

Medieval Skirmish Rules



Version 4

Tyneside Wargames Club

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Medieval quick play rules (V4)

Figure types:

All figures are armed and equipped as depicted on the model.

Horses can be	: Courser - 3 pts. : Rounsey - 2 pts. : Nag - 1 pt.
Men can be	: Lord - 4 pts. : Knight - 3 pts. : Sergeant- 2 pts. : Peasant - 1 pt.

Weapons can be	: Longbow - 1 pt. : Handgun - 1 pt. : Shortbow – Free. : Javelin/Darts etc- Free : Polearm - 1 pt. : Sword/axe mace etc. - Free
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Crossbow – Free. Staff sling – Free. Sling – Free. Spears/Lances – Free. Improvised weapon- free Dagger etc. – Free

Armour can be:

Unarmoured (U):	No armour except helmet- Free
Padded (P):	Leather/Aketon/Quilted etc - 1 pt.
Light Armour (LA):	Mail/Good Jack etc. - 2 pts.
Armoured (A):	Partial Plate body armour- 3 pts.
Full Armour (FA):	Complete Plate + Mail- 4 pts.

Shields can be:	Large Shields – 24" or more across - 2 pts. Small Shields – Smaller shields . - 1 pt.
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The total cost of a figure is the total of Man ,Mount ,Weapons , Armour and Shield.

Organisation:

Figures should be chosen from the relevant army list , which should be used as guides only.

Figures in a force should then be divided into groups, which should be composed mostly of figures of similar class and armament.

Lords act as Individuals, but can attach themselves to other groups freely at any time.

Figures composing a group should try to remain within 2" of each other, unless detached for a specific purpose, messengers, scouts etc.

Play Sequence:

The game is played in the following order;

- (1) Player 1 moves his units (not routers), and shoots with them.
- (2) Both players calculate the result of any close combat.
- (3) Both players move routers.
(NB: Any morale checks are taken as required.)
- (4) Repeat the above sequence with the other player as player 1.

Movement Rates:

Units move as the owning player decides, at the following Movement Rates;

Unarmoured infantry:	8" -Rout/Charge 10" - Evade 4+d6".
Other infantry:	6" -Rout/Charge 8" - Evade 2+d6".
Courser/Nags:	8" -Rout/Charge 16" - Evade 10+d6".
Rounseys:	8" -Rout/Charge 18" - Evade 12+d6".

Half speed if Shooting, or crossing a low linear obstacle on foot.
Figures move at -1" per light wound, -2" per Wound.
Count double distance of movement through difficult going or up a steep hill, or up a ladder.
Crossing obstacles over man height take a full move.

Figures may only charge to make contact with enemy figures, and may only evade to avoid contact by enemy.

Morale:

Test when group;

- (1) Suffers a casualty.
- (2) Attempts to Charge/is being Charged.
- (3) Lord is Wounded or worse within 24".
- (4) Attempting to rally (before each Movement phase).

Throw 1d6:	+2: Lord with unit. : Group winning melee.
	+1: Knights form most of unit. : In cover/Uphill of nearest enemy.
	-1 : Being charged by greater numbers or better quality enemy ,or by better armed enemy. : Peasants form most of unit. : Per 25% of unit Killed, Disabled Wounded, Pushed back.
	-2: Group losing melee.
	-3 : Mounted , charging spears frontally.
	-4 : Routing.

Result:	1	May not advance toward enemy in next move.
	0	Attempt to Form line on any figure in the unit.
	-1	Fall back to form line on the rearmost figure in the unit, unless defending either a hilltop, wall or barricade etc
	-2+	Rout.

Routers may neither fight or shoot.

They move immediately at time of test, then during their own sides movement. They move away from the nearest enemy in sight, and towards the nearest table edge.

Figures which leave the table may not return during the game.

Routers may check (on Morale chart) to rally before their movement phase in any turn when they are not within 6" of enemy.
Routers rally if the test result is +1 or better.

Shooting:

This is calculated for individual figures. Enemy figures may be targets, if a direct line can be drawn from the centre of the shooting figures base to the centre of the target figures bases, and may be over another figure the shooter is in base to base contact with. *Individual figures within a group may not normally be targeted separately.*

Any figures within 2" of this line are treated as part of the target group, though not for range calculation.

