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# WARFARE IN WESTERN EUROPE

## 1050 - 1300

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SCALES: 1" = 25 yards; 1 Figure = 50 men.

### TROOP TYPES:

1. KNIGHTS. These represent knights and a proportion of sergeants as well. They count as a fully armoured target.
2. INFANTRY. These are counted as partially armoured to cover a considerable variation in equipment. Units may contain infantry with both melee and missile weapons.

### QUALITY:

All troops are rated as poor, average or good.

### DEPLOYMENT FOR BATTLE

1. The score of 1 average die = Number of commanders (inc C-in-C) available.
2. Each Division of the army must have a commander. Troops may be divided between Divisions as desired. Infantry may be in units of up to 20 figures, cavalry 10.
3. The position of each Division must be noted in a sketch. Each Division may have up to three lines, each line may contain infantry or Cavalry. Each line may have several units.
4. After setting up the figures on the table in accordance with the sketch orders are written for each Division. Second and third lines of a Division are assumed to have support orders.

### COMMAND AND CONTROL:

1. Possible Orders are:

ATTACK - move towards designated enemy at full speed and attack when within charge range. A unit may only halt if they are infantry faced by Cavalry or are outnumbered by more than 3:2.

ADVANCE - move towards designated enemy at half speed and halt when in charge range. May counter-attack if charged.

HOLD - present position or a specified one to which the unit may advance. Cavalry may counter-charge if they are attacked.

SUPPORT - will ADVANCE and attack after the division being supported has made its first attack or has been attacked.

2. After writing orders roll 1 D10 per commander (except C-in-C) to determine their character:-

1-4: Average, follows orders.

5,6: Reckless, troops under command move faster (see movement rules), and will ignore restrictions on their orders up to odds of 2:1. Always changes his orders to ATTACK and starts one period in advance of rest of the Divisions in the game (except for those also with such commanders of course). Does not count as Divisional commander when attempting to stop pursuing.

7,8: Cautious, troops under his command move slower and will do nothing on the first period.

9,10: Good, obeys all orders, adds one on initiative rolls.

3. Initiative. Units wishing to adopt a course of action contrary to their orders (e.g. change direction, to halt when advancing, etc) must roll 1D6. The score to gain the initiative and change orders will be 5 or 6 but this may vary with circumstances. The score may be set by the umpire or by agreement between the players.

4. Change of Orders. This may be done by the commander riding to the unit and spending one period, during which the unit halts, giving the new order. New orders may not be given to troops engaged in melee.

**RISK TO COMMANDERS:** In melee or rout roll 1D6. The commander is a casualty on a roll of 1 if winning, 1 or 2 if a draw and 1,2 or 3 if losing or in rout. If a casualty roll 1D6: 1,2 dead; 3,4 captured; 5,6 wounded, retire from combat.

**DISRUPTION MARKERS:** All combat results are expressed in terms of disruption markers (abbreviated to 'D' in some cases). These represent disorganisation and casualties and effect morale and combat. They are also placed on units as follows:

Charged and did not make contact	1	Unit routed through	2
Evading	1	Each period of Pursuit	1
Retiring due to poor morale	1	Each period of Rout	2
Unit split	1	"Bunching"	1

**REMOVAL OF DISRUPTION MARKERS.** Units which are over 6" from the enemy, stationary and not shot at or in melee may remove one factor per period or two if its divisional commander is with it.

**SEQUENCE:** 1. Movement 2. Firing 3. Melee 4. Removal of disruption markers.

Test morale as required

#### **MOVEMENT.**

	<u>NORMAL</u>	<u>CHARGE</u>	<u>ROUT/PURSUIT</u>
Knights	1D6+2	1D6+7	13"
Infantry	1D6+2	1D6+3	9"

- a) Units in a Division with a Reckless commander add 2".
- b) Units with a cautious commander subtract 2".
- c) Turns, wheels cause the unit to move at half speed
- d) Knights may only charge three times.
- e) Units within 2" of each other are 'bunched' and take 1 disruption factor each.
- f) Units move at half speed through adverse terrain.

## SHOOTING.

Units must be stationary to shoot. Read shooting factor from range/weapon chart below. Multiply by number of figures shooting. Subtract 0.1 for every 'D' on firing unit. The total divided by 10 is the number of 'D's scored on the target. Roll equal to or less than any remainder on a D10 to score another.

	RANGE	up to 6"	9"	12"
Bow		0.2	0.1	
Crossbow		0.2	0.2	0.1

E.g. 11 men shooting crossbows at 6" who have five 'D's. The shooting factor is 0.2 and times 11 = 2.2. After subtracting 0.5 for the 'D's the final total is 1.8. Thus the shooting unit will inflict 1 'D' and score a second if it rolls 8 or less on a D10.

## MELEE.

Troops involved 1st round - 2 ranks of infantry/1 rank of cavalry. Succeeding rounds - one extra rank. It should be noted that when engaged in melee cavalry do not remain in nice neat lines but for working out possible involvement in melees may be thought of as such.

Total factors, add score of 1D6 and compare the totals of the two sides:

Knights	+4	Moving infantry contacted by Cavalry	-2
Knights charging cavalry	+4	Attacked in flank	-2
Knights charging infantry (front)	+2	Attacked in rear	-3
Infantry	+1	Outnumber opponent	+1
Good quality troops	+1	by 3:2	+2
Unit primarily missile armed	-2	2:1	+3
Each disruption factor	-1	5:2	+4
Division commander with unit	+1	3:1 or more	+5
Army commander with unit	+2	Poor quality troops	-1
Unit contains troops with both		Division commander a casualty	-1
missile and shock weapons	-1	Army commander a casualty	-2

## DIFFERENCE

## RESULT

+6 or more	All troops apart from good quality infantry must pursue, may attempt to rally after one period. 2 'D'
+2/+5	Cavalry must follow up; good quality infantry may follow, all other infantry must follow up. 1 'D'
0/+1	Melee continues. 1'D'
-2/-5	Infantry are pushed back 2". 3 'D'
-6/-9	Rout - move directly away from enemy at full speed. May attempt to rally when out-distance enemy by 6" or more if commander is present. 3 'D'
-10 or more	Rout off battlefield at full speed; cannot rally.

- MORALE:** Test when
- (I) Charging/Being charged
  - (ii) Friends pass in rout within 6"
  - (iii) Attempting to stop pursuing
  - (iv) Attempting to stop routing
  - (v) Shot at and at least 1 disruption factor scored.

Total the following morale factors, roll 1D10 and score more than the morale total to pass.

Each disruption factor	+1	No friends within 6"	+2
Each friendly unit routing within 6"	+2	Attacking Flank or Rear	-2
Enemy to flank/rear	+2	Division commander present	-1
Army commander present	+2	Army commander a casualty	+2
Division commander a casualty	+1	Poor quality troops	+2
Good quality troops	-1		

<u>TESTING SITUATION</u>	<u>FAIL TEST</u>	<u>PASS TEST</u>
Attempting to charge	Halt	Charge
Being charged	Rout	Stand/Counter-charge
Pursueing	Continue	Stop
Routing	Continue	Sop
Shot at	Knights: Charge	Continue
	Others : Halt	Continue
Friends passing in Rout	Halt if Advancing	Continue
	Retire if Halted	Continue
	Rout if Retiring	Continue