



PLAY SHEET

TERRAIN TYPES

Appearance	Type	Movement Per Hex	Cover Type	Terrain Advantage
	Flat Ground	1	None	0
	Slope (top lip)	2	Medium	-
	Scrub	2	Light	-
	Tree	Impassable to Horsemen 2 - Foot	Light	-
	House Interior	Impassable to Horsemen (except doorway hexes) 1 - Foot	None	+
	Building Wall	Impassable	Infinite	0
	Window in Building Wall	Impassable to Horsemen 3 - Foot	Medium	N/A
	Exterior Building Corner	1	Medium	0
	Door in Building Wall	1	Medium	+

MISSILE RESULT TABLES

Missile against mounted targets

%Die 1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1*
1	B	B	C	C	D	D	E	E	F	F	F
2	A	A	B	B	C	C	D	D	E	E	F
3	A	A	A	B	B	C	C	D	D	E	F
4	A	A	A	A	B	B	C	C	D	D	E
5	A	A	A	A	A	B	B	C	C	D	E
6	A	A	A	A	A	B	B	C	C	D	D
7	A	A	A	A	A	B	B	C	C	D	D
8	A	A	A	A	A	B	B	C	C	D	D
9	A	A	A	A	A	B	B	C	C	D	D
10	A	A	A	A	A	B	B	C	C	D	D

Key: A - Defender retreats 4 hexes.*

- B - Horse killed - Rider stunned and dismounted.
- C - Horse unharned - Rider wounded and dismounted.
- D - Horse killed - Rider wounded and dismounted.
- E - Horse unharned - Rider killed and dismounted.
- F - Horse killed - Rider killed and dismounted.

Missile against infantry

%Die 1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1*
1	B	B	C	C	C	C	C	C	C	C	C
2	A	A	B	B	C	C	C	C	C	C	C
3	A	A	A	B	B	C	C	C	C	C	C
4	A	A	A	A	B	B	C	C	C	C	C
5	A	A	A	A	A	B	B	C	C	C	C
6	A	A	A	A	A	B	B	C	C	C	C
7	A	A	A	A	A	B	B	C	C	C	C
8	A	A	A	A	A	B	B	C	C	C	C
9	A	A	A	A	A	B	B	C	C	C	C
10	A	A	A	A	A	B	B	C	C	C	C

Key: A - defender retreats 2 hexes.*

- B - Wounded.
- C - Killed.

*Defender may retreat through friendly characters. He must not retreat through hexes adjacent to enemy characters. He is unable to retreat if defender is "wounded". He must retreat immediately.

Special - Stunned and wounded characters are considered dead if they receive further injury.

Effect of Terrain on Combat

- = Disadvantage
- 0 = Neutral
- + = Advantage

Attacker In	vs	Defender In	Result
-	0	0	Move down 1 column on Combat Results Table.
0	-	-	Move down 2 columns on CRT.
0	0	0	Move up 1 column on CRT.
0	+	+	Move up 2 columns on CRT.
+	0	0	Move up 1 column on CRT.

If both sides are in terrain that places them at a mutual advantage/disadvantage, this does not affect the CRT.

COMBAT RESULTS TABLES

Combat against mounted opponent

%Die 1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1*
1	C	D	D	E	E	F	F	G	G	H	H
2	B	C	D	D	E	E	F	F	G	G	H
3	B	C	D	D	E	E	F	F	G	G	H
4	A	B	B	C	C	D	D	E	E	F	F
5	A	A	A	A	B	B	C	C	D	D	E
6	A	A	A	A	B	B	C	C	D	D	E
7	A	A	A	A	B	B	C	C	D	D	E
8	A	A	A	A	B	B	C	C	D	D	E
9	A	A	A	A	B	B	C	C	D	D	E
10	A	A	A	A	B	B	C	C	D	D	E

Key: A - Attacker wounded.

- B - Attacker retreat 1 hex (must not move adjacent to enemy).
- C - Defender retreat 1 hex (must not move adjacent to enemy).
- D - Horse killed - rider unharned and dismounted.
- E - Horse unharned rider wounded.
- F - Horse killed rider wounded and dismounted.
- G - Horse unharned rider killed and dismounted.
- H - Horse killed rider killed and dismounted.

Combat against infantry

%Die 1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1*
1	C	D	E	E	F	F	F	F	F	F	F
2	B	C	D	E	E	F	F	F	F	F	F
3	B	C	D	E	E	F	F	F	F	F	F
4	A	B	C	D	E	E	F	F	F	F	F
5	A	A	B	C	D	D	E	E	F	F	F
6	A	A	B	C	D	D	E	E	F	F	F
7	A	A	B	C	D	D	E	E	F	F	F
8	A	A	B	C	D	D	E	E	F	F	F
9	A	A	B	C	D	D	E	E	F	F	F
10	A	A	B	C	D	D	E	E	F	F	F

Key: A - Attacker wounded.

- B - Attacker retreat 1 hex.
- C - Defender retreat 1 hex.
- D - Defender stunned.
- E - Defender wounded.
- F - Defender killed.

Special

Stunned and wounded characters are considered dead if they receive further injury.

MISSILE ATTACK STRENGTHS

SHORTBOW	Short Range	Medium Range	Long Range
Range (in hexes)	1-25	26-50	51-75
Attack strength	38	30	22
CROSSBOW			
Range (in hexes)	1-25	26-75	76-130
Attack strength	60	50	38

Example
A crossbow firing at a target at a range of 28 hexes would have an attack strength of 50. If the target has a defence strength of 12 the "combat odds" would be 4:1 ie. 50 ÷ 12.

RESTRICTIONS ON FIRING

Firing on targets in cover

When a target is in cover calculate the "combat odds" in the normal manner to attack strength to defence strength. If the target is in light cover move down 1 column on missile result table ie. 4:1 attack becomes a 3:1 attack. If target is in medium cover move down 2 columns on missile result table.