TURN ORDER

Event I **Initiative and Personal Challenges**
Event II **Spell Casting**
Event III **Ranged Attacks**
Event IV **Movement**
Event V **Melee Combat**
Event VI **Rally**

Troops Making Ranged Attacks

Roll 1D6: (D6 Roll +/- Ranged Modifiers) / Target's Armor Value

Individuals Making Ranged Attacks

Roll Number of D6s equal to Ranged Prowess:
Result needed to hit: (D6 Roll +/- Ranged Modifiers +/- Armor Modifier) = 5+

Troops Making Melee Attacks

Roll 1D6: (D6 Roll +/- Melee Modifiers) / Target's Armor Value

Individuals Making Melee Attacks

Roll Number of D6s equal to Melee Prowess:
 Result needed to hit: (D6 Roll +/- Melee Modifiers +/- Armor Modifier) = 5+

MORALE CHECK CHART

Cause of Check	Unit Taking the Morale Check					
	Creature	Mounted Knights	Foot Knights	Mounted Yeomen	Foot Yeomen	Peasants
Creatures	3	3	3	4	5	5
Mounted Knights	3	2	2	3	4	5
Foot Knights	3	1	2	2	3	5
Mounted Yeomen	2	1	1	2	3	4
Foot Yeomen	0	-1	1	1	2	3
Peasants	-1	No Check	No Check	0	1	2
Ranged Attacks	1	0	0	1	2	3
Spells & Fire	3	1	1	2	3	5
	^ Roll must meet or exceed to pass ^					

CREATURE MORALE FAILURE TABLE

D6 Roll	Result
1 to 4	The Creature withdraws one full move to its rear. It will remain there until rallied. It will fight anyone who attacks it.
5	The Creature Flees. It withdraws one full move to its rear. It will continue to move in that direction until it has moved off the table. It will attack ANY units or figures that block its way.
6	The Creature goes Berserk. It turns in a random direcion, see the Random Movement Table (9:8), then moves up to its full distance towards the nearest unit it faces (in 180 degree arc), and attacks. It will continue to move in this fashion every turn, even if engaged in combat, until destroyed. The creature cannot be rallied.

Rally without a Leader

Rallying Unit	D6 Roll must meet or exceed this number to Rally
Peasants	5+
Yeomen	4+
Knights	3+
Creatures	4+

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MORALE MODIFIERS

Situation (The Unit Checking Morale is…)	Mod
…is being attacked in the Flank	-1
…is being attacked in the Rear	-2
…has lost 50% or more Troops	-2
…has lost 50% or more Vitality	-2
Attached Leader has been killed this turn	-1
Army Commander has been killed this turn	-1
…is attacking an enemy in the Flank	+1
…is attacking an enemy in the Rear	+2
…outnumbers total of all combat opponent(s) in contact. *Each Cavalry count as 2 each. *Individuals use their remaining Vitality to calculate.	+1
…has a friendly unit also engaged in the combat	+1
…has a Leader attached	+1

RANDOM MOVEMENT

D6	Result
1-2	Moves to its rear
3	Moves to its right
4	Moves to its left
5	Moves forward
6	Stands in place. +1 Melee Modifier.

Troops Making Ranged Attacks

(D6 Roll +/- Ranged Modifiers) / Target's Armor

Individuals Making Ranged Attacks

Roll Number of D6s equal to Ranged Prowess:
(D6 Roll +/- Ranged Modifiers +/- Armor Modifier) = 5+

Troops Making Melee Attacks

(D6 Roll +/- Melee Modifiers) / Target's Armor Value

Individuals Making Melee Attacks

Roll Number of D6s equal to Melee Prowess:
(D6 Roll +/- Melee Modifiers +/- Armor Modifier) = 5+

