

GAME TURN

1. Start of Turn.

- Roll initiative – winner performs action sequence first, then other side performs actions.
- Make applicable panic/fear/terror tests & special actions.

2. Movement

- Declare charges: each charging unit and its intended target.
- Rally fleeing troops – make a leadership test to stop fleeing; rallied units use the current turn to reform.
- Compulsory moves – disengaging, fleeing units, compulsive chargers must move.
- Charging Units & Charge Reactions:
 - Panic tests – defenders take panic tests if required by special rules.
 - Stand & shoot – defenders may fire ranged weapons, unless chargers move less than half charging distance. Defenders may switch to melee weapons if they have any.
 - Hold – defenders decide to stay and resist the charge.
 - Flee – defender flee 2D6 (if movement is under 6”) and 3D6 (if movement is over 6”). Flee for one turn only.
 - Fire & flee – Defenders may fire at a –1 and flee (as above, but –1 die).
 - Move chargers – measure distance, move double distance; must move directly towards target (may wheel once initially); must hit the defender’s facing quarter in which the charge started. If cannot reach target = regular move.
 - Charge impact. – attacker strikes first unless they have 2-handed weapons or are fighting a defended obstacle.
- Remaining Moves.
 - Wheel – to calculate move distance, measure furthest (outside) swing of the wheel.
 - Turn – -1” to turn in place and then move remaining distance.
 - Change Form – leave one model in place and rearrange others in desired formation. No moving.
 - Reform – as ‘change form’ above, but used after a charge or when coming from skirmish formation, or when recovering from fleeing.
 - Skirmish – 2” spacing, no facing, no charging, move x2 (or move reg & shoot), no obstacle penalties, no ranks.
 - Marching – no enemy within 8”, move double pace, cannot go through obstacles or charge; may turn or wheel.

3. Archery

- Declare targets – declare intended target before measuring range.
- Check Range – measure range. Long range equals more than one half of total range.

WEAPON	RANGE	STRENGTH	NOTES
Short Bow	16”	3	
Crossbow	30”	4	may not move and shoot. Save –1.
Long Bow	30”	3	Save –1.
Javelin	8”	--	use strength of model throwing it; no long range penalty..
Composite Bow	24”	3	
Rep.Crossbow	24”	3	may shoot twice at –1 to hit.
- Shooting – roll one die for each shooter, to hit:

To hit Chart;	BS:	1	2	3	4	5	6	7	8	9	10
	D6:	6	5	4	3	2	1	0	-1	-2	-3

DM’s: Large Target +1. Shooting while moving –1. Shooting at chargers –1.
 Long range –1. Shooting at a character –1. Shooting at skirmishers –1.
 Shooting at moving lt. chariot –1. Target has soft cover –1. Target has hard cover –2.
 Massed (indirect) Fire – ½ models shoot. Subtract 1 strength to wound/hit #’s higher than 6 (i.e. 8 = -2 str.).
- Wounds – roll one die to wound (on wound chart below). Make saving rolls.
- Perform break tests on units with 25% or more losses.

4. Melee

- Units with higher initiative strike first (or roll a D6).
- Roll one die for each attacker to hit (+1 attack if have leader), and then to wound; make saving rolls.

MELEE											MELEE/ARCHERY												
TO HIT		Defender’s WS										TO WOUND		Target’s Toughness									
Att.WS		1	2	3	4	5	6	7	8	9	10	Att.Str.		1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5	5	1	4	5	6	6	--	--	--	--	--	--	--
2	3	4	4	4	5	5	5	5	5	5	5	2	3	4	5	6	6	--	--	--	--	--	--
3	3	3	4	4	4	4	5	5	5	5	5	3	2	3	4	5	6	6	--	--	--	--	--
4	3	3	3	4	4	4	4	4	4	5	5	4	2	2	3	4	5	6	6	--	--	--	--
5	3	3	3	3	4	4	4	4	4	4	4	5	2	2	2	3	4	5	6	6	--	--	--
6	3	3	3	3	3	4	4	4	4	4	4	6	2	2	2	2	3	4	5	6	6	--	--
7	3	3	3	3	3	3	4	4	4	4	4	7	2	2	2	2	2	3	4	5	6	6	--
8	3	3	3	3	3	3	3	4	4	4	4	8	2	2	2	2	2	2	3	4	5	6	--
9	3	3	3	3	3	3	3	3	4	4	4	9	2	2	2	2	2	2	2	3	4	5	--
10	3	3	3	3	3	3	3	3	3	4	4	10	2	2	2	2	2	2	2	2	3	4	--
- Combat Results - DM’s: (for ties roll D6 for each musician (take higher #); or, if one side no music, win by 1 point).

