

# BY THIS AXE

MEDIEVAL FANTASY BATTLE RULES





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Medieval Fantasy Small Battle Rules  
*by Chris Kotalik*

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*"They were going to look at war, the red animal--war, the blood-swollen god."*  
- Stephen Crane, The Red Badge of Courage

THE UNITS

This game is fought (played) between two or more armies. Each army is composed of two or more units. A unit of infantry (foot figures) contains at least three figures (all the way up to 25). A unit of cavalry (figures on horseback) contains at least two mounted figures (up to 15). Units can be organized in as many ranks as the player desires (though only three count for combat). Appendix D presents a system for running battles without miniatures even.

The ratio of represented on-table figures to actual warriors is abstracted and thus variable by choice in the historical game. (However these rules model better small battle and skirmishes than they do the dynamics of epic-scale battles.) In the fantasy game, scalability is more precise and is represented at both a 1:5 and 1:20 ratio.

Figure basing can be based on any system as long as it is consistent between opposing forces. Individual mounted figures on movement trays work best, though any basing with a way to mark casualties individually (figures, coins, poker chips, etc) will work just fine.

ON THE USE OF DICE

This game makes use of one kind of die, the standard six-sided one—and lots of them. To speed play I recommend the following method when rolling hits in combat. The attacking player rolls all attacks at one time, putting aside the dice that hit. She then passes those set-aside dice to her opponent for saving throws.

When a situation calls for a positive modifier (+1 for example) it increases the bar that a player must roll under. For example if a figure has a Fighting Capacity of 3 and is fighting with a two-handed weapon in melee its Fighting Capacity is raised to 4 by the +1 bonus for the weapon. The figure then will have a chance of hitting on a 1,2,3, or 4.

IN ALL SITUATIONS THAT CALL FOR A ROLL, A ONE IS ALWAYS AN AUTOMATIC SUCCESS AND A SIX IS AN AUTOMATIC FAILURE.

FIGURE ATTRIBUTES

Each figure has it's own attributes—all figures in a unit must have the same attributes.

Fighting Capacity (FC)

Represents the morale, training, cohesion, and weapons training of the figure. In most combat the figure must roll at or under its FC to hit its opponent.

- Level 1 - Poor
- Level 2 - Soldier
- Level 3 - Veteran
- Level 4 - Elite
- Level 5 - Heroic\*

*\* this FC is reserved only for Characters and Monsters*

Starting Strength (STR)

This is simply the number of figures a unit begins the game with. Useful for determining such things as morale and for identifying the unit.

Armor Save (AS)

This is value represents the number at or under which a fugure will typically save when hit. An "S" denotes a +1 modifier for having a shield, attacks from the rear or flank will cancel this modifier.

Armor Saves (roll 1d6 per hit)

Unarmored (0)	0*
Light (1)	1
Medium (2)	1-2
Heavy (3)	1-3

Armor Modifiers:

Shield (from front only)	+1
Mounted	+1
Heroic	+1

Movement (MV)

This is the maximum rate in inches at which a unit typically moves in a turn.

Unarmored or Light Armored Cavalry	7" (14" double)
Medium or Heavy Armored Cavalry	6" (12" double)
Unarmored or Light Infantry	5" (10" double)
Medium or Heavy Infantry	4" (8" double)
Unattached character on foot	10"
Unattached character on horse	14"

Weapons (WP)

These are the weapons carried by figures in a unit

Special Abilities (SA)

This denotes any special abilities such as leadership, heroic status, or other ability (especially for Monsters if the Fantasy supplement is in use.)

## SAMPLE ARMY ROSTER

Unit	STR	FC	AS	MV	WP	SA
Knights	8	4	5(S)	12	Lance, Sword	
Knight Hero	1	5	5(S)	12	Lance, Sword	Leader, Hero, 2 hits to kill
Squires	4	3	4(S)	12	Lance, Sword	
Longbowmen 1	8	3	-	-	Longbow, Axe	
Longbowmen 2	10	3	-	-	Longbow, Axe	

## GENERALS, LEADERS AND CHARACTERS

Characters are individual figures that play special roles. Each army has one General. This character is the commander-in-chief of the force. The force also has a number of Leaders. All characters have combat skills and morale (as above), but also have leadership skill. Only individual characters (not units) can be at Heroic level.

