Lord Merlin's Rules of Engagement

These skirmish rules are designed around the use of large (c. 90mm or 1:20) scale figures. Smaller figures will work, of course, you just have to adjust some measurements accordingly.

THE SIMPLE GAME: Each side rolls 1d6 for each combat: high roll wins and eliminates one opponent figure. Ties are "no effect." If two or more figures (up to three-to-one maximum) gang up on one, then they +1 to +3 to their 1d6 roll. A leader gets to +1 to his roll. A mounted man gets to +1 to his roll: +2 on the turn he is charging (moving into combat).

A longbow-man/crossbow-man figure gets to roll from a distance, and the defender's roll, if lower, means the defending target is eliminated: the crossbow-man gets to +1 to his roll, but only shoots once every second turn (he must stand still to reload); the longbow-man can shoot every turn and reload while moving: crossbows have a maximum range of 30"; longbows have a maximum range of 25".

Movement is 20" per turn per side. You may move as many of your troops as you wish, but the total of movement may not exceed 20". Mounted troops get a bonus of 1" for each inch they move: this bonus is not deducted from the 20" of movement each turn.

A BETTER GAME:

Roll 1d6: high roll decides who moves first. Each figure rolls 2d6 for inches of movement: mounted troops get to +6 inches to their movement.

Weapon attack ranges: pikes out-reach everything else and have a strike range of 4"; spear / pole-arm and mounted lance have a strike range of 3"; two-hand sword or ax have a strike range of 2"; single-hand weapons have a strike range of 2"; unarmed and daggers have a strike range of 1". Crossbows have a maximum range of 30"; longbows have a maximum range of 25". Any enemy figures within range may be selected as an attack target. A single enemy figure may be attacked by any (all) figures in range; choice is up to the attacker.

Roll d6 attack dice for weapon type: single-hand weapons 2d6 (daggers are 1d6 +1): two-hand weapons and pole-arms 3d6: mounted knights 3d6: when charging (moving into combat) they roll 4d6 that turn; and if with a couched lance the charging roll is 5d6. Crossbow gets 4d6; longbow gets 3d6 (but crossbow only shoots every second turn and must stand still to reload: longbow shoots each turn and can move and shoot). Each 4,5,6 rolled is one "hit". Only one target may be selected by a crossbow-man or longbow-man: but in hand-to-hand combat, the attacker may divide his attack dice up and roll them against two or more enemy figures within his weapon range (this has the potential of eliminating more than one enemy per combat round: but it also increases the chances

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of the enemy figures defending successfully). (Modifiers: having the high ground is +1 to your defense value; defending from a fortified position is +1 defend; and above on a fortified wall is +2 defend. Targets of missile fire are +1 defend if half covered, +2 if over half covered, and +3 defend if behind arrow-slits / windows.)

Defender rolls 1d6 defense: +1d6 for each: helmet, shield, mail, armored horse; +2 for plate-mail. Each 5,6 is a successfully defended "hit". If any hits remain, the hit figure is eliminated from the game.

Morale:

If a figure is eliminated, those friendly to it within 3" roll a morale check with 2d6: knights on horse must roll 6 or higher; dismounted knights 6 or higher; hand combat troops 7 or higher; longbow- or crossbow-men 9 or higher: rolling too low means that figure "routs": his next move(s) must be away from all fighting, until he successfully rolls his number or higher: he may not check to recover good morale if he is pursued by an enemy within 10". If the leader or standard bearer is lost, the entire force makes a single 2d6 roll; all those below the roll rout away.

A MORE REALISTIC GAME:

Turn sequence:
·Roll 1d6 to see who moves first: high roll chooses.
·All movement is first (and routing figures move before anyone else).
·Shoot all missile troops. Effects are simultaneous.
·Roll all melee combats: longest weapon reach rolls first.
·Morale checks are rolled last; and recovery checks for those already routing that are
 not being pursued.

Movement:
4" per turn at a "walk" for all troops; foot armed with quilted jack only OR shield only — "run" at 10" per turn: foot armed with mail only OR quilted jack and shield — "run" at 8" per turn: armed with plate-mail OR mail and shield — "run" 7" per turn; dismounted knights can "run" 6" per turn: mounted knights and "heavy" cavalry can "trot" at 8" per turn and "run" at 14" per turn; "medium" / "light" cavalry trot 10" / 12" and "run" 16" / 18" respectively. Maneuvering is limited to 90 degrees of facing change per turn at a "trot" for mounted knights; no troops at a "run" may turn at all or face other than directly ahead; at a "walk" all troops may turn about or face at will. Movement from one speed to the next fastest or slowest speed is by whole turn; e.g. stand, walk, trot, run, trot, walk, stand.

