

Movement

1 AvD + 1 optional D6 x inches.

Move full distance except stop at 2" from enemy to front.

May stop short to prevent interpenetration of friends or entering or crossing difficult terrain..

Non- Blood Lust, may stop short if wishing to line up with friends or conform to terrain feature, This must be declared in advance of dice throw.

Units within 2" of leader and moving in the same direction move on same dice, others dice individually.

Rout, retire, pursue: Unformed. Roll max dice.

Fatigue: Formed units 1 DP each time 5 or 6 is thrown

Difficult Terrain: Unformed if moving through or across.

Manoeuvre

Change Direction: become unformed. Move stands independently into new position. May re-form next turn

About Face: ½ move. Turns to the flank are not allowed.

Side-step/step back/step forward (A & B Grade only). 1 move. Shift up to 2". No dice required, no DPs.

Embark/Disembark: ½ move. Become unformed

Form up Unformed. 1 move unless in combat.

Interpenetration: Both units become unformed.

Rest and Reform

Remain stationary to remove DPs as follows:

A & B Grade: 1 per turn if not in combat

C Grade: 1 per turn if beyond 2" of all enemy

D Grade: 1 per turn if beyond 8" of all enemy

Missile Exchange

Range 2". Roll 2 D6 for each stand shooting.

½ dice (round up) if target is a retinue or in cover.

6 = Hit. Target drops 1 Aggression Level per hit if above Present. Otherwise 1 DP per hit.

Charge Test

Blood Lust charge automatically, others Roll 1 D6 for each unit which declared a charge: Test the Retinue first within each contingent, then follower bands from right to left.

4-6 = charge. If fail remain stationary.

+1 if retinue with leader present

+1 if Ready for Battle

+1 friendly unit charging within 2"

-1 if unformed or 2+ DPs

+1 if A Grade

-1 if D Grade

+1 if Battle Standard within 2"

Risk to Leader

1 D6 if missile hit or engaged in combat. '1" roll again:

1 = killed

2-3 severe wound loose 2 LP

4-6 light wound loose 1 LP.

0 LPs = Leader killed.

Combat

Roll D6 *per engaged stand*: A Grade 6, B Grade 4, C Grade 2, D Grade 1.

Add or subtract dice *per engaged unit* for the following:

+2 Blood Lust

+1 Ready for Battle

-2 Shaken

+2 Each unengaged friendly stand on the flank

+1 Charged this turn*

+1 Following up opponent that fell back

+1 Heroic champion or battle standard attached

-1 Each DP on every engaged unit*

* charge combats only

Always roll at least 1 die.

6 = hit if unformed; charged from behind flank/rear or fighting to flank/rear only; vs advantage of ground.

5-6 = hit in other circumstances.

Automatic hit if a leader is fighting in the combat.

Combat Results

Compare difference in hits:

5+ Victory. Raise two aggression levels, pursue/follow-up

+2/4 Success: Raise one aggression level, pursue/follow-up

+1/-1 Inconclusive. Each take 1 DP. Refight as non-charge combat. Second inconclusive each take 1 DP and separate combatants by 2".

-2/-4 Set-Back. Retire if previously shaken otherwise drop 1 Aggression Level and fall-back.

5- Defeat. Break if previously shaken. Otherwise drop 1 Aggression level, take 1 DP and retire if charge combat, fall-back if not.

All units involved in the combat must share the outcome taking the same DPs and aggression level changes.

Movement after Combat

Loosing units move first.

Follow-up. Move forward to remain in contact with opponent who fell back. Fight another round of combat next turn.

Fall-back. Move back 1 base depth facing enemy. Units unable to fall-back remain in place and receive 1 DP.

Retire. Full unformed move away from the enemy. Units unable to retire remain in place and receive 1 DP. Retiring units break if caught by pursuers. If they outdistance pursuit they may reform next turn or continue to retire a further move.

Break. Full unformed move away from the enemy until they have outdistanced pursuit at which point the broken unit is eliminated. Units unable to move surrender to any enemy within 2".

Pursue. Full unformed move, in an attempt to remain in contact with opponent who broke or retired. Pursuers encountering new enemy automatically charge them. Pursuers who catch routers or retirers get a 'free hack' rolling one die per engaged stand, causing a casualty for every 3+.

Turn Sequence

Determine Initiative. Each side roll D6. Winner decides whether to go first or second, +1 to die roll if one army's commander in chief has more LPs than opponent.

