

SHIELDWALL

QUICK REFERENCE SHEET

DISORDER POINTS (DP)

- +1** A friendly higher grade SI retires $\leq 2''$
 Formed unit rolls 5 or 6 on move dice
 Cavalry about face
 Shooting hit if Formed-up or Shaken
 Enemy advance $\leq 8''$ before signal
 Lost personal combat
 Berserker Fury 6 rolled
- 1** Leader used 2 LP to Increase Cohesion
 A & B grade rest & recover
 C Grade $>4''$ of enemy D Grade $>8''$
 Camp followers in Leadership Phase
- Max 4 DPs** then -1 AL for each additional DP

UNFORMED

- LI & LC** always unformed. **MI** move $\geq 2''$
 Rout, retire, pursue or evade.
 Difficult terrain move
 Change direction.
 Charged from behind flank
 SI move/charge charged by cavalry
 Interpenetration unless 1 LI & 1 stationary
 Embarking or disembarking from ships.
- Form-up Unformed** Full move if cause removed & not in combat. No Charge this turn.

RISK TO LEADERS

- 1 D6** if retinue shooting hit or fights combat.
1 = roll again
 1 = Killed
 2-3 = Severe Wound. Lose 2 LPs.
 4-6 = Light Wound. Lose 1 LP.
- LPs reduced to 0 the leader is killed.
- Leader killed in combat** retinue fights to death. Shaken eliminated on Set-back/Defeat. Others fall back on a Defeat result
- Leader's retinue eliminated, Roll a D6**
 1-3 = leader killed,
 4 = leader captured,
 5-6 = escapes to nearest A/ B grade

AGGRESSION LEVELS (AL)

- Blood Lust** Wants to get stuck-in
 Must advance
- Ready for Battle** Feeling confident
 Max for Light Troops
- Formed-up** In formation but not eager
- Shaken** No advance towards enemy
 Stand removed if drops further
- Raised or lowered by combat results and:
- 1 Equal or higher grade break/destroy $\leq 2''$
 Leader killed at any distance
 Battle Standard rout or retire any distance
 5th DP+ except from movement
- +1 Enemy non Light break/destroy/retire $\leq 2''$
 Leader or champion wins personal combat
 Opponent broke/evaded when charged
 Shooting hit if above Formed-up
 Leader Encouraged

GOD PACK

- 3. Bad Omen** -1 AL chosen by opponent
- 5. Archer** 2x dice for 1 stand shooting *
- 7. Fortune** Re-roll 1 full set of dice *
- J. Drinking** All retinues +1 DP for drunkenness
- Q. Lady** +1 AL one retinue inspired by her
- K. Hero** Immediate challenge to enemy
- A. Favoured** +1 LP for one favoured leader
- Joker 1** Heavy rain. 1DP on move rolls 4-6
- Joker 2** Natural cataclysm. All units -1 AL
- * may be retained to play later. Others immediate.

MOVEMENT

- Infantry** Move 1 AvD x inches + optional 1 D6
- Cavalry** Move 1 AvD + optional 1 D6 + optional 1 D6 if moved previous turn
- Rout, retire, evade, pursue** Roll maximum dice. Move unformed.
- Closest Approach** Stop 2'' from formed enemy to front. LI fall back in face of formed move
- Formed move** $\leq 22\frac{1}{2}^\circ$ variation of the centre axis or change direction becoming unformed
- Unformed move** Freely in any direction facing all-round
- Side-step or Step-back** Whole move. Shift up to 2''. A & B grade infantry only
- Rest & Recover** Remain stationary and remove DPs as detailed above
- Re-form unformed** Remain stationary, reform facing any direction. May not charge this turn.

GODS & INITIATIVE

Draw from God Pack. May call on **Holy Person, 1 LP** to cancel card and may draw another.

Initiative. Both sides roll **1D6 +1** to score if CinC has higher LPs. High score choose to go first or second.

Complete all Phases in same order before moving to the next.

AFTER COMBAT MOVES

Loosing units move first

Stand Remain in place

Fall Back Base depth face enemy
1 DP if unable

Follow up Remain in contact

Retire Full unformed move away
Break if caught
2 DP if unable

Break Full unformed move away
until outdistance pursuit
then destroyed

Pursue Full unformed move
following opponent.
Free Hack 4+ if catch.
Charge new enemy
Cease on Control Test

LEADERSHIP

AvD for LPs use If leader and affected unit not in combat.

Increase Cohesion 2 LP -1 DP from unit $\leq 2''$

Encourage 1 LP A grade +/- Aggression of unit $\leq 2''$
2 LP B grade **3 LP others**

Issue Challenge 3 LP Fight immediately if accepted

Signal Advance 1 LP
Shaken no move
Formed-up move 1"
Ready for Battle move 2"
Blood Lust move 3"
+1" if battle standard $\leq 2''$ for non-blood lust

Camp Followers attached Remove 1 DP

CONTROL TEST

AvD If $>2''$ of leader or to cease pursuit.

+1 each level above formed-up
-1 shaken. +/- if A grade.

2- Shaken Retire. Others Halt.
Cease pursuit.

3-4 Act as wishes. Cease pursuit.

5+. Blood lust advance & charge.
Others repeat last move.

COMBAT

1 Die per stand. D10 A-B grade SI, **D6** LI/LC, **D8** others.

D6 per unit:

+2 Blood Lust	+1 Infantry charge or follow-up
+1 Ready for Battle	+2 Cavalry charge or follow-up
+2 Opponent Shaken	+1 Champion or Standard attached
	+1 Each opponent DP charge combat

Hit **6+** if unformed, or opponent has advantage ground.
5+ otherwise.

Automatic hit if leader fighting.

Results: Compare difference in Hits

≥ 5 Victory. +2 AL (max Blood Lust) pursue/follow-up.

+2/4 Success. Cav v SI retire. Others +1 AL pursue/follow-up.

+1/-1 Inconclusive. 1 DP. Refight as non-charge combat. If 2nd inconclusive each +1 DP. Non shaken SI fall back. Others retire.

-2/-4 Set-Back. Shaken or Light Troops retire. Otherwise -1 AL. SI facing cav only remain in place. Others fall back

≤ 5 Defeat. Shaken break. Others -1 AL, +1 DP & retire

MOVEMENT

Only Light Troops before signal to advance.

After signal others take initial move, then may move normally.

Stop at 2" from enemy to front.

LI fall back in face of formed advance maintaining 4" distance.

Non-Blood lust may rest and recover.

CHARGES

Berserker Fury 2 D6. 1 DP for each 6 rolled

Blood Lust charge automatically. **LI or Shaken** no charge
Others 1 D6 4-6 = charge otherwise not.

+1 retinue with leader	+1 A Grade, -1 D Grade
+1 Ready for Battle	-1 unformed
+1 friend charging $\leq 2''$	+1 Battle Standard $\leq 2''$

Response if did not declare charge

Shaken break. Non-shaken LI, MI & Cav may evade.
Others stand to receive at the halt.

MISSILE EXCHANGE

Range 4" Light Troops, 2" others.

1 D6 per stand. $\frac{1}{2}$ if v SI retinue; in cover; or LI. Round up, not cumulative.

2x if LI v cavalry.

6 = Hit. -1 AL if above Formed-up.
Otherwise 1 DP