If a hit is scored, randomize the result among the target group and any figures within 2" of them (*or the target line- see above*)

At short range, Shooters can target individual figures in clear sight. If they miss, the shot hits a random figure within 1" of the target figure on a 3+ (D6). Figures in melee may not be chosen as targets-though they can be part of a target group if within 2" of them.

Loading:

Times are as follows;

- Most weapons can load and fire in one turn.
- X-Bows/Staff slings must spend 1 move stationary between shooting turns.
- Handguns must spend 3 moves stationary between shooting turns.

Ranges:	Short	Medium	Long
Bows/Staff slings:	8"	24"	48"
Crossbows:	10"	30"	60"
Slings:	10"	20"	30"
Hand hurled:	4"	10"	18"
Handgun:	3"	12"	24"

Shooting effect is calculated by an opposed roll between the target group and the shooter.

(A) Shooters roll: 1d6; if peasant.
 1d8; if sergeant or better.
 -1 to roll per wound shooter has.

Targets roll: D8; Short range.
 D10; Medium range.
 D12; Long range.

And D6; if shielded or in cover/in contact and behind a shielded man.

(B) Dice at this point to see which target group member is hit.

(C) Calculate effect; if either target roll beats shooters roll, the shot misses. Otherwise, compare the highest target roll with the shooters roll on chart below.

Die roll difference	Target Armour class					
	U	P	LA	A	FA	
1	LW	-	-	-	-	-1 to difference if rock/sod.
2	LW	LW	-	-	-	+1 to difference if Crossbow, Longbow or Staff sling.
3	W	LW	LW	-	-	+2 to difference if Handgun.
4	W	W	LW	LW	-	
5	K	W	W	LW	LW	
6	K	K	W	W	LW	
7	K	K	K	W	W	
8	K	K	K	K	W	
9+	K	K	K	K	K	

NB:If shooter scores a maximum on his dice, and the target throws a 1 on his Range die , the target is killed automatically.

Close Combat:

Melee occurs when opposing figures are in base to base contact. When figures charge into contact, any figures contacted by the charge turn freely to face the best most dangerous opponent.

Missile armed figures may choose to evade if charged, and make an evade move away from any chargers. This prevents them shooting in their next move.

- A figure may be engaged by up to 4 opponents, up to 1 on each of his figures 4 sides, or by spearmen fighting over other spearmen already in base to base contact. Spearmen cannot fight overhead in woods etc.
- Spearmen and Polearms may choose to strike the mount of an opponent if they choose, others will hit the rider only.

- Figures may only fight to front, unless mounted who can fight to either flank as well.
- Each round of melee, both sides throw a dice;
 - Non Combatants: -D4
 - Peasants: -D6.
 - Sergeants: -D8.
 - Knights: - D10.
 - Lords: -D12.

Dice modifiers are:	+2; Large Shield unless facing polearm/ Behind palisade etc
	+1: Small Shield.(Not if behind palisade!) unless facing polearm : Group Charging. If move at least 3". : Uphill of enemy. : Mounted on Courser.
	-1 : Per Light Wound. -2 per Wound : Per enemy over 1 you are fighting. : Mounted on Nag.

Compare the modified results, the loser (and any unengaged figures in the way!) are pushed back 1 base depth (if possible). The loser also suffers the result below;

Armour class						+2 to difference if hit by Polearm or by charging mounted Lance/Spear. -1 to difference if hit by Dagger or by Improvised Weapon. NB: P/B = Push back 1 base depth NB: LW = Light Wound. W = 2 Light Wounds. K = Killed.
Dice Difference	U	P	LA	A	FA	
1	-	-	-	-	-	
2	P/B	-	-	-	-	
3	LW+ P/B	P/B	-	-	-	
4	LW	LW+ P/B	P/B	-	-	
5	W	LW	LW+ P/B	-	-	
6	W	W	LW	P/B	-	
7	K	W	W	LW+ P/B	P/B	
8	K	K	W	LW	LW+ P/B	
9	K	K	K	W	W	
10	K	K	K	W	W	
11	K	K	K	K	W	
12+	K	K	K	K	K	

NB: Figures without room to be pushed back take a Light wound instead.

