

Sequence of Play

Each Turn follow the initiative order.

INI highest to lowest
Cavalry add their mounts INI

Active Mani (Unit that is currently taking its turn.)

Choose an Action

- Rest
 - Move
 - Run
 - Engage/Disengage from the enemy
 - Fight/Fire Missile
 - Move & Fire/Fire & Move
 - Esoteric Option
 - Special Action(load Crossbow, dismount, Change Weapons etc.)
- When in doubt state your intention and get a consensus of the other players as to which command to use.

Command Roll (Command Table)

Roll to determine level of success.
Take Command Modifiers into account.
Command radius is 10" anyone outside this range rolls their individual INI.

Combat

- Target Declaration** Line of Sight
- Range Determination**(Missile/Weapon)
- Defense Declaration**(Miniature Facing)
 - Melee Block(use DF of Weapon)
 - Counterstrike(Use DF of Weapon)
 - opportunity fire use counterstrike table and roll attacker shock before rolling defenders injury from the results
- Dodge (MOV * 5)**
 - 1/2 for high velocity missiles
- Missile Block**
 - 1/2 for non shield type weapons vs thrown weapons and -10 for high velocity weapons like bows,slings.

Ignore

Skill Determination

- Range to target for missiles
- Wounds -10 per wound point
- Cover some terrain provides cover.
- Command Table Mods
- Mounted +5 AF and -5DF vs foot
- Outnumbering -10 / Warrior over 1
- Warrior Higher +10
- Formation Bonus

Roll to determine success of attack

(both roll the active man is the attacker and the other player is the defender.)

Results

- ATA,DTA** Attacker/Defender Tactical Advantage only one per individual combat.
- S,F** stumble or fumble rolls **A** attacker, **B** both, **D** defender
- (A,D,B,M)*d6** rolled for damage
 - Attacker, Defender,Both, Missile**
 - Add the IM of the weapon to the total rolled on the d6 to determine the Damage. Missile weapons use the IM at the range of the Target.
- Block** Roll 3d6 vs WQ if the number exceeds WQ
 - IM 0-3 =-2; IM 4=-1; IM 5-7=0; IM 8=+1; IM 9-12=+2
 - Wooden Weapons Break**
 - Metal Weapons/Shields** (WQ degrade by 1d3, are broken at WQ roll exceeded by 5.)
 - Note Charge, CS blocks add 1d6 to WQ roll
- **Miss**(missiles that miss by 10% have a 20% chance of hitting a nearby warrior/ mount.)
[Option: this can be true for melee if fighting cavalry and the mount would be the target or close fighting]
- Wild** See the wild table for results.

Determine Injuries

- **Glancing Blow** no injury but tactical advantage is earned
- M1** Minor wound -10 skill/ -1" MOV
- S2** Serious Wound -20 skill/ -2" MOV
- G3** Grievous Wound -30 skill/-3"MOV
- K** Kill no skill/ no MOV

Shock Roll

The number in an injury is a wound point (M1=1WP) these injuries are cumulative and after each hit a # of d6 equal to the wound points is rolled. If under the targets PHY the figure remains functional.

PHY= Physical	WIL=Will
INI=Initiative/Command	MOR=Morality
MOV=Move	GAC=General Armour Class
ML=Mastery Level (Skill)	
A/D=Attack/Defense ability of weapon	
WQ= Weapon Quality	IM=Impact
AF=Attack Factor	DF=Defense Factor
SI=Skill Index = Skill /10 hence a skill of 75 has an SI of 7	
RSI Ritual Skill Index	
CSI= Convocational Skill Index (Mage Schools)	

Numbers ending in 0 or 5 are critical (if under your skill they are a success if over a failure)

AF: for Attacks;**DF:** for Defenses
01-05 always success; 96-00 always failure