	1	3	5	2		12	
	HI BILLS	1/2"	4"	6"	✓		C	1	0"	4	5	1	3	5			8	
	HI LONG BOWS	1/2"	4"	6"	✓		C	1	24"	3	4	5	0	4	5			
	LC LIGHT HORSE	1 1/8"	16"	24"		✓	E	1	0"	0	1	1	0	1	2	3		
WELSH	LC LIGHT HORSE	1 1/8"	16"	24"		✓	D	1	0"	0	2	4	1	3	4	5	6	
	MI FOOT SPEARS	1/2"	6"	8"		✓	D	3	0"	2	3	0	1	2	3	1	3	
	MI LONG BOWS	1/2"	6"	8"		✓	D	1	24"	3	4	5	0	4	5	1	3	
IRISH	HI GALLOWGLASSES	1/2"	4"	6"	✓		C	1	0"	3	4	5	0	4	5	1	8	
	LC LIGHT HORSE	1 1/8"	16"	24"		✓	B	1	3"	0	3	4	0	2	3	1	6	
	LI KERNS	3/4"	8"	10"		✓	D	1	3"	0	3	4	0	2	3	1	3	
FRENCH AND GERMAN	EHC MOUNTED KNIGHTS	3/4"	6"	16"		✓	B	1	0"	2	3	3	3	4	5	3	15	
	SHI DISMOUNTED	1/2"	3"	4"		✓	B	1 1/2	0"	0	3	1	0	3	4	2	15	
	MI CROSSBOWS	1/2"	6"	8"		✓	E	1	30"	1	2	2	0	2	2	0	3	
ITALIAN	EHC MOUNTED KNIGHTS	3/4"	6"	16"	✓		C	1	0"	2	3	3	3	4	5	3	12	
	HI CROSSBOWS	1/2"	4"	6"	✓		C	1	30"	1	2	2	0	2	2	0	8	
HUNGARIAN	EHC MOUNTED KNIGHTS	3/4"	6"	16"		✓	B	1	0"	2	3	3	3	4	5	3	15	
	LC LIGHT HORSE	1 1/8"	16"	24"		✓	D	1	9"	0	3	4	0	2	3	1	6	
SPANISH	EHC MOUNTED KNIGHTS	3/4"	6"	16"		✓	B	1	0"	2	3	3	3	4	5	3	15	
	LC GENETORS	1 1/8"	16"	24"		✓	D	1	3"	0	3	4	0	2	3	1	6	
	HI FOOT SPEARS	1/2"	4"	6"		✓	D	1 1/2	0"	0	3	1	0	3	4	2	9	
	LI SLINGERS	3/4"	8"	10"		✓	D	1	12"	0	3	4	0	2	3	1	3	
MONGOL	HC HEAVY LANCERS	3/4"	8"	18"	✓		B	1	9"	0	3	4	0	2	3	1	10	
	LC LIGHT HORSE ARCHERS	1 1/8"	16"	24"	✓		C	1	9"	0	3	4	0	2	3	1	8	