All character figures on the board represent an individual character and his retinue and/or bodyguards. They can only be killed in individual combat with another character or when a unit is reduced to five figures or less during combat.

Each General can also pick order cards per turn based on his or her leadership ability if the optional command rules are in use.

### Leadership

- Level 1 - Uninspired (one order card)
- Level 2 - Typical (two order cards)
- Level 3 - Talented (three order cards)
- Level 4 - Superb (four order cards)
- Level 5 - Tactical Genius (five order cards)

## TURNS

The game is played in turns. Each turn is composed of a series of Phases which must be performed in the proper sequence. Each turn is the same, repeating the Phases. Each Phase must be completed before moving on to the next Phase. The Phases, in order, which make up a turn are as follows:

### Phase I: Command (Optional)

- a. Players draw order cards

### Phase II: Duels (if any)

- a. Resolve any combats resulting from Challenges

### Phase III: Ranged Combat (if in range)

- a. Resolve ranged fire and magical attacks and defenses.
- b. Test morale of units needing checks
- c. Move routing units

### Phase IV: Movement (each side, in turn)

- a. Determine who moves first.
- b. Move/charge all units of player moving first.
- c. Move/charge all units of player moving second.
- d. Leaders may rally any units they are in contact with.

### Phase V: Melee

- a. Resolve all melee combats,
- b. Test morale of units needing checks
- c. Move routing units.

### Phase I: Command (Optional)

See Command and Control in the optional rules.

### Phase II: Duels

In the Duel Phase, any player's character may challenge any opposing character within 9 inches to personal combat. A character can refuse a challenge, but must suffer the penalties below. A challenging character can also force a duel on a roll of 1, 2, or 3 if both characters are in units in contact. Only one duel per character per turn is allowed.

The first time a leader declines a challenge, he loses all leadership value for that turn only. He may not participate in an attack that turn. The declining leader may neither voluntarily move to a new unit, nor may he rally a unit during that turn. Thereafter, during the game, the declining leader may refuse personal challenges without penalty.

Duels are played in rounds until one (or both) characters are defeated or run away. A character may attempt to flee a duel on a d6 roll of 1, 2, or 3 beginning on the second round.

Each round the player secretly allots dice from his character's dice pool into three maneuver areas: attack, parry, and dirty tricks. Only one die can be allotted to dirty tricks--with the exception of Mages/Wizards who can opt for two. At least one die must be allotted to attack and parry. All maneuvers are considered simultaneous.

Character	Dice Pool
Hero	4 dice
Superhero	8 dice
Champion	12 dice
Priest, Mage	3 dice
Hight Priest, Wizard	6 dice

When the round begins each player reveals the number of dice they have in each area.

Dirty tricks are resolved first. On a roll of 1-2 the player's opponent must forfeit two dice from their attack and/or defense pool for the round (3-6 has no effect).

Attack maneuvers come next and the player rolls the allotted dice. Each roll of 1-3 is counted as a hit.

After attacks, all parry dice are rolled. Each result of 1-3 negates a hit from an opponent. If a player rolls more parry successes than incoming hits they are allowed to roll one counterattack die (hit on 1-3, no chance at parry).

Armor saves are conducted as normal for all hits, but with one exception: the +1 modifier for Heroic status is ignored.

Surviving, out-of-contact characters move back to their original positions after the duel.

### **Phase III: Ranged Combat**

Any ranged armed figure not in melee may fire a ranged weapon during Phase II. A unit must fire its weapons at only one target, and the target must be the closest opposing unit, unless under a Target order from a leader.

A Character can only be targeted by four figures maximum at 1:5 scale and 1 figure at 1:20,

A firing unit may not fire over a friendly unit, but half the figures in the second or third rank of a unit can fire over the heads of the first. Only figures in the firing unit that have a clear shot at the target can fire.

There is no ranged fire into, or out of, a melee. A unit that fires during Phase III cannot move voluntarily that turn.