Terrain modifiers: woods and climbing levels not higher than 2" per level: "rough" ground: ALL, walk speed only. Levels 3" high, up one per turn with no forward movement

or attacking. Levels 4" to 6": move onto only if a friendly "boosts" up: no forward movement and no attacking that turn. Higher levels require ladders/stairs; and climbing/descending is at one storey per turn at a walk: one figure per ladder/stair per turn. (Optional: laying down eliminated — dead and wounded — bodies creates a barrier to movement: foot troops may pass over such only once the enemy is no longer attacking/defending from across the fallen; but mounted knights and other cavalry must go around fallen bodies or risk a falling horse: roll 2d6 each turn of passage over the fallen: 2,3,4 means a fallen horse at walk speed: at a "trot" the chance of falling goes up to rolling a 2-6: at a "run" crossing fallen bodies will drop the horse with a roll of 2-8. If the horse drops, the knight is eliminated with a roll of 10-12 at a walk: 9-12 at a "trot"; 7-12 at a "run".)

Missile fire:
Longbows have a maximum range of 25"; crossbows have a maximum range of 30". Longbows may shoot every second turn and shoot and reload while moving at a "walk". Crossbows may only shoot every third turn and may not move during the two turns it takes to reload.
The 2d6 roll to eliminate their chosen target is:
· mounted and dismounted knights: longbow = 11,12; crossbow = 10,11,12
· foot with plate-mail OR mail and shield: longbow = 10,11,12; crossbow = 9,10,11,12
· foot with mail only OR shield and quilted jack: longbow and crossbow = 9,10,11,12
· foot with quilted jack only OR shield only: longbow and crossbow = 8,9,10,11,12
· foot with no armor protection: longbow and crossbow = 7,8,9,10,11,12

Modifiers for cover: half covered target = +1 to the needed dice roll to hit (e.g. 8 or better becomes 9 or better to hit); over half covered target = +2 to needed roll; target behind windows or arrow slits = +3 to needed roll.
If the eliminated target is a mounted knight, roll 1d6: 1-4 = the horse is hit; 5,6 = the knight is hit. when his horse is hit the knight is eliminated by the fall with a 2d6 roll of 10-12 at a "walk": 9-12 at a "trot"; 7-12 at a "run".

Broken weapons: a roll to hit of 2 or 3 means the missile weapon is broken beyond repair for the duration of the game.

Hand to hand combat:
Longer weapons attack first; pikes out-reach everything else and have a strike range of 4"; spear / pole-arm and mounted lance have a strike range of 3"; two-hand sword or ax have a strike range of 2"; single-hand weapons have a strike range of 2" (note that strike range of single-hand weapons is the same as that for two-hand weapons; but single hand weapons only "attack back" if two-hand weapons fail to get a DB/m or DE result); unarmed and daggers have a strike range of 1". Any enemy figures within range may be selected as an attack target. A single enemy figure may be attacked by any (all) figures

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within strike range; choice is up to the attacker. Shorter weapons that are not driven back (DB/m) or eliminated (DE) may "attack back"; equal length weapons attack simultaneously, i.e. results are simultaneous.

Total the attack dice. Unarmed = 1d6 -1; daggers / improvised = 1d6; pikes / spears / single-hand weapons = 2d6; two-hand weapons / pole-arms / mounted with single-hand weapons = 3d6; mounted and charging = 4d6; mounted and charging with a couched lance = 5d6. An outnumbered figure may divide its attack total between two or more opponents.

Compare the attack total with the defensive value of each figure attacked:
· mounted knights = 14
· "heavy" cavalry = 12
· dismounted knights = 11
· foot with plate-mail OR mail and shield OR "medium" cavalry = 10
· foot with mail only OR shield and quilted jack OR "light" cavalry = 8
· foot with shield only OR quilted jack only = 6.
· foot with no armor = 4

Defensive value modifiers:
· fortified position +25%
· fortified position with height advantage +50%

Attack total minus defensive value produces a positive or negative number: roll 2d6 on the Point Spread chart for each attack result: only outnumbered figures may roll more than one attack result on the Point Spread chart — one results roll per enemy figure within weapon range — by dividing their attack total as evenly as possible between the total number of enemy figures being attacked:

