COMBAT

PROCEDURE

1. Order of attack
2. Throw to hit
3. Throw to wound
4. Saving Throw
5. Combat Results

TO HIT

Defender's Weapon Skill

	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	7	7	8	8	9	9
2	4	5	5	6	6	7	7	8	8	9
3	4	4	5	5	6	6	7	7	8	8
4	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7
6	2	3	3	4	4	5	5	6	6	7
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

(Left axis: Attacker's Weapon Skill)

Dice Modifiers:-

+2	Frenzied
+1	Charging
+1	Uphill
+1	Following Up
-1	Confused
-1	Crossing a Defended Obstacle
-1	Using more than one weapon at once
-1	If you are using a weapon wrong handed
-1	Fear combat opponent
-1	Terrified
-2	Unarmed

SAVING THROW

D6 Saving Throws for missile or combat casualties.

Type of Armour	Score required
Shield only **or** Chainmail armour only **or** A metal breastplate only	6
Shield **plus** chainmail armour **or** Shield **plus** metal breastplate **or** Complete plate armour only	5
Plate armour **plus** shield	4

Dice Modifiers:-

+1	Cavalry	-4	Strength 7 hit
+1	Barded Cavalry	-5	Strength 8 hit
-1	Strength 4 hit	-6	Strength 9 hit
-2	Strength 5 hit	-7	Strength 10 hit
-3	Strength 6 hit		

TURN SEQUENCE

1. MOVEMENT
2. SHOOTING
3. COMBAT
4. RESERVES
5. MAGIC
6. RALLYING

TO WOUND CHART

Dice score needed to convert missile or combat hits into wound/kills.

Weapon Strength	Target's Toughness									
	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

N on the chart equals **No Effect.**

SHOOTING

PROCEDURE

1. Declare target/ establish range
2. Throw to hit
3. Throw to wound
4. Saving Throw

MISSILE WEAPON CHART

Weapon	Short Range	Longe Range	Strength
Short Bow	0-8"	8-16"	3
Normal Bow	0-12"	12-24"	3
Long Bow	0-16"	16-32"	3
Elf Bow	0-16"	16-32"	4
Crossbow	0-16"	16-32"	4
Repeating Crossbow	0-16"	none	3
Sling	0-12"	12-18"	3
Javelin	0-4"	4-8"	3
Dart, Throwing Knife, Axe or Spear	0-2"	2-4"	3
Blow Pipe	0-6"	6-12"	1
Improvised Bottles, stones etc	0-1"	1-3"	1

TO HIT

1D6 per model firing. Score needed to score a hit equals:-

Bow Skill	1	2	3	4	5	6	7	8	9	10
Score	6	5	4	3	2	1	0	-1	-2	-3

Dice modifiers:-

+1	Firing at a large target.	-1	If the firer is wounded
-1	Firing at a small target	-1	The target is behind soft cover
-1	Firing from a moving mount	-1	Throwing improvised missiles
-1	Firing at long range	-2	The target is behind hard cover

BATTLE SHEET

This sheet can be used to keep a record of the characteristics and equipment of your units or characters. Photocopy or copy additional sheets for your personal use and keep a permanent record of your troops.

Troops	Fighting Characteristics								Personal Characteristics				Notes/Equipment/Psychology etc
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	

PSYCHOLOGY

1	Stupidity	Test on **Intelligence**
2	Frenzy	Test on **Cool**
3	Panic	Test on **Cool**
4	Terror	Test on **Cool**
5	Fear	Test on **Cool**
6	Hatred	Test on **Cool**

Advanced Psychology

Alcoholism D6 throw of 6. **Will Power.**
Instability D6 throw of 6.
Animosity D6 throw of 6. **Leadership.**

MOVEMENT

ARMOUR MOVE ALLOWANCE MODIFIERS

Armour Saving Throw	Penalty
6	None
5	½"
4	1"

DIFFICULT GROUND

Models crossing difficult ground move at half-pace.

Woods or dense foliage
Steep or treacherous slopes
Fords or shallow streams
Soft sands or thick dust
Brush, scrub or clinging vegetation
Stairs, steps and ladders
Building debris, wreckage, lose rocks or boulders
Marsh, bogs, thick mud or sewerage
Inside cluttered buildings or vehicles

CROSSING OBSTACLES

Crossing an obstacle loses the model **half** of its total move distance.

Hedges, fences and low walls
Doors and windows
Ditches and narrow crevasses
Getting on/off a vehicle/riding animal