A unit taking hits in a phase is allowed to roll a saving throw for each successful hit. An unsaved hit kills one normal figure. The player taking casualties is allowed to choose which figures to lose with one major exception. When a unit containing one or more characters is reduced to five or less figures, a roll is made per hit inflicted. On a roll of "1", the character receives the hit and must save as normal.

### **Ranged Weapons To Hit Table**

Attacker	d6 to hit
1 Poor	1
2 Soldier	1-2
3 Veteran	1-3
4 Elite	1-4
5 Heroic	1-5

### **Armor Save vs.**

Heavy Crossbow	-1
Longbow, Arquebus or Artillery	-2

### **Ranged Weapon Ranges (in inches)**

Throwing Axe, Spear	3
Javelin	6
Sling	16
Short Bow	16
Light Crossbow	18
Arquebus	18
Composite Bow	21
Longbow	24
Heavy Crossbow	24

### **Phase IV Movement**

The two opposing sides each roll a d6. The side with the higher roll may choose to move first or second. The first player then moves his units as he wishes (except those routed, locked in melee, or which have fired missiles that turn). Each unit may move up to the maximum distance permitted for that type of unit barring special orders (see Phase I). *If you are not playing with optional command rules, double all movement.*

Unarmored or Light Armored Cavalry	7" (14" double)
Medium or Heavy Armored Cavalry	6" (12" double)
Unarmored or Light Infantry	5" (10" double)
Medium or Heavy Infantry	4" (8" double)
Unattached character on foot	10"
Unattached character on horse	14"
Add 1" if musician attached to unit.	

### **Terrain Effects on Movement**

**Hills** – A unit moving up a hill level loses 1" of movement.

**Scrub or Light woods** – Lose 1" of movement

**Woods** – On Foot: -1d2 inches. Mounted: -1d6 inches.

**Walls or Hedges** – A unit crossing loses 1" of movement.

**River** – A unit coming to a river must stop. On its next turn the unit may move across the river, but must stop on the opposite bank. Thereafter it moves normally, unless recrossing the river.

### **Phase V: Melee**

Melee is hand-to-hand combat between opposing units. It occurs when a player's unit charges into an opposing unit. The first two units in melee are always face to face. Once two opposing units are face to face, they stay that way until one or both are eliminated or rout.

Additional units may move to touch the flank (side) of a unit in melee or they may move to touch it in the rear. These flank and rear attacks are especially beneficial (more on this later).

In the first phase of melee, weapons with a longer reach strike first (ties are conducted simultaneously). All following rounds are simultaneous.

A unit taking hits in a phase is allowed to roll a saving throw for each successful hit. An unsaved hit kills one normal figure.

As in ranged combat, the player taking casualties is allowed to choose which figures to lose with one major exception. When a unit containing one or more characters is reduced to five or less figures, a roll is made per hit inflicted. On a roll of "1", the character receives the hit and must save as normal.

Roll one 1d6 per eligible fighter. Hits are made when a number is indicated below.

#### Melee Attack To Hit Table

Attacker	d6 to hit
1 Poor	1
2 Soldier	1-2
3 Veteran	1-3
4 Elite	1-4
5 Heroic	1-5

#### Melee Modifiers

Attacking over obstacle -1  
 Charging mounted +1 (does not stack with lance bonus)  
 Foot vs. mounted in rough terrain +1  
 Attacking from flank or rear +1

#### Melee Weapons Table

Weapon	Reach	Modifier	Ranks Eligible
Pike	1	+1 vs. horse	2
Lance	2	+2 with charge	1 1/2
Spear	3	0	1 1/2
2H sword, mace, or axe	4	+1	1
Sword, axe, or mace	5	0	1
Staff or club	5	-1	1
Short sword or animal	6	0	1
Dagger	7	-1	1

#### Morale

When to check morale:

1. Lost three or more figures from rangedfire or melee that turn.
2. Lost more than half of starting strength of unit and still in combat.
3. Unit attacked in rear or flank.
4. Friendly units routing within 6 inches.

Units affecting by rangedfire must check at the end of the Ranged Combat Phase. Units affected by melee check at the end of that phase. Units within 6 inches of any unit routing in either phase check morale.

