

Movement

- UA Horse: 16 (12)
- PA Horse: 16 (12)
- FA Horse: 12 (8)
- PP Horse: 12/10 (8)
- FP Horse: 10/8 (8)

Formed: 6 (may not charge or move over rough)

Schiltron: 4 (may not charge or move over rough)

Number in parentheses is the type of die to roll if the unit begins on rough terrain. Die roll equals movement factor for that turn.

Charging: Add 1d6 to above numbers. Chargers must rest for 1 turn before charging again.

Shooting

Shooter rolls D12 and if a hit is scored the target makes a block roll according to his protection.

Weapon	Range	Protection	Roll to Block
Javelin	3/6	UA	1-3
Bow/sling	8/16	PA	1-5
Crossbow	12/28	FA	1-6
Handgun	6/18	PP	1-8
Cannon	24/48	FP	1-9

Results
 Short Range: hit on 1-6
 Long Range: hit on 1-3

- Target protection is up one level if in woods or cover.
- Target protection down one level if hit by longbow at short range
- Target protection down one level if hit by crossbow
- Target protection down two levels if hit by handgun
- Target protection UA if hit by cannon

Melee

Basic procedure: Both players roll a D12 and add stripes + weapon factor + tactical factor. Highest adjusted roll kills if equal or greater than victory margin. Ties are continuing mêlées. Die roll may not be adjusted above 12 or below 1.

Tactical Factors

- Mtd. vs. foot: +1
- Charging:* +1
- Vs. unshielded flank: +1
- Axe/warhammer vs. PP/FP ... +1
- Vs. Rear: +2
- Vs. schiltron front: -2
- Foot vs. mtd.: -1
- Vs. uphill: -1
- Vs. obstacle: -1
- Each wound: -1

Weapon Factor

- Improvised: 0
- Spear/pike: 1
- Single hand edged: 2
- Double hand edged: 3
- Mounted lance: 5*

Victory Margins

- Vs. UA: 1
- Vs. PA: 2
- Vs. FA: 4
- Vs. PP: 5
- Vs. FP: 6

- * First round of current mêlée only. Not vs. spears or uphill.
- ** Mounted must move 1/2 of normal move. Foot must move at least 2 inches.

Morale

Check when:

- Leader is killed or captured
- Loose 1/5 of unit in one turn
- Lose standard
- Take casualties from handguns
- Fired at by cannon

Roll D12, add/subtract modifiers below, and compare to the morale chart.

Modifiers

- Each 1/5 of unit lost: -1
- Standard captured: -2
- Leader killed/captured: -3
- Leader in combat or leading: +3

Roll	Elite	Veteran	Average	Militia
1	FB	RT	RT	RT
2	FB	FB	RT	RT
3	NE	FB	FB	RT
4	NE	NE	FB	RT
5	NE	NE	NE	FB
6	NE	NE	NE	FB
7+	NE	NE	NE	NE

FB: Figures fall back 1 1/2 move losing any formation, facing away from the enemy, may not charge on next turn but may move normally and need not rally.

RT: Same as fall back except figures must rally or they keep falling back. Once off the board they are out for good.
 NE No effect

Any figure within 4 inches of a leader or formed/in schiltron is up one level.
 Any figure that cannot see his standard is down one level.

Rally

Roll D12:

- 1-3 Elites rally
- 4-6 Elites and veterans rally
- 7-9 Elites, Veterans, and Average rally
- 10-12 All rally

Any figures that don't rally move toward the board edge and once off are out of the game.

Leader Combat

If a leader is hit the opponent rolls a D12. Leader dies on 1-3. Otherwise receives 1 hit. 3 hits equals elimination.