

New Rules for Later Medieval Battles

Pits/stakes and static defences

Also, for use in Hundred Years War supplement

Treated as difficult ground for movement purposes, so half move for all Units. Can either be a linear static defence - such as stakes or an area static defence such as pits or ditches. Area static defences are 6" by 6". This means that a Unit of Mounted Knights would take at least two Rounds to cross them.

Cavalry must also pass a Unit Courage Test to cross the static defences (must roll 7 or less on 2d6, 8 or less if General with them). If failed, they do not break but remain stationary for that Round. They may attempt to cross again next Round or move away. If moving away through area static defences they do not need to pass a test, but their movement is still halved.

To cross an area of pits Mounted Knights would have to pass two consecutive tests while presumably under fire from Archers.

New Units

New Units added to the list for quick reference below, plus any special rules below.

Unit Name	Move	Terrain	Archery Hits	Range	Melee Hits	Save	Stamina
Mounted Knights	9"	Not Woods	n/a	n/a	1d6+1/1d6	4+	6
Light Cavalry	12"	All	1d6-2	12"	1d6-2	6+	6
Foot Knights	4"	Not Woods	n/a	n/a	1d6	3+	6
Infantry	6"	Not Woods	n/a	n/a	1d6-1	4+	6
Archers	6"	Not Woods	1d6-1	18"	1d6-2	5+	6
Light Infantry	9"	All	n/a	n/a	1d6-2	6+	6
Arbalesters	6"	Not Woods	1d6-1	18"	1d6-2	4+	6
Handgunners	6"	Not Woods	1d6-1	18"	1d6-2	5+	6
Pikemen	4"	Clear only	n/a	n/a	1d6+1	3+	6
Artillery	2"	Clear only	1d6-2	30"	n/a	5+	3
General	12"	Not Woods	n/a	n/a	+1	n/a	n/a

Arbalesters

Heavy late medieval crossbowmen. Use Pavise for cover - thus the higher save. Reduce save to 5+ if pavises not available.

Slow firing: fire every other turn

Armour Piercing: -1 to Save from Archery hits.

Handgunners

Late medieval handgun. Slow firing but caused fear in enemy troops.

Slow firing: fire every other turn

Cause Fear: If enemy lose 2 or more stamina because of Handguns in one Round, must make a Unit Courage Test.

Pikemen

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Slow to manoeuvre but effective against Cavalry and other infantry.

Movement reduced to half for 45 and 90 degree turn. Cannot move if turn 180 degrees.

Cannot cross obstacles or difficult ground

Artillery

Covers range of different artillery pieces seen on the battlefield. Slow to manoeuvre, but greater range than other weapons.

Cannot cross obstacles or difficult ground

Slow firing: fire every other turn

Cause Fear: If enemy lose 2 or more stamina because of Artillery in one Round, must make a Unit Courage Test.