#### Morale Table

Unit Making Roll	Ranged*	Other/Rout**
Poor	1-3	1-2
Soldier	1-4	1-3
Veteran	1-5	1-4
Elite	1-5	1-5
Heroic	1-6	1-6

\*Ranged is for units under ranged fire.

\*\*Rout is for units seeing friendlies routing within 6"

#### Morale Modifier

Attacked in flank	-1
Attacked in rear	-2
Leader within 3 inches (only once)	+1
Double Ranks	+1*
Triple Ranks	+2*
Lost half or more figures in unit	-2
Lost leader within 3 inches that turn	-2
Lost general: all turns after	-3

\*Formations must be wider than deeper to get bonus (for example, 4 figures wide in 3 ranks to qualify; not 2 figures in 2 ranks).

\*\*Leader cannot command that turn if he has declined a personal challenge for the first time in Phase 1.

If the unit fails to equal or beat the Morale check number it is routed. The unit immediately turns 180 degrees (faced in the opposite direction) and moves to the rear 1d6" if foot or 2d6" if mounted. In following rounds it will continue moving at its full movement speed toward the closest table edge. If it reaches the table edge it is considered destroyed.

This routed unit may not turn around, attack, or voluntarily move unless it is rallied.

A general or leader can rally a unit. To do so he moves to touch the unit in the Movement Phase. The player rolls 1d6 and compares it to the leaders leadership, if it is at or under the leader

ship level the unit is rallied (for example, if the general has a 3 leadership and he rolls a 4, the unit does not rally). The unit rallies immediately and turns around to face the enemy, but cannot move or charge into combat that turn.

A rally card can also rally a unit.

Play until one side has more than half of its units routed or destroyed.

### **Command and Control (Optional)**

Players draw order cards based on the ability of a surviving, non-panicked general (or ranking leader) on the board. These cards are drawn from one deck, with used cards being shuffled back into the deck when reaching the bottom. Up to three cards can be retained at the end of the turn. All others must be returned to the deck.

Cards are played by players before they attempt an action with a unit in a relevant Phase. Only one card can be played on a unit during a Phase. A unit must be within 12 inches of a general or leader to have an order played. All affected units must move/charge at same rolled rate per card played.

Units can do the following without specific orders:

1. Move at normal speed.
2. Turn up to 45 degrees at beginning of move.
3. Shoot missiles at closest unit
4. Fight in melee if charged or still in combat from previous turn.
5. Skirmish infantry and cavalry can attempt to retreat if charged.

### **Types of Command Cards:**

#### ***Diamonds***

All cards

*March/Charge*—Up to two units within one inch of each other can move or attempt a charge at 1d6 extra inches. All units under charge order must attempt to charge into contact with an enemy unit. (13 cards in the deck)

#### ***Hearts***

Ace-Four

*Maneuver*--One unit can turn up to 180 degrees twice in their move. (4 cards)

Five-Six

*Flanking move*—Two units furthest on either the right or left wing of army can move at double movement. (2 cards)

Seven-Eight

*Center Move*—Two units in the center of the line can move at double movement. (2 cards)

Nine-Ten

*All Cavalry Move*—all cavalry can move an additional 1d6 +1 inches. (2 cards)

Jack-Queen

*All Unarmored and Light-armored infantry Move*—all unarmored and light-armored infantry can move an additional 1d6 inches. (2 cards)

King

*All Infantry Move*—all infantry can move an additional 1d6 –1 inches (minimum one inch) (1 card)

#### ***Spades***

Ace-two

*Coordinated attack*—Up to three units can attempt to charge one single unit of the enemy. Add 1d6 inches to movement. (2 cards)

Three-Four

*Ferocious attack*—One unit attempts charge. Add 1d6 inches and plus two to hit rolls in first round of melee. (2 cards)

Five-Six

*Frenzied charge*-- Two unit within 1 inch of each other attempt charge. Add 1d6 inches and plus one to hit rolls in first round of melee. (2 cards)

Seven-Jack

*Target*—Up to two ranged weapon equipped units within one inch of each other can take one action: 1. target any unit in range not the closest to it; or 2. reserve fire for the closest unit that moves into range during the movement Phase. (5 cards)

