

Warband

Scales

One figure represents one warrior. The figure should roughly represent what they are.

Ground scale is one inch representing about 2 yards (or 25 mm to 1.8 metres). Four foot on the table therefore represents nearly 100 yards.

Sequence of Play

Set Up Game (scenery, troops and group morale)
Each Turn (alternate bounds for each band in turn)

Issue single combat challenges (if the general melee has not started)
Movement
Fire Missile Weapons (in own bound only)
Hand to Hand Combat
Morale Factors and Resolution

Movement

Movement for each figure must always conform to the table. Figures may move as individuals.

“Rough Going” includes newly ploughed fields and rough pasture. “Difficult Going” includes marsh or bog, dense undergrowth and steep mountainous slopes. The whole move is at the slowest pace.

Troop Type	Good Going	Charge	Rough	Difficult
Skirmishers	6	8	5	4
Other Infantry	4	6	3	2
Light Cavalry	10	13	3	1
Heavy Cavalry	8	11	3	1

- x Charge to combat - only individuals and one deep lines in good going ending in combat. You cannot charge if you are already in, or supporting, close combat.
- x Move to combat is to the nearest, or nearest unengaged enemy. Bodies may not move obliquely into combat. They may wheel, or move men from the back rank.
- x Cavalry - after 4 combat rounds horses are blown. Retire full move next bound. Either dismount or change horses (retire to starting point then pause two own bounds to change horses).
- x May break off from close combat if faster than all opponents. May not fire in the same bound.

Missile Fire - maximum range 16 inches bow or sling, 8 inches javelin

Missile troops not in, or breaking off from, combat may fire once in each of their own bounds. Each shot is taken separately. Throw a single D6 and add the factors below.

Short Range (8 inches or closer, always for javelins)	+2
Archer, Slinger or Thrower moved this bound	-1
Mounted Target (but not animals with no riders)	+1
Target has Shield	-1
Target has Body Armour e.g. mail	-1
Target is Leader or is Heavily Armoured e.g. greaves as well as mail	-1
Target in Partial Cover	-1
Target closer to another enemy or is shot from rear - unless shooting from second line	+2

- x Effect of fire:** 5 or more kills, any less has no immediate effect.
- x Past friends:** only if friends are in 1 rank directly in front of shooter. Infantry can not fire past mounted friends.
- x Target:** is nearest enemy not in close combat or within 2 inches of your friends

Close Combat

Throw a d6 for both figures. Add factors below. Compare the two scores. Check effects table.

Combat Factor

Warband Leader	8
Top Rate Infantry or Heavy Cavalryman	6
Average Infantry or Light Cavalryman	4
Skirmishers	2
Mounted whose horses are not "blown"	2
Using Fortifications	2
Fighting more than one opponent (each additional enemy)	-2
Unengaged enemy to rear	-1
Next to (in line with) Friends (per side) not fighting same enemy	1
Friend directly behind facing, same direction	1
Uphill (may be in addition to fortifications)	1

Difference Effect of Combat upon Loser

5 or more	Kill
4 or 3	Push back (follow up is optional) - if can not be pushed back die
2	Push back (follow up is optional) - if can not be pushed back survive
1	No effect

- x Brawls** - pair off figures one to one as far as possible, if not two to one etc. Main attacker is the toughest, secondary attackers just act as factors.
- x Push Back** - can push back friends facing same direction if not foot pushing mounted.

Game Set-up

Scenery is placed and objectives set by mutual consent or by umpire.

For stand alone games group morale is set to 2 for each band. The following rules are then applied:

1. If behind fortifications multiply your numbers by 3 for morale calculation. Raise morale by 1.
2. Every 25% of your band that your opponent has more than you reduces your morale by one.
3. Every 25% of your band that is top-rate infantry or heavy cavalry increases morale by one.
4. Victims of a surprise attack not expecting to fight have their morale reduced by one

Morale Factors and Resolution

Each band has its own morale. There might be more than one band per side.

Event	Effect on Morale
Each 10% of original strength of band killed or seriously injured	-1
War band leader killed	-2
Enemies within fortification or breach made	-3
Another friendly band routs or leaves the field	-1
Enemy band routs or leaves the field	+1
Significant friendly reinforcements arrive (see below)	+1
Significant enemy reinforcements arrive (see below)	-1
Any friendly band won a challenged single combat	+1
Any friendly band lost single combat unfairly	+2

w Reinforcements (see above)

If significant reinforcements arrive, the reinforced side's morale rises by one and their opponent's falls by one. A significant reinforcement is an extra 25% or more of the original starting strength. The reinforcements may be troops of any quality.

If the opposing war bands are not of the same size it is possible that reinforcements might be significant to one side but not the other. For instance one side's morale could rise when reinforced, but if they were fighting a larger opponent the opponent's morale may not fall.

w Morale Resolution - once at end of each bound if morale is zero or less

Test morale of the bands with worst morale first. If any rout, take the effects into account when doing all further tests. If two or more bands have equally bad morale the player whose bound it is chooses which is tested first.

Throw a d6 and halve the result, rounding down. If the sum of it and the moral would be zero or less the band rout. Otherwise they fight on for the next round, their morale unchanged. (This means that they will need morale tests in future bounds.)

Single Combat Challenges

If the battle has not yet started either side may issue a challenge to single combat. There is no penalty for refusing single combat.

Each side selects their champion. Fighting is to death.

The winner's side always gets a boost of 1 to their group morale. The loser's side gets no boost of morale if the winner fought fairly (with no one else from the winner's side intervening). If the fight was won by treachery and the losing side fought fair the losing side gets a morale boost of 2.

Treachery involves more than one person of the band joining what was meant to be single combat, bow shots or other missile fire at the opposing champion, or significant advance by other members of the band. Letting an animal attack the opposing champion counts as an attack by another member of the band.

If the losing champion was the war band leader or $\frac{1}{10}$ of the band are lost the usual morale penalties apply.

There may be as many single combats as are desired, but they have to take place one after another. If there are multiple single combats you don't have to use the same champion each time.