

Warband v2

Scales etc

One figure represents one person. A figure should roughly represent what they represent. Ground scale is one inch representing 2 yards (25 mm to 1.8 metres). Figures should be individually based. Mounted troops should have slightly wider bases than infantry e.g. 25mm instead of 20mm wide.

Troop Types

Cavalry Leader – May be the leader of a cavalry or infantry band or be the Commander in Chief if there is one. There may only be one Infantry or Cavalry Leader per band.

Heavy Cavalry - includes early knights. They are well horsed cavalry with good training.

Light Cavalry – are less well equipped scouts etc.

Infantry Leader – May be the leader of an infantry band or the Commander in Chief if there is one. There may only be one Infantry or Cavalry Leader per band.

Elite Infantry – are experienced, disciplined and well motivated soldiers. Examples are household troops, remnants of regular Roman units in the “Arthurian” period, or huscarls in the 11th century.

Average Infantry – are not as skilled or practiced as elite troops. Examples include levy spearmen in the “Arthurian” period and fyrd spearmen in an 11th century army.

Skirmishers - Weapons include bow, sling or javelin.

Civilians – are not soldiers but may appear in games.

Army Organisation

Armies consist of one or more bands of between 6 and 35 figures. Each band has a leader who is of a troop type with higher combat factor than the others. A band may contain different troops but would usually be all mounted or all infantry unless a leader of an infantry band was mounted.

Skirmishers must either be no more than 10% of a band or organised into a band of skirmishers. Bands of skirmishers are led by other infantry individuals. All other figures must be skirmishers.

If there is more than one band in an army it may have a Commander in Chief who will be an additional Infantry or Cavalry Leader. A Commander in Chief may not start with their own band.

Bands on the same side but not under a Commander in Chief are allied. If there is a C-in-C, some bands, for instance mercenaries, may be allied rather than under direct control of the C-in-C.

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

 Group Moral (in own bound only)

Game Set-up

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

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. 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.

Each side selects their champion. Fighting is to death, or failure of individual morale test. The usual combat rules are followed except that after a push-back the winner gains an advantage of 1 in following bounds. This is cumulative, but wiped out when he loses combat. If the losing champion was the war band leader or $\frac{1}{4}$ of the band are lost the usual morale penalties apply.

Movement

Figures may move as individuals or formations. Movement for each figure must conform to the distances below.

“Good Going” means grazed or other land easy to move over. “Rough Going” implies un-grazed land, for instance woodland or fields with crops. “Difficult Going” includes marsh or bog, dense undergrowth and steep mountainous slopes. The whole move is at the slowest pace of the move.

Troop Type	Good Going	Along Road	Charge	Rough	Difficult
Skirmishers		8	8	5	4
Other Infantry	4	6	6	3	2
Cavalry	10	10	12	3	1
Horse Cart	4	5	n/a	3	n/a
Hand Cart	3	4	n/a	1	1

- **Charge** - only individuals and formations in good going ending in combat. You cannot charge if you are already in, or supporting, close combat.
- **Moving into 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.

Missile Fire

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

- | | |
|--|----|
| Mounted Target (but not animals with no riders) | +1 |
| Archer, slinger or javelin man moved this turn (crossbowmen may not move and shoot) | -1 |
| Target has Shield | -1 |
| Target is of Infantry or Cavalry Leader type | -1 |
| Target is in Partial Cover | -1 |
| Target shot from rear or is closer to another enemy (shot from the second line does not count) | +2 |
- **Effective ranges:** 16 inches for crossbow, 12 inches for bow or sling, 8 inches for javelin
 - **Effect of fire:** 5 or more kills; any less has no immediate effect.
 - **Past friends:** only if friends of the same band are in 1 rank directly in front of shooter. Infantry can not fire past mounted friends.
 - **Target:** is nearest enemy not in close combat. You can shoot at the second rank from the back if the first rank of enemy is in combat.

Close Combat

Throw a d6 for both figures. Add the combat factor plus any tactical factors. Compare the two scores. Check the effects table.

Combat Factor	
Infantry or Cavalry Leader, or Commander in Chief	8
Elite Infantry or Heavy Cavalryman or chariot	6
Average Infantry or Light Cavalryman, stampeded cattle	4
Skirmishers, wolves and dogs	2
Civilians	0

Tactical Factor	
Mounted	1
Using Fortifications	2
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
Neither leader of own band nor Commander in Chief within 12"	-1
Unengaged enemy to rear	-1
Fighting more than one opponent (each additional enemy)	-2

Difference	Effect of Combat upon Loser
5 or more	Kill. Individual moral test for any rear support.
4	Push back (follow up is optional) - if can not be pushed back die. Individual moral test.
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

- **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.
- **Push Back** - can push back friends facing same direction if not foot pushing mounted.

Individual Moral Test

Immediately after being pushed back with 4 difference and also if the man in front is killed roll a dice for the rear-most figure of that column. If the score is less than the combat factor for the figure it stays. Otherwise it flees.

Group Moral Test

At the beginning of the group morale phase a Commander in Chief can (if they have not already joined a band) join any band of their command (not an allied band) as their new leader. Any surviving Cavalry Leader of the band becomes a Heavy Cavalryman; any surviving Infantry Leader becomes an Elite Infantryman.

If you have lost (killed or fled) $\frac{1}{4}$ of a band the rest of it flees, unless the band has been taken over by the Commander in Chief, in which case it can lose up to $\frac{1}{3}$. If a band leader is killed and has not replaced by the Commander in Chief taking personal command over the band that band flees. A Commander in Chief may only directly take over one band in a game.

Useful Rules for Special Circumstances

Chariots - count as heavy cavalry. A chariot (if present) will usually carry the leader. A chariot driven at infantry only counts as one figure. If it is “killed” the horses die. Throw a d6 for each fighter. A score of 4 or more means that fighter successfully dismounts and can move as infantry next bound.

Dismounting - May exchange mounted figures for infantry during movement phase. If chariots are used, keep chariot but add infantry for dismounted fighting crew. Chariots can not fight until their fighters get back on. If the driver dismounts the chariot can not move until he gets back on.

Battering Rams - Throw a dice. Throwing a ‘6’ breaks through. For any other number recoil one full move.

Civilian Casualties - Civilians unlikely to join in unless personally attacked (usually women and children) do not count towards original numbers and loses for morale purposes. Civilians expected to join in the fight do.

Stampeding Animal - At start of stampede count directions they may escape and number them 1 to 6. (If, for example, there are only 3 escape routes, start giving each route extra numbers. Throw a six and the animal moves in that direction at either light or heavy cavalry pace (which ever is most appropriate). On further moves the animal will swerve by up to 45° to avoid humans, other animals and obstacles.

Surrender (campaign) - Figures may surrender, throw a d6. To accept, young women throw 2 or more, male priests 5 or more, warriors 6 only.

Females fight with a -1 tactical factor if civilian, otherwise without penalty.

Children fight with a -2 tactical factor and are always civilians.