Queen-King

*Volley*—Up to two ranged-weapon-equipped units within one inch of each other can fire twice. (2 cards)

#### ***Clubs***

Ace-Five

*Rally*—Rally one routed unit or add 2 to the morale of one unit. (6 cards)

Six-Seven

*Seize the initiative*—player can add two to initiative roll for army. (2 cards)

Eight- Ten

*Brace for charge*—Up to two units within one inch can add +2 to their saving rolls against charging units on the first round of melee. UNITS CANNOT MOVE (but can turn up to 45 degrees). (3 cards)



Jack-King

*Shieldwall*-- Up to two infantry units equipped with shields within one inch of each other can add two to saving rolls all turn long against ranged attacks. **UNITS CANNOT MOVE** (but can turn up to 45 degrees). (3 cards)

Jokers

Player picks two the effects of any two cards.

## Appendix A: Fantasy Supplement

### HEROES, SUPERHEROES, AND CHAMPIONS

These characters represent on the board single individual characters of exceptional fighting ability accompanied by an appropriately-powered retinue. Like most characters they can only be killed by another character in individual combat or if a unit has been reduced to five figures or less.

#### 1:5 Scale Rules

A Hero figure can make an attack as a Heroic figure once per round. They can additionally take up to one more hit (failed saves) than normal warriors.

Superhero characters can make two attack rolls at Heroic levels. They can additionally take up to two more hits (failed saves) than normal warriors.

Champion characters can make four attack rolls at Heroic levels. They can additionally take up to three more hits (failed saves) than normal warriors.

At this scale a unit with a Hero-type character embedded in it additionally gets to add one to its morale roll. This bonus can be counted only once.

#### 1:20 Scale Rules

At this scale a single hero (and band) is fairly ineffective. The figures attack roll is made at the same level as other figures in the unit, but he does add +1 to morale rolls. He saves as a Heroic figure, but can only take one hit.

At this scale a Superhero figure can make an attack as a Heroic figure once per round. They can additionally take up to one more hit (failed saves) than normal warriors.

Champion characters can make two attack rolls at Heroic levels. They can additionally take up to two more hits (failed saves) than normal warriors.

### MAGES AND WIZARDS

At 1:5 scale a Mage has a dice pool of 8d6 per game and at 1:20 2d6 per game. At 1:5 scale a Wizard has a dice pool of 16d6 per game and at 1:20 4d6 per game. Mages can take only one hit, Wizards two.

Offensive Spell	One attack at Heroic level per die. Assigned during ranged combat phase. Armor is not counted for save. 10" range.
Defensive Spell	Employed during opponents ranged or melee combat. Automatic save or dispel of effect of offensive spell. 8" range.

A unit with a Mage-type character embedded in it additionally gets to add one to its morale roll. This bonus can be counted only once.

### PRIESTS AND HIGH PRIESTS

Priests can add +1 to the save of a figure within 6 inches (or within an embedded unit) at 1:5 scale eight times a game and twice a game at 1:20 scale. The save ability can also be used to heal another heroic-level character of a hit or to cancel a magical attack die from a Mage or Wizard. They can attack in a round as a Hero if they are also eligible for that status—and if they do not use their saving power that turn. Hits are the same as Heroes.

High Priests can add +1 to the save of a figure at 1:5 scale 16 times a game and four times a game at 1:20 scale. They can attack in a round as a Superhero if they are also eligible for that status—and if they do not use their saving power that turn. Hits are the same as Superheroes.

All save bonuses can be stacked.

A unit with a Priest-type character embedded in it additionally gets to add one to its morale roll. This bonus can be counted only once.