Invoke the Gods. Draw from the 'god pack', leader with Holy Person may use 1 LP to cancel the card and optionally draw another. Results applied immediately.

Leadership. Allocate remaining LPs if not in combat. Apply results. Fight personal combats. Make initial moves if advance signalled. Camp followers remove DPs.

Movement. Control Test if needed. then move or reform to remove DPs. Stop at 2" from enemy.

Missile Exchange. Simultaneously shoot at eligible targets within range.

Combat. Declare and test for charges; resolve charge combat and make resulting moves.

Leader Actions if not in combat

2 LPs: Remove 1 DP from a unit within 2" not in combat.

2 LPs: Change aggression level of unit within 2"

1 LP: Signal the Advance and move immediately as follows: **Shaken** no move. **Present** move 1". **Ready for Battle** move 2". **Blood Lust** move 3". +1" optional for non-Blood Lust if battle standard within 2". May move again in movement phase.

3 LPs: Issue or accept Challenge to personal combat.

1 LP: Call on a Holy person to influence the gods. If both sides do this they cancel each other out.

Personal Combat

Challenge not accepted, leader who refused rolls a D6:

1-3 Loose 1 LP.

4-5 A champion accepts the challenge.

6 No effect.

Challenge accepted, deal out cards. Red = parry, Black = strike, Joker can be either:

Leader with special weapon 8 cards and discard 3

Each other leader or heroic champion 7 cards and discard 2.

Each other champion 6 cards and discard 1.

Procedure

Dice off to determine advantage. +1 if heroic champion

Player without advantage plays card face up. Player with advantage plays next after seeing opponent's card

Both red: No result. Advantage goes to the highest card. If the same dice again for advantage.

Both black: if double opponent's card or better, inflict 1 wound and take advantage. If difference less both take 1 wound. Advantage goes to the player with highest card. If the same dice again for advantage.

Red and black: Red card same or higher the blow is parried. Take advantage. Black card is higher a wound is inflicted. Take advantage.

3 wounds kills.

Kill opponent: +1 LP, unless a champion fought or leader sustained 2 wounds. +1 Aggression Level all units in his contingent. 1 DP on all units in opposing contingent.

No kills: honour is satisfied.

If leader or his champion took 2 wounds, that leader's LPs are reduced by 1.

The God Pack

Number cards other than 3, 5 or 7: No impact

Three: A bad omen. One unit's aggression level, chosen by the opposing player, reduced by one.

Five: Skilled archer revealed. Double dice for one stand of choice in one missile exchange. *

Seven: Fortune smiles. The player may choose to re-roll one set of dice thrown. *

Jack: The effects of too much hard drinking the night before begins to tell, all retinues gain 1 DP

Queen: Beautiful woman inspires the men. Increase aggression level of one retinue of choice.

King: A new hero revealed and immediately challenges an enemy leader to personal combat.

Ace: A leader is seen to be favoured by the Gods raising one leader's LPs by 1. Chosen by affected player.

First Joker: Heavy rain makes ground soggy. DPs for fatigue on die rolls of 4-6, this and following turn.

Second Joker: A major natural event causes terror. Every unit in both armies drops 1 Aggression Level.

* may be retained to play later

Control Test

If >2" from leader or to cease pursuit.

1AvD. +1 each aggression level above Present, -1 if Shaken, +/- 1 optional if A Grade.

2- Shaken Retire. Others Halt. Cease pursuit.

3-4 Act as the player wishes. Cease pursuit.

5+ Blood Lust advance towards the nearest enemy and charge if they come within 2". Otherwise repeat last move. Pursuit continues.

Aggression Levels

Aggression Levels raised or lowered by leader intervention, gods, shooting, combat and the following:

-1 Equal or higher grade unit broken/destroyed in 2"*

-1 Leader killed (applies only to his contingent.)

-1 Battle Standard routing or retiring

+1 Enemy unit broken/destroyed/retiring within 2"*

+1 Win personal combat

* One level only

Disorder Points (DPs)

May be caused by fatigue, manoeuvre, and combat. Also the following:

1 DP a friendly equal or higher grade unit retiring in 2"

1 DP for each Hit from missiles for units with Normal or lower Aggression levels

1 DP for each unit with enemy advancing towards them in 8" before they have signalled the advance

1 DP if failed attempt to charge.

1 DP if their leader lost personal combat

When a unit has 4 DPs any more due to combat, shooting or morale (but not fatigue or manoeuvre) will cause the unit to drop an aggression level. If reduced below shaken a stand is removed as a casualty instead.