	+1 infantry rank bonus (max. 3)	+1 standard	+1 Battle standard	+1 high ground
+1 flank attack	+2 rear attack	+1 destroyed light chariot	+2 destroyed heavy chariot	
- Saving Rolls:

INFANTRY					CAVALRY					SAVE MODIFIERS				
ARMOR TYPE	no shld.	shield	no shld.	Shield	Strength	4	5	6	7	8	9	10		
None	none	6+	6+	5+	Modifier	-1	-2	-3	-4	-5	-6	-7		
Light	6+	5+	5+	4+	Large shields, horses, and barding +1, chariots +2									
Heavy	5+	4+	4+	3+	Bucklers as shields in melee only.									

BREAK TESTS - 2D6 vs. unit's leadership minus difference in combat results; die rolls equal or less, pass. Use general's leadership if within 12"; re-roll failed test if battle standard is within 12". Units of less than 5 break automatically.

PANIC TESTS - Test if there are fleeing friends within 4", or friends are destroyed within 4". Test if friendly unit within 12" is broken in melee combat. Test if the general is slain, or, a unit loses 25% casualties from shooting (in one turn).

DISENGAGING – make a leadership test; if pass, move double movement (no pursuit); if fail, troops break and flee (pursue). Cavalry does not take a leadership test to break unless the enemy are faster than them.

FLEEING - Fleeing troops with 6" or less movement move 2D6" away from the enemy; more than 6" = 3D6". Fleeing units are destroyed if caught by pursuers or other chargers. Fleeing troops continue to move during compulsory movement phases; if leave the board = removed from game. Fleeing units may attempt to rally: make leadership test; rallied units may reform but nothing else. A unit must have 5 models or more to rally (chariots/elephants count number of crew).

PURSUIT - Troops who win a combat must pursue fleeing foes with the same movement rates as fleeing troops. If pursuers move further than the fleeing foes (not equal), the fleeing troops are destroyed; pursuers move full distance. If pursuers clash with fresh enemy, counts as charging. Troops who do not wish to pursue must pass a leadership test.

PSYCHOLOGY & SPECIAL SKILLS:

Drilled - At start of turn, drilled troops may turn or change formation up to 2 ranks or rows without penalty. No test needed to avoid pursuit. Drilled troops are allowed to disengage w/o leadership test unless enemy is faster than them. Drilled troops are allowed to open ranks to let chariots and elephants through. Take leadership test. If pass, place chariot or elephant on other side of unit; if fail, fight them normally.

Stubborn - Ignore the first break test. If lose a round to troops who automatically break them, roll 1D6: 1-3 = broken, 4-6 = hold.

Fear - Take a panic test if charged by or charging a feared unit (after checking charge distance). If fail unit will flee; if pass, unit will only hit on a 6 first turn of combat. Unit is automatically broken when outnumbered and defeated by a unit it fears.

Warband - Add combat rank bonus to leadership value for break or panic tests (up to +3 maximum), except for fleeing or skirmishing units. Warbands not under a compulsory move must roll 1D6: 1 = charge towards nearest enemy, 2-6 = stay in control. If the enemy is not in charge distance, make a normal full move (at least 4"). If path is blocked by terrain, move as far as possible; turn or wheel as necessary. Charging warbands automatically break opponents they outnumber and defeat in a charge turn.

Frenzy - Frenzied troops must charge any enemy within charge distance. Frenzied troops fight with double their normal number of attacks in hand-to-hand combat. Frenzied unit must always pursue a fleeing enemy. Frenzied troops never panic, but still take break tests. If frenzied troops fail a break test, they flee and are no longer frenzied.