## MONSTERS

Creature	Fighting Capacity	Special Abilities	1:5 Scale	1:20 Scale
<b>Men</b>				
Bandits, Pirates	2		5	20
Berserkers	3	fanatic	5	20
Cavemen	4		5	20
<b>Demihumans</b>				
Elves	3	camouflage	5	20
Hobbits	2	small, marksman	7	28
Dwarves	2	small, tough	5	20
Gnomes	2	small	7	28
<b>Humanoids</b>				
Orcs	2		5	20
Uruk Hai Orcs	3		5	20
Hobgoblins	3		5	
Goblins	2	small	7	28
Kobolds	1	small	7	28
Gnolls	4	large	5	20
Lizardmen	4		5	20
Bugbears	4	large	3	12
Newhonian Ghouls	4	camouflage	5	20
Serpent Men	4		5	20
<b>Undead</b>				
Skeleton	2	undead	5	20
Skeleton Elite	3	undead	5	20
Zombie	3	undead, slow	5	20
Ghoul	3	undead, multiple attacks	5	20

## MAJOR MONSTERS

Major monster figures (critters larger than 3 HD humanoids like Orcs, Goblins, and the like) represent 1-2 creatures at 1:5 scale and 1-5 creatures at 1:20 scale. They are treated as being similar to a hero, superhero, or champion for all rules except the following: Natural attacks are made as "Shortsword or Animal Attack". Weapon attacks are by weapon.

## SPECIAL ABILITIES

*Evasive.* Avoid combat on a roll of 4,5,6. Back up 2" from combat.

*Tough.* Add +1 to save.

*Regeneration.* Add +2 to save.

*Thick Hide.* Automatically counted as Heavy armor.

*Breath or Gaze Weapon.* Always strikes first. At 1:5 ratio strikes 1d3 contiguous figures. Opponent save at -2.

*Fanatic.* All unit figures morale (only) as Heroic.

*Darkvision.* +1 to attack against normal vision opponent at night.

*Flying.* Ignore terrain penalties. Can opt to avoid melee attacks by non-flying critters (if no melee attack made during turn).

*Camouflage.* -1 to be hit if in woods, brush or at night. (Last does not apply to Darkvision creatures).

*Multiple Attacks.* Creature may make extra two attacks per turn. May be taken twice for a total of four extra attacks.

*Marksman.* +1 to hit with ranged weapons.

*Undead.* Only check morale when fighting a Priest or unit embedded with a Priest.

*Slow.* Move at half rate.

*Quick.* Move at double rate.

*Resistance to Normal Weapons.* Can only be hit by Heroic figures or magical attacks.

Size. Weapon Length May be Modified by Height or Length:

Small: creature under 4 feet	-1
Large: creature 7 to 13 feet	+1
Giant: creature 14+ feet	+2

## Appendix B: D&D Conversion

### Heroes, Superheroes, and Champions

The following figures can be compiled together from multiple leveled individuals into a single figure. Any character counted in cannot be counted into a magic user or cleric figure—they can however be leaders and generals.

Type of Figure	Fighting Level
Hero	5-8
Superhero	9-12
Champion	13+

### Fighting Level

Each level of a fighter-class character	1
Each hit dice of monster	1
Each level of a cleric or thief-class character	.75
Each level of a magic-user character	.5
Equipped with minor magic items*	.5
Equipped with average magic items*	1
Equipped with major magic items*	2

### PRIESTS AND HIGH PRIESTS

Priest figure can be made for the total equivalent of cleric levels 4-7. High priests total levels 8+.

### MAGES AND WIZARDS

Mage figure can be made for the total equivalent of magic-user levels 5-8. Wizards total levels 9+.

### MONSTERS

Monsters 3HD and over should be treated as the equivalent of above.

### LEADERS AND GENERALS

Any character over 9th level is automatically a leader if desired. Any character level 3-6 may be a leader if CHA is over 14, and a character levels 6-8 may be a leader if their CHA is over 10.

Any character can be a general if they hold the appropriate rank. However Leadership Level is computed as below:

Leadership	Level
Uninspired	1
Typical	2
Talented	3
Superb	4
Tactical Genius	5

### Leadership Score

CHA 18+	2
CHA 15-17	1
CHA 4-7	
CHA 3-	-2
INT 18+	2
INT 15-17	2
INT 4-7	
INT 3-	-2
WIS 15+	1

## Appendix C: Point Costs

Point Costs (per figure) for those seeking to have balanced battles. A typical range of points per side is 80-200 for a smallish-sized battle, 200-500 for a medium-sized one, and over 600 for large-scale engagements.