TROOP TYPES - CONTINUED

NATION	TROOP TYPES		FRONT	MOVE		REACTION			RANKS	WEAPON RANGE	WEAPON FACTORS							POINTS VAL.
				NORMAL	CHARGE	REG	BARB	CLASS			FIGHT	ENC	HC	LC	SHI	HI	MI	
SWISS	MI	PIKES	1/2"	6"	8"	✓		B	4	0"	2	3	0	1	2	3	1	4
	MI	HALBERDS	1/2"	6"	8"	✓		B	1	0"	4	5	1	3	5	5	2	4
	LI	CROSSBOWS	3/4"	8"	10"	✓		B	1	30"	1	2	2	0	2	2	0	4
TURKISH	HC	SPAHS	3/4"	8"	18"	✓		B	1	9"	0	3	4	0	2	3	1	10
			1	0"	0	2	4	1	3	4	5							
	LC	TIMARIOTS	1 1/8"	16"	24"		✓	D	1	9"	0	3	4	0	2	3	1	6
			1	0"	0	2	4	1	3	4	5							
HI	JANISSARIES	1/2"	4"	6"	✓		A	1	18"	0	3	4	0	2	3	1	8	
		1	0"	0	1	1	0	1	2	3								
LI	AZABS	3/4"	8"	10"		✓	E	1	18"	0	3	4	0	2	3	1	3	
		1	0"	0	1	1	0	1	2	3								
BYZANTINE	EHC	FRANKISH MERCENARIES	3/8"	6"	16"		✓	C	1	0"	2	3	3	3	4	5	3	15
	HC	REGULAR CAVALRY	3/4"	8"	18"	✓		C	1	9"	0	3	4	0	2	3	1	10
			1	0"	0	1	3	0	1	2	4							
	LC	PATZINAK HORSE ARCHERS	1 1/8"	16"	24"		✓	D	1	9"	0	3	4	0	2	3	1	6
			1	0"	0	1	3	0	1	2	4							
HI	VARANGIANS	1/2"	4"	6"	✓		A	1	0"	4	5	1	3	5	5	2	8	
LI	REGULAR FOOT ARCHERS	3/4"	8"	10"	✓		C	1	18"	0	3	4	0	2	3	1	4	
		1	0"	0	1	1	0	1	2	3								

THE FOREGOING MAY BE SUPPLEMENTED BY MERCENARIES & LEVIES, AS FOLLOWS -

TROOP TYPE	ESPECIALLY WITH	FRONT	MOVE		REACTION			RANKS	WEAPON RANGE	WEAPON FACTORS							POINTS VAL.	
			NORMAL	CHARGE	REG	BARB	CLASS			FIGHT	ENC	HC	LC	SHI	HI	MI		LI
HI	MERCENARY CROSSBOW	ALL BUT IRISH, SWISS, WELSH	1/2"	4"	6"	✓		C	1	30"	1	2	2	0	2	2	0	8
			1	0"	0	1	1	0	1	2	3							
HI	MERCENARY HAND GUNS	SPANISH, GERMAN, IRISH, SWISS	1/2"	4"	6"	✓		C	1	6"	3	3	0	1	3	3	0	8
			1	0"	0	1	1	0	1	2	3							
HI	TOWN MILITIA	FRENCH, ITALIANS	1/2"	4"	6"	✓		C	3	0"	2	3	0	1	2	3	1	8
MI	PEASANT LEVIES		1/2"	6"	8"		✓	E	1	0"	0	1	1	0	1	2	1	2
LI	BOMBARD OR GUN WITH 3 CREW (PER FIG)	SCOTS, FRENCH	1 1/2"	2"	NIL		✓	E	1	48"	2	2	1	2	2	2	0	25
			1	0"	0	1	1	0	1	2	1							
LI	ORGAN GUN WITH CREW OF 2 (PER FIG)	ITALIANS	1 1/2"	2"	NIL		✓	E	1	6"	3	3	2	4	5	5	2	15
			1	0"	0	1	1	0	1	2	1							

NOTES:

DISMOUNTED ENGLISH KNIGHTS ARE ASSUMED TO BE ARMED WITH BILLS, SCOTS WITH LONG SPEARS, OTHERS LANCES. 'EHC' ARE EXTRA HEAVY CAVALRY, MAINLY PLATE ARMOURD MEN ON COVERED HORSES. WHEN DISMOUNTED THEY BECOME 'SHI' - SUPER HEAVY INFANTRY. THEY DO NOT NEED SHIELDS, BUT MAY CARRY THEM. ENGLISH TROOPS IN THIS PERIOD ARE CLASSED AS PAID TROOPS, NOT FEUDAL LEVIES. UNDER REACTION, 'REG' USE 233445 DICE, 'BARB' USE 123456, IRRESPECTIVE OF CLASS. FOR RANDOM TACTICAL FACTORS, (PAGE 15 OF MAIN RULES), CLASSES A,B,C, ARE 'REGULAR', D BE 'BARBARIAN'. IN 'FIGURES ELIGIBLE TO TAKE PART' (PAGE 14.) EHC & SHI CAN BE ENGAGED BY 2 FIGURES OVERLAPPING EITHER SIDE. THE NUMBER OF RANKS THAT FIGHT IS AS IN THE TABLES, IRRESPECTIVE WHETHER 'REGULAR' OR NOT. TROOPS FLANKING SHI +1 ON TACTICAL FACTORS, +2 IF FLANKING EHC. PEASANT LEVIES ARE SHIELDLESS, OTHER FIGURES CARRY SHIELDS ONLY WHERE NORMALLY CARRIED IN FACT.