Terror - Units charged by or charging a unit which causes terror must make a panic test. If they fail they will flee. If they pass, the enemy unit is reduced to causing fear for the rest of the battle. Units must also take a terror test at the start of a turn if a terrifying enemy is within 8".

Hatred - Troops who hate the enemy take break tests with a leadership of 10, unless the enemy breaks them automatically. Troops fighting a hated foe may re-roll any misses in the first attack round. Troops will always pursue a hated enemy.

Ferocious Charge – 4" min. If win charge enemy auto breaks, or if normally wouldn't break roll 1D6: 1-3=break, 4-6= hold.

Shield Wall – use change form in movement phase; all attacks (hand or missile) are –1 until unit moves or loses a combat round.

Huscarls – are stubborn and if their chieftain is slain, are subject to hatred. Can mix with other units (see Saxon list)

WEAPONS

1. Two Weapons - troops have one extra attack per model (even if they have more than one attack).
2. Daggers & Inferior Weapons - +1 saving roll. Use for archers, artillery crewmen, & peasant levy, etc.
3. 2-Hand Weapons (no shields) - Strike after other weapon types. If both units have 2 hand, use initiative or roll a D6 to determine who strikes first. Add +2 to strength and -2 to saving roll.
4. Thrusting Spear - May fight in 2 ranks (except on charge impact turn). Cavalry +1 strength (-1 save) on charge turn only). Infantry may use phalanx rules.
5. Throwing Spears - Infantry may fight in 2 ranks 1st round only. Skirmish & cavalry: re-roll misses on 1st round only.
6. Heavy Throwing Spears/Axes – (such as Roman pilum). Same as throwing spear, but +1 strength on charge impact turn.
7. Javelins – No long range penalty and no –1 to hit penalty if move and shoot. Use strength of warrior not weapon.
8. Lances/Kontos – Cavalry only: lances +2 str in charge. Kontos – +1 str in charge, strike first (except against pikes).
9. Pikes – Same as a thrusting spear, but always strike first (no exceptions); can use phalanx rules.
10. Bows - Short, Composite, & Longbows may use massed fire. Longbows – save modifier –1.
11. Crossbows – Cannot move and fire in the same turn. Save modifier –1. Line of sight only (no massed fire).
12. Slings – can only be used in skirmish formation. May fire twice in a turn if do not move; range is reduced to 9" (no long range penalty). They may not fire twice against chargers.
13. Artillery - Turn piece towards target, guess distance, measure distance, place marker. Roll 1D6 artillery die: 1= scatter further, 2= scatter left, 3= scatter right, 4= scatter close, 5-6= Hit. If scatter, roll 1D6. 1-5 = x2 inches scatter, 5-6 = misfire; if misfire roll 1D6: 1-2 = destroyed, 3-4 = disabled, 5-6 = may not shoot this turn.
Bolt Throwers - 48" range, strength 5 (–1/rank), damage (# hits) D4, no saves, speed as crew, toughness 7, wounds 3.
Wheeled Stone Throwers – 48" range, strength 6, damage (# hits) D3, no saves, speed as crew, toughness 7, wounds 3.
14. Chariots – use # crew for # of models, cause fear in infantry, add +2 save, pursuit lt. 2D6/hvy 3D6, lt. move x2; if obstacles 1D6: 1-3= hvy destroyed, 1= lt. destroyed; jav & bows fire twice, if collide: 1D6 for each (same #'s = crash/destroyed).
15. Elephants – cause fear in inf/ terror in cav/char (cav/char cannot charge el), charge move x2, all other moves x1, test w mahout's LD. Save 4+ front, 0 side, barding +1, howdah +2 (for crew). Shooting 1D6: 1-4 = el, 5-6 = crew. No rank bonus fighting el. If lose combat auto stampede, direction: 1D6: 1=10, 2= 11, 3-4 = 12, 5 = 1, 6 = 2 (o'clock). If wounded or mahout killed make LD test, lose = stampede. Stampede move 2D6"/turn (no rally).

FORTIFICATIONS

Small walls (4-8') – no move current turn. Attack defender, if successful move into his place.

Medium wall (8-12" – attack defender, if success, set & climb ladder; then attack defender (if win move into his place).

Large walls (12"+) – attack defender, if success, set ladder, if success, climb ladder, if success, remove defender and move in.