### Fighting Capacity

Level 1-Poor	1
Level 2-Soldier	2
Level 3-Veteran	4
Level 4-Elite	8

### Armor

Light	+2
Medium	+4
Heavy	+8
Shield	+2

### Characters

Hero	20
Superhero	45
Champion	100
Leader	10*
General	15*
Priest	20
Priest-Hero	40
High Priest	45
High Priest-Superhero	90
Mage	45
Wizard	100

### Weapons

Longbow	+7
Heavy Crossbow	+7
Composite Bow	+6
Light Crossbow	+5
Short Bow	+4
Javelin	+3
Throwing Spear/Axe	+2
Pike	+4
Lance	+4
Spear	+2
2H Sword, Axe, Mace	+3
Sword, Axe, Mace	+2
Shortsword	+1

\* multiplied by Leadership Level

## Appendix D: Abstract Mass Combat

The following is a system that the designer has found to be useful in quickly running battles large and small that you don't want to represent on the tabletop.

All units are measured and all battle mechanics hinge primarily on a single value, Unit Strength (US), a sum of a number of factors. Unit Strength is computed with a simple formula before the engagement.

### Computing Unit Strength

Unit Strength = Fighting Capacity + Armor Save + Bonus Modifiers x Number of Individuals in Unit divided by a 100.

Bonus Modifiers:

+1 Missile Weapon

+1 Mounted

+1 Shield

+1 for Each Special Advantage (other than mounted or missile).

*Example: a unit of 400 hobbits with FC: 3 and medium armor (AS: 2) plus bows and two special abilities.  $3+2+1+2=8 \times 400 = 32$  Unit Strength*

### Sample Roster

Unit	STR	FC	AS	MV	WP	SA	US
Knights	160	4	5(S)	12	Lance, Sword	Mounted	16
Squires	80	3	4(S)	12	Lance, Sword	Mounted	6.4
Longbowmen	160	3	3	8	Longbow, Axe		1.1
Elven Archers	200	3	3	8	Longbow, Camouflage	Axe	16

### Steps for Conducting a Battle:

1. Check your army rosters noting current unit strengths. Denote percentage of force mounted, using missile weapons, or having special advantages.
2. Either side can attempt to use a Stratagem if eligible.
3. Both sides declare troop numbers and general description of units deployed (special advantages and exact FC can be hidden.)
4. Choose Tactical Posture.
5. Attacker rolls Battle Results.
6. Both sides roll Casualties Inflicted.
7. Attacker can pursue if eligible.

### Stratagems

Before a battle commences, a general can attempt to deploy a stratagem. An attempt can only be made once a week by any particular general irregardless of the result. The base chance to succeed is a modified roll over "12" on 2d6, the leadership

value of the general is added to the roll. Note special modifiers to the success of each trick below.

#### Ambush

+1 to success for each 20% of the army that has the special ability "camouflage" and/or "marksman". Will only work if defender. Modify roll on the battle results by two in your favor. If opponent's tactical posture is "screened attack" modify by one.

#### Flank march

+1 to success for each 20% of the army is mounted, flying, or has fast movement. Modify roll on the battle results by two in your favor if opponent's tactical posture is anything other than "fighting retreat" or "screened attack".

#### Deceptive Deployment

+1 success for each Wizard (+2 for Arch-Wizard). With a successful roll you are allowed to secretly overstate or understate your units troop numbers and FC by half or double in Step 2. Modify the Battle Results by one in your favor.

#### Night/Day Surprise Attack

Battle begins at the choosing of the side using the stratagem. Will only work for attacker (side employing the stratagem gets a bonus of one on the roll if both sides pick offensive postures). Modify roll on the battle results by two in your favor. If opponent's tactical posture is "fighting retreat" modify by one.

#### Field Fortifications

+1 to success for each 20% of the army that has the "engineer" special ability (dwarves for instance). Will only work if defender.

#### Foil Stratagem

+1 for each 10% of army that is light or unarmored mounted or flying. Cancels a successful stratagem by opponent.