Point Spread

Roll	-14>-10	-9>-5	-4>-1	-0-	+1>+2	+3>+4	+5>+7	+8>+10	+11>+14	+15>+18	+19>+21	+22>
2	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-	DB	DB
4	-	-	-	-	-	-	-	-	DB	DB	DB	DB
5	-	-	-	-	-	-	DB	DB	DB	DB	DB	DBm
6	-	-	-	-	DB	DB	DB	DB	DB	DB	DBm	DE
7	-	-	-	DB	DB	DB	DB	DBm	DBm	DE	DE	DE
8	-	-	DB	DB	DB	DB	DBm	DE	DE	DE	DE	DE
9	-	-	DB	DB	DBm	DE	DE	DE	DE	DE	DE	DE
10	-	DB	DBm	DBm	DE	DE	DE	DE	DE	DE	DE	DE
11	DB	DB	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE
12	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE	DE

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Modifiers to the Point Spread results roll:
•Champions +1. Heroic-level characters +2 or +3
•Your starting player character +1
•Fortified position OR high ground ("good" ground versus opponent crossing "bad" ground) +1
•Fortified with height advantage +2
•Attacking opponent from behind; or one that is routed +1

DB: "Defender Back"; move the non-attacking figure back c. 2": if the defender has the shorter weapon he may not "attack back".
DBm: as above, but also make a morale check; failure to roll high enough on 2d6 means the defending figure routs (see morale rule below)
DE: "Defender Eliminated"; remove the defending figure: if the defender had the shorter weapon he may not "attack back"

(Note: being driven DB and DBm from a level 3" to 6" high will cause a "fall" if a 2d6 roll of 2,3,4 is rolled: roll again for effect: 10,11,12 will eliminate the falling figure and any figures he falls on must roll also. Similarly, falling from ladders that are pushed over will eliminate the climber on 10,11,12. The first turn the ladder is placed, defenders can attempt to push it over: if "pushers" are half to equal in numbers to ladder "placers" roll on the +1>+2 column and get any DB or higher result to put the ladder down: if "pushers" are more numerous than "placers" roll to put the ladder down on the +8>+10 column.)

All attacked figures with weapons of equal length may now "attack back". Shorter weapons which were not driven back or eliminated may now "attack back": longer weapons which keep driving back the enemy cannot be attacked back until they fail to roll at least a DB result against the shorter weapon. (Note: the results of "attack back" – or simultaneous equal-range combat – can result in mutual DB, DBm or even DE results within the same combat turn.)

Example: a soldier in quilted jack with a halberd versus a mounted knight with a sword: the halberdier has the longer weapon and gets to attack first: the halberd gets 3d6 and rolls a 10: the mounted knight's defense value is 14, so the halberdier rolls on the Point Spread chart for his results on the -4>-1 column: any roll of 8 or better will keep the mounted knight at a distance and he will not get to "attack back". But if the halberdier rolls a 7 or less, then the knight gets to "attack back": he is entering combat (charging) with 4d6: he rolls a total of 14: the defense value of a quilted jack is 6: so the knight's 2d6 roll for effect is on the +8>+10 column: a roll of 8 or higher eliminates the halberdier. If the knight is being engaged by two halberdiers, and he can "attack back" on both, he may opt to do so by dividing his 14 into 7 each: he rolls

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twice on the +1>+2 column. If he was faced by three enemy figures, and each failed to keep the knight off, he could divide his 14 attack into 5, 5 and 4: which would give three attack result rolls, two at -1 and one at -2 — or all on the -1>-4 column.

Broken weapons: any roll on the Point Spread chart of 2 or 3 results in a broken common sword / hand weapon, lance or pike / spear; a roll of 2 breaks pole-arms, knightly swords or daggers.

Morale:

When a morale check is required it is made with 2d6: knights on horse must roll 6 or higher; dismounted knights 6 or higher; hand combat troops 7 or higher; longbow- or crossbow-men 9 or higher: rolling too low means that figure "routs": his next move(s) must be at maximum speed away from all fighting, until he successfully rolls his number or higher: he may not check to recover good morale if he is pursued by an enemy that is within range of their charge movement.

•If a figure is eliminated, those friendly to it within 3" each roll a morale check.

•In hand to hand combat, a result of DBm requires a morale check on the defender.

•If the leader or standard bearer is eliminated (captured) the force makes a morale test: a single 2d6 roll affecting everyone, and any failing (below the number rolled) will rout.

•If 25% of the total force is eliminated or routed, the balance makes a single 2d6 morale roll. Troops defending inside a fort / castle do not make a 25% casualty check. Attacking troops already moved inside a fort / castle are immune from the effects of any required 25% casualty morale checks.