## V. Sources of Figures

### Plastic

As mentioned in Appendix II in the main rules, Airfix plastic figures are the cheapest and most readily available. Two sets can be used as supplied, the Robin Hood and Sheriff of Nottingham. The majority of figures in the Sheriff set, although intended as a counterpoise to the Robin Hood figures (i. e. 12th Century) are in fact more in style with the early 15th Century. All these figures can be adapted to many other types, and in addition some of the Red Indian, Ancient Briton, and Tarzan sets can be used as a basis for conversion to many of the medieval types shown in the Rules.

### Metal

Interest in this period of warfare has been growing steadily, and the manufacturers of metal figures have been quick to supply the growing demand. Two firms in the U.K. provide a range:-

Miniature Figurines Ltd.,  
5, Northam Road,  
SOUTHAMPTON,  
Hants.  
SO2 ONZ.

A fast growing range of medieval figures covering most of the types shown in the Rules, with medieval Artillery to follow.

15n  
Catalogue 37-

Hinton Hunt,  
"Rowsley",  
River Road,  
TAPLOW, Berks.

A good range of figures for 14 / 15 Century, and also a range of Norman Conquest figures.

15n  
Catalogue 2/6

In the U.S.A.

Jack Scruby,  
2044, S. Linwood,  
VISALIA,  
California.

**WEAPON FACTORS**

SITUATION	WEAPON OR TROOP TYPE	RANKS							
		FIGHT	ENC	HC	LC	SHI	MI	LI	LI
DISTANT	SLINGS, JAVELINS, COMPOSITE OR SHORT BOWS	1	0	3	4	0	2	3	1
	LONG BOWS	1	3	4	5	0	4	5	1
	CROSSBOWS	1	1	2	2	0	2	2	0
	HANDGUNS	1	3	3	0	1	3	3	0
	BOMBARDS/GUNS (PER CREW MAN)	1	2	2	1	2	2	2	0
	ORGAN GUN (PER CREW MAN)	1	3	3	2	4	5	5	2
CAVALRY HAND TO HAND	MOUNTED KNIGHTS, FRANKISH MERCENARIES	1	2	3	3	3	4	5	3
	SPAHIS, TIMARIOTS, MONGOL HEAVY CAVALRY AND ALL LIGHT HORSE, OTHER THAN BOW ARMED	1	0	2	4	1	3	4	5
	ALL OTHER BOW ARMED HORSE	1	0	1	3	0	1	2	4
INFANTRY HAND TO HAND	SWISS PIKES, DISMOUNTED SCOTS KNIGHTS	4	2	3	0	1	2	3	1
	SCOTS & WELSH SPEARS, TOWN MILITIA	3	2	3	0	1	2	3	1
	OTHER FOOT SPEARS, INCL. DISMOUNTED KNIGHTS	1 1/2	0	3	1	0	3	4	2
	ENGLISH DISMOUNTED KNIGHTS, BILLMEN, HALBERDS, VARANGIANS	1	4	5	1	3	5	5	2
	IRISH GALLOWGLASSES	1	3	4	5	0	4	5	1
	ALL OTHER FOOT EXCEPT PEASANT LEVIES & ARTILLERYMEN	1	0	1	1	0	1	2	3
	PEASANT LEVIES & ARTILLERYMEN	1	0	1	1	0	1	2	1