#### Evade Battle

+1 to success for each 20% of the army is mounted, flying, or has fast movement. If successful, the battle is not fought and your army retreats 1-6 miles from site.

#### Tactical stance

Before the battle each side must secretly determine one of two postures: an offensive or defensive posture. A superior general (a leadership value 2 and over from that of her opponent) can elect to force a battle and decide either stance.

If both sides select a defensive posture neither side engages the other and are assumed to be delaying for the day. Battle can recommence the following day.

If both sides select an offensive posture, roll a d6 for each side.



The leadership value of the general is added as a modifier. The side with the greater percentage of mounted or flying adds an extra one to the roll. The roll winner chooses to be either the attacker or defender.

Both sets of postures are compared against each other and result in varying outcomes. The offensive player (or attacker) notes any modifiers below.

Posture	Stand and Hold	Refuse Right	Refuse Left	Weak Center	Fighting Retreat***
Frontal Assault		0	0	-2	+1
Attack Right	+1	0	0	+2	0
Attack Left	+1	0	0	+2	0
Envelope*	+2	+1	+1	-1	-2
Screened Attack**	+1	0	0	0	-1

+ or – number: the modifier for the Battle Results table below.

\* may only be used if 25% or more of force is mounted, 15% flying, or if the attacker out numbers the defender by 2 to 1 (determined per creature).

\*\* may only be used if 25% or more of force is range-weapon equipped.

\*\*\* defender will not hold the field no matter battle results. Attacker can not pursue if defender force is 50% or more mounted or 40% flying.

## Battle Results

Compare the ratio of total Unit Strengths of the attacker to that of the defender. Round up or down to the nearest whole number. The attacker rolls once on the table below for the results of the battle.

**Battle Results Table**

d6 Roll	1:4	1:3	1:2	1:1	2:1	3:1	4:1
1 or less	D:CV	D:CV	D:V	D:MV	D:MV	SM	SK
2	D:V	D:V	D:MV	SM	SM	SK	A:MV
3	D:V	D:MV	D:MV	SK	SK	A:MV	A:MV
4	D:MV	D:MV	SK	SK	A:MV	A:MV	A:V
5	D:MV	SK	SM	SM	A:MV	A:V	A:V
6 or more	SK	SM	A:MV	A:MV	A:V	A:CV	A:CV

**A:** Attacker

**D:** Defender

**SK:** Skirmish. Both sides skirmish without engaging. Both sides roll on Casualties Inflicted at -7. No other effect.

**SM:** Stalemate. Attacker rolls on Casualties table at -2. Results apply to both sides. No other effect.

**MV:** Marginal Victory. The victor rolls on Casualties table -2 for his side. The loser rolls +1 for his. Victor holds the field and the loser must retreat 1-6 miles.

**V:** Victory. The victor rolls on Casualties table at -4 for his side. Loser rolls +2 for his. Loser holds the field and can pursue loser who must retreat 2-12 miles.

**CV:** Crushing Victory. Victor rolls on Casualties table at -8 for his side. Loser rolls +4 for his. Attacker holds the field and can pursue.

## Casualties Inflicted

All casualties are measured by their Unit Strength (not per head). Each side chooses how to distribute losses on its unit roster.

Roll 2d6

2 or less	0%
3	10%
4	20%
5	30%
6	40%
7	50%
8	60%
9	70%
10	80%
11	90%
12 or more	100%

## Pursuit

If the victor is allowed to pursue. He rolls again on the casualties inflicted (after the other side's casualties have been removed from the battle proper). The following modifications apply:

Victor's surviving force 10-30% mounted or flying: +2  
Victor's surviving force 30-60% mounted or flying: +4  
Victor's surviving force 60-100% mounted or flying: +8

Loser's surviving force 10-30 % mounted or flying: -2  
Loser's surviving force 30-60 % mounted or flying: -4  
Loser's surviving force 60-100% mounted or flying: -8

## Optional Rule: Healing Casualties

Not all casualties represent the killed or permanently maimed but also include the wounded and/or routed. If an army is not defeated in a particular battle, 30% of its casualties will return to active duty 1-2 weeks time after the battle. The army will lose this advantage if its defeated in that window or conducts a march over half its movement rate.