



This Weak Piping Time of Peace

A Wars of the Roses game with toy soldiers



1. Dice for Initiative. Winner decides to move 1st or 2nd. Complete each phase in turn before moving to the next.

2. Take Control tests for men not in command radius (4") and not in combat. King's command radius is 6".

Roll 1 D6

1-2 = May move towards Captain, otherwise Halt.

3-4 = Do as the player wishes.

5-6 = Repeat last move.

+1 to die roll if retiring or in pursuit.

3. First Shooting. Longbowmen and crossbowmen may shoot at targets within 12" (+2" if uphill).

Crossbowmen may opt to reserve their shot until the second shooting phase. If they do so they must remain stationary for the rest of this turn.

4. Move. From right to left:

Dice to move Captains and move them the full distance rolled.

Move any or all of the men of a retinue in the same direction as their Captain, starting and ending within his command radius. No need to measure distance.

Dice to move any men who wish to move and started beyond command radius, or who wish to move in a different direction or speed than their Captain.

Archers who move may not shoot in the second shooting phase.

Men in combat with enemy from a previous turn may not move.

All movement must stop 4" short of enemy to the front. All may stop up to 4" short of difficult terrain.

5. Second Shooting.

Stationary longbowmen who did not move, may shoot even if they shot in the first shooting phase.

Stationary crossbowmen who reserved their shot from the first shooting phase may shoot.

Men who choose to shoot in this phase may not charge.

6. Declare Charges and move into combat.

Declare which Captains intend to charge. To do so they must be within 4" of target if foot, 10" if mounted.

Any or all of a charging Captain's retinue that was within his command radius at the start of this phase may follow the Captain to charge into contact. Not all are obliged to do so. All must end their move within the Captain's command radius. No need to measure.

Men who were beyond their Captain's command radius at the start of the combat phase only charge if their Captain is already in combat, or if they are pursuing or continuing previous turn's charge move.

Crossbowmen may never charge. Longbowmen may charge if they did not shoot in the second shooting phase.

Mounted men that did not declare a charge may countercharge (unless on a forced halt) if charged by enemy, even if they are beyond command radius of their Captain.

Move men who wish to charge. If within 4" of target simply move them into contact. If beyond, roll 2 AvD to determine move distance. If they fail to reach enemy they must continue to move towards them the following turn.

7. Resolve combat

Dice to determine hits. If a man is fighting two or more opponents, he must choose which one to engage.

8. Morale check. Take for entire retinue in combat that had more men killed than enemy; or if leader killed or retiring.

Roll 1 D6:

1 = All men in the retinue must retire 2 AvD inches until 12 inches from enemy.

2-6 = carry on.

-2 to roll if leaderless or leader retiring this turn.

-1 to roll for each other man killed or retiring this turn

9. After Combat Moves.

Take step-back, retire and pursuit moves resulting from combat and morale.



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Shooting. Roll 1 D6 per man shooting.

6 = Hit

5 = Also hit targets within 4", unless in cover

+1 to die roll if target mounted

Target rolls dice of death for each hit:

1 = killed.

2 = wounded. Halt for the remainder of the turn.

Second wound = killed

3-4 = stunned. Halt for the remainder of the turn.

5-6 = no effect.

+1 if fully armoured hit by longbow.

Move Distances

1 or 2 AvD (player's choice) x inches.

Maximum 1 AvD in difficult terrain.

Full distance rolled must be moved except that all movement must stop 4" short of enemy to the front.

Men at Arms may not enter woods or marsh except on a road.

Non wounded may add 2" to retire move.

Pursuit

If all a man's opponents retire, he may pursue 2 AvD x inches if there is no other enemy within 2".

Mounted men must pursue in this circumstance.

If the pursuer catches the opponent he gets an immediate **free hack** with as many dice as he would normally have in combat, killing his opponent on a result of 4-6. All other results have no effect.

Combat Resolution

Roll D6s for each man in contact

Men-at-arms - 2 dice each

Billmen and archers - 1 die each

Results:

6 = Hit

5 = Hit unless:

Archers;

In difficult terrain; or

Opponent has advantage of ground.

Die roll modified by:

+1 if mounted charging, except against stationary Billmen or Men-at-Arms on foot.

+1 if stationary Billmen charged by mounted.

-1 if wounded.

If result needed is more than 6, that man cannot score a hit.

Roll dice of death for each hit:

1 = killed.

2 = wounded. Retire 2 AvD x inches.

3 = wounded. Mounted retire, foot step back 4". Must halt next turn.

4 = stunned. Foot step back, mounted retire. Must halt next turn.

5 = stunned. Optional foot step back or mounted retire. Must halt next turn.

6 = that investment In armour paid off. No effect. May move normally next turn.

+1 to roll if fully armoured.

Notes

Second wound = killed

Fully armoured = man at arms on foot, or man at arms on caparisoned horse.

Halt = make no further moves for the whole turn including charge or countercharge.

Combat results take precedence over shooting results, shooting results take precedence over control test results.

Stationary = did not move or charge that turn.

Direction of facing does not matter. Players may adjust facing for aesthetic purposes still counting as stationary.