**TACTICAL FACTORS**

DOUBLE DISTRACTED OR DISORGANISED	-2
CAV. ATTACKING STAKES   INF DIS. OR MOUNTING	-1
ENEMY IN COVER (NOT BOMBARDS)	
MISSILE TARGET MOVING L"	
1 CASUALTY PER FIGURE FROM MISSILES	-1
CAV. ATTACKING OVER POTHOLES, INF OVER STAKES.	
DISORGANISED OR DISTRACTED	+1
SHIELDLESS CAVALRY OR HEAVY INF (NOT ENC/SW)	
CHARGING OR FOLLOWING UP	
HIGHER GROUND   SHI FLANKED	+2
SHIELDLESS MI OR LI, ENC FLANKED	
INF. BEHIND POTHOLES V. CAVALRY	+2

**RANDOM FACTORS**

FIRING	RED DICE MINUS, BLACK PLUS, ADD OR SUBTRACT ONE
"REGULARS" FIGHTING	RED & BLACK 233445 DICE ADD OR SUBTRACT DIFFERENCE
"BARBARIANS" FIGHTING	RED 233445, BLACK 123456 DICE ADD OR SUBTRACT DIFFERENCE
GENERAL FIGHTING - CLASS 1	IGNORE MINUS TOTAL, ADD 1 TO WEAPON EFFECT OF UNIT
CLASS 2 OR 3	IGNORE MINUS TOTAL
ANY CLASS WITH MISSILE UNIT	IGNORE MINUS TOTAL ON FIRING DICE

TOTAL OF FACTORS	NUMBER OF OWN FIGURES																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-5	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3
-4	0	0	0	0	1	1	1	1	2	2	2	2	2	3	3	3	3	4	4	4
-3	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
-2	0	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7
-1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
0	1	1	2	3	3	4	4	5	6	6	7	7	8	9	9	10	10	11	12	12
1	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
2	1	3	4	5	6	8	9	10	11	13	14	16	17	18	19	21	22	23	24	26
3	2	3	5	6	8	9	11	13	14	16	18	19	21	22	24	25	27	29	30	32
4	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
5	3	5	8	10	13	16	18	20	23	25	28	30	33	35	38	40	43	45	48	50
6	3	6	9	13	16	19	22	25	28	32	35	38	41	45	48	51	54	57	60	64
7	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
8	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
9	6	13	19	25	32	38	44	50	57	63	69	76	82	88	95	101	108	114	120	126
10	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160
11	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
12	13	25	38	50	63	76	88	101	114	126	139	151	164	176	189	202	214	227	240	252