Push backs and Following up:

If a figure beats another in combat and pushes him back or kills him, the winning figure may move into the space vacated by his opponent if he chooses. Figures cannot be pushed back if this would meet enemy figures or solid obstacles above knee high. Friends in melee can be passed round/through instead, other friends are moved back to make space for the push back.

Shield Use:

Shields cannot be used by figures using a 2 handed weapon this turn, or shooting with any weapon other than hand hurled.

Breaking off:

Figures engaged frontally may only break off if they beat the enemy's modified die roll in any melee turn.

Break offs are up to 1" directly away from the enemy. This can be used to replace a front rank man with one from directly behind him in combat.

Notes on Cavalry:

Mounted figures should follow the following rules;

- After charging into melee, Mounted figures should move a further 2d6" on, after melee,(knocking any foot figures over that they encounter). Figures should dice singly for this.
- Mounting and dismounting takes a full move.
- Figures falling from horses take a wound on a 6 (d6). Figures so fallen, or knocked down by a mounted charge, take half of their movement to stand up again.
- Cavalry may wheel 45' per ¼ move.

Effect of Wounds:

Wounds diminish missile/melee effect as detailed above.

Also; 4 Light Wounds equivalent results in a figure becoming Disabled (Treat as killed).

Earthworks:

- ❖ Figures fighting from behind defences count as though using large shields. They do not count as uphill, as they are impeded by the palisade.
- ❖ They always have ammunition reserves of hand hurled weapons. Even figures without missile weapons count as throwing rocks and similar things.
- ❖ When fighting over a parapet only 1 man may fight a man at the top of the ladder. Men with spears may fight in support if next to the man in combat.
- ❖ If the Attacker wins he enters the defences. If he is pushed back he and the ladder are cast down causing a wound on the falling man on a 6(d6), Serious wound on a 7, kill on a 8. +1 to the dice per 1" fall!

- ❖ Siege engines have a range of 80", and always count as firing at Short range. The crew determine the quality of the Shooting!.
- ❖ Wooden structures count as Protected armour.
More sturdy structures count as Light Armoured.
- ❖ Buildings and structures count as 10 men equivalent as a rough guide.
- ❖ 2" of Palisade counts as 10 men equivalent.
- ❖ Earthen banks count as 50 men equivalent
-- Occupants cannot be targeted directly by Siege engines, however;
- ❖ When a Kill is scored on a structure, a random occupant throws a D6:
1-3: OK . 4: Light wound. 5: Wound 6: Killed.
- ❖ Once 10 men equivalent have been Killed or Disabled, the building collapses, killing occupants on a 3+ (D6).
- ❖ Fire weapons or men with lit torches set light to unprotected wooden structures on a 5+ (D6). These cause a Kill on a building on a 3+ (D6) each enemy turn they are alight.
Fires are extinguished if any figure within 2" doing nothing else that turn scores a 6 (D6)

Army Lists

: Nationality	Number	Type	Max. Armour	Compulsory equipment
Normans:	1	Lord	LA	Spear, Large shield,
	1-4	Knight	LA	Sword, Courser.
	Or	Sergeant	LA	Spear, sword, Rounsey.
	0-20	Sergeant	LA	Spear and/or sword.
	0-6	Sergeant	LA	Polearm.
	0-6	Sergeant	LA	Shortbow/Crossbow.
	0-20	Peasants	P	- (Max. 6 slingers.)
Saxons:	1	Lord	LA	Sword.
	1-4	Knight	LA	Spear, Large shield.
	0-30	Sergeant	LA	-(Max. 6 Polearms.)
	0-30	Peasants	P	-(Max. 6 Bow/Sling.)
Vikings:	1	Lord	LA	Sword, Large shield.
	1-4	Knights	LA	-
	or	Berserks	LA	-
	20-50	Sergeants	LA	-
	or	Peasants	P	-
NB: Berserks' count as in LA due to toughness NB: Vikings can field up to 6 Bow/Sling.				

(NB: All these lists are a guide only- feel free to tinker).

These can be used as a guide for other armies- with a few modifications.