Troop Attacks

Modified Roll Divided by Armor Value

Modified Roll	Target's Armor				
	1	2	3	4	
1	1	1	0	0	
2	2	1	1	1	
3	3	2	1	1	<
4	4	2	1	1	Number
5	5	3	2	1	of
6	6	3	2	2	hits on
7	7	4	2	2	target
8	8	4	3	2	<
9	9	5	3	2	
10	10	5	3	3	

RANGED ATTACK MODIFIERS

Situation	Modifier
For every 1 Cavalry Casualties from the firing unit	-1
For every 2 Infantry Casualties from the firing unit	-1
Firing thru or into terrain	-1
Firing from, thru, into Darkness/Magical Darkness	-1
The Target is airborne	-1
Less than half of the firing unit have line of sight	-1
Firing over friendly troops (Volley Fire)	-2
Firing from an elevated position (hill, tower, etc.)	+1
Firing at an elevated target	+1

MELEE COMBAT MODIFIERS

Situation	Modifiers
Attacker is a Peasant Troop Type	-1
Attacker is a Yeoman Troop Type	0
Attacker is a Knight Troop Type	+1
Attacker is riding a Standard Mount	+1
Attacker is riding a Large Mount	+2
Attacker is riding a Very Large Mount	+3
Attacker is riding a Giant Mount	+4
Every 2 Infantry missing from Attackers unit	-1
Every 1 Cavalry missing from Attackers unit	-1
Attacking the enemy's Flank	+1
Attacking the enemy's Rear	+2
A Leader is attached to the attacking unit	+1
Attacking while in a River Ford	-2
Attacking while in a Stream	-1
Attacking an opponent that is Uphill	-1
Darkness or Unable to see	-1

Rule Name	Details
Amphibious	May move across rivers, ponds, and larger bodies of water at half speed. Movement through swamps or marshes occurs at normal rates.
Aquatic	Moves thru all water-based terrain (rivers, ponds, larger bodies of water, streams, marshes, swamps) without penalty, and increases their movement by +2" when doing so. Suffers -1" when on solid ground.
Demonic	Benefits from the rules: 'Relentless', 'Fearsome', and 'Super-Natural Armor'.
Dragon Fire	Ranged attack used primarily by Dragons. Range distance is 12"+ the Dragon's Rank. The attack does not apply any modifiers due to the target's Armor Value, when rolling to cause damage. Non-Dragons with this rule count as having a Rank of 0.
Fearsome	Opponents in Melee with this unit suffers a -1 modifier to their Morale Check rolls. Units which have this rule are immune to this modifier.
Forest Walker	Suffers no penalties for being in a woods, forest, swamp. Gains the Regenerate ability when in contact with a woods, forest, stream, pond, marsh, river, or lake.
Flaming Pitch	Ranged attack distance is 14". Target suffers -2 to Armor Value.
Flight	When flying, Infantry Troops move 10", Winged Cavalry Troops and Characters move 16". When not flying, Troops suffer -1 movement. Additional rules for Flyers found in section (10:0).
Incorporeal	The unit gains +2 Movement, are unaffected by terrain, and immune to non-enchanted missile fire (not immune to magic spells and dragon fire). They may move through friendly and enemy models without penalty, and have a magic resistance of D3, rolled each time the unit is magically attacked. When in magical light, enemies gain a +1 Melee Modifier against the unit.
Regeneration	On any turn in which the unit is not; in combat, in magical light, or attacked by missile fire (magic or ranged), it will regain one point of Vitality. Causalities caused by enchanted weapons, magical spells or dragon fire cannot be regained in this way.
Relentless	Does not Check Morale, unless in Melee Combat against a Priest, or unit with a Priest attached.
Super-Natural Armor	Gains +1 Armor value against all non-enchanted, non-magical attacks. Note: all Creatures have magical attacks. Maximum Armor Value is always 4.
Tough Hide	Modifies Armor Value by +1, due to their thick hide or scaly skin. Max Armor Value is always 4.
Undead	Benefits from the rules: 'Relentless', 'Fearsome', and 'Super-Natural Armor'.