THIS IS INTENDED AS A QUICK REFERENCE AND CALCULATION SHEET  
FOR PLAYERS ALREADY FAMILIAR WITH THE FULL RULES

14/15 CENTURY

TEST REACTION AT		+ 1	- 1						
PLAYERS DISCRETION		FRIENDLY UNITS IN FORCE	EACH ENEMY UNIT WITHIN REACH						
MOUNTED KNIGHTS WITHIN 2 MOVES		MORE FRIENDS IN SIGHT	MORE ENEMY IN SIGHT						
OTHER TROOPS FIRST MENACED		FRIENDS ADVANCING	FRIENDS RETIRING OR RETREATING						
CHARGED OR CHARGING		ENEMY RETIRING OR RETREATING	ANY OTHER FRIENDLY FORCE RETIRING						
FRIENDS BREAKING		FLANK OR REAR TEMPS.	ENEMY ADVANCING						
LOSING 2 MEN PER FIG. TO FIRE		OWN UNIT ADVANCING	ENEMY CHARGING OWN FORCE						
FALLING BELOW 50%			ENEMY TO FLANK						
PREVENT OWN INF PURSUIT			ENEMY TO REAR						
SURPRISE SIGHTING		+ 2	FIRE BY 15 FIGURES						
LOSS OF COMMANDER OR C IN C		OWN FORCE ADVANCING.	DISORGANISED (EACH FACTOR)						
		EACH FRIEND. UNIT CHARGING.	EVERY 1/2 LOST						
		OWN UNIT IS MOUNTED KNIGHTS	OWN UNIT RETIRING						
		EACH ENEMY UNIT IN ROUT	IF BOW OR HANDGUN ARMED						
+ TO - 1			IF SHIELDLESS (NOT ENG. OR SHI)						
CLASS 1 COMMANDER ON FIELD		MOUNTED KNIGHTS WITH CLASS 3 CMDR.	EACH UNSECURED FLANK						
CLASS 2 COMMANDER WITHIN 15"			LOSS OF CLASS 3 COMMANDER						
FIELD DEFENCES		- 2							
INFANTRY IN SQUARE		EACH FRIENDLY UNIT BROKEN							
UPHILL		OTHER FRIENDS BROKEN	+ TO - 3						
		LOSS OF CLASS 2 COMMANDER							
+ TO - 2		D O A E TYPES BEING CHARGED	CLASS 1 OR 2 CMDR. WITH						
CLASS 1 COMMANDER WITH OWN FORCE		BY HEAVY CAV. PIKES OR SPEARS							
CLASS 3 COMMANDER WITH (NOT KNIGHTS)		- 3	REACTION SCORE = 3 DICE ± EXTRAS						
BEHIND NATURAL COVER		LOSS OF CLASS 1 CMDR.	REG. DICE 253445. 'BARB' 123456						
REACTION CLASSIFICATIONS NOTE THAT SOME A, B OR C TYPES USE 'BARBARIAN' DICE		REACTION IF SUBJECT TO CURRENT ORDER	REACTION IF NO CURRENT ORDER						
		A B C D E	A B C D E						
A REGULAR GUARDS		-2 -1 1 2 4	BREAK IF UNDER FIRE OR CHARGE - OTHERWISE RETREAT 3 PERIODS						
B ELITES. MOST KNIGHTS.		-1 0 2 3 5 +2 2 3 4 6	RETIRE DISORGANISED BUT TURN IF ATTACKED - 2 PERIODS						
C REGULARS. MERCENARIES		3 3 4 5 7 4 4 5 6 8	HALT 2 PERIODS						
D FIGHTING BARBARIANS		4 5 6 7 9 13 13 13 12 12	CARRY ON WITH ORDER OR TAKE OTHER OPTIONAL ACTION						
E UNTAINTED PEASANT LEVIES, ETC.		14 14 14 13 13 16 16 16 14 14	ACT AS GENERAL WISHES						
		17 16 16 14 14	UNCONTROLLED ADVANCE						
			← AS ACROSS						
			IF PURSUING HALT ONE PERIOD - OTHERWISE RETIRE TWO PERIODS.						
			MOVE TO FRIENDS, OR HILL OR COVER IN REAR BUT AWAY FROM ENEMY						
			MOVE TOWARDS ENEMY - 2 PERIODS						
			← AS ACROSS						
			← AS ACROSS						
	FIG. FRONT	POINTS VALUE	NOTES	NORM. MOVE	CHARGE	EVASIVE	MISSILE FIRE	RANGE	CAUSES OF DISTRACTION OR DISORGANISATION
EY. H/CAV	3/4"	15	BARB 12	6"	16"	-	HAND HURLED	3"	OUTFLANKED
HY CAV	3/4"	10		8"	18"	-	HANDGUN, MOUNTED S/BOW	6"	PURSUED OR PURSUING
MONOL H/C	1 1/2"	8		16"	24"	10"	ORGAN GUN	6"	REPULSED CAVALRY
LIGHT CAV.	1 1/2"	6		16"	24"	10"	MOUNTED COMP BOW	9"	PASSING OBSTACLES
S.M. INF	1 1/2"	15	BARB 12	3"	4"	-	SLING	12"	GUNPOUNDER WEAPONS FIRE
H. INF	1 1/2"	8	BARB 12	4"	6"	-	FOOT SELF-BOW	15"	FORMATION DISPENSED WITH
M. INF	1 1/2"	4	BARB 12	6"	8"	-	FOOT COMP BOW	18"	BROKEN TROOPS
L INF	1 1/2"	4	BARB 12	8"	10"	10"	LONG BOW	24"	D & E TYPES TURNING
BOMBARD	1 1/2"	25	CROWD OF 2	2"	-	-	CROSS BOW	38"	MOUNTING/DISMOUNTING
ORGAN GUN	1 1/2"	16	CROWD OF 2	2"	-	-	BOMBARD/GUN	48"	MOUNTED INFANTRY
COMMAND	?	25/50/m		?	?	?			INFANTRY CHARGING CAV