

Age of Arthur v.2

Turn Sequence:

1. Declare charges
2. Movement
3. Bow fire
4. Mystical
5. Close combat
6. Morale

1. Charges

- A druid or Priest can never be charged by any unit. They have a 4" exclusion zone around them. A druid or priest can avoid being contacted by moving so they are 4" away in a direction of their choice.
- Bowmen may not initiate close combat, but may defend themselves as normal in the close combat phase.
- Individual figures have a 180° charge arc to their front
- Infantry in shieldwall formation have a 90° charge arc to their front
- Infantry in defensive ring formation may not charge

If a charge is declared but is not in range the unit or figures move half the move towards the intended target

If the intended target of the charge is a shieldwall a courage test must be taken, either by individual figures or on the highest leadership in the unit if the unit is in a shieldwall formation. If this test is failed then it will result in a failed charge as described above, however if the units are closer than that half move they remain stationary.

No cavalry unit will charge a shieldwall to the front unless Arthur personally leads them.

2. Movement

<i>Unit</i>	<i>Movement Rate (MR)</i>	<i>Charging Rate</i>	<i>Running Rate</i>
<i>Shieldwall</i>	3"	2xMR	2xMR
<i>Infantry</i>	4"	2xMR	2xMR
<i>Light Cavalry</i>	8"	2xMR	2xMR
<i>Heavy Cavalry</i>	6"	2xMR	2xMR

Infantry in shieldwall may not move backwards or sideways and must wheel if they wish to turn. There is no movement penalty to disband a shieldwall but a loose formation of foot must spend a turn to form a shieldwall.

Infantry in a defensive ring may not move

Mounting or dismounting is possible. A warrior may mount or dismount a horse but lose half their move and may not charge or run that turn.

NB. A shieldwall may run in 2 successive turn as it must remain cohesive, it may however run and then declare a charge in the following turn. It may not enter rough going like swamps; woods or broken ground either.

3. *Bow Fire*

All bows have a range of 24" and all shots require a 5+ to hit. Against targets in a shieldwall formation their armour save counts as one better than it would be normally. I.e. an infantryman in a shieldwall would normally have a save of 4+, against bow fire this is increased to 3+.

N.B. Druids or Priests cannot be targeted under normal circumstances. They should be able to walk the battlefield unharmed.

War Machines, such as bolt shooters and catapults work slightly differently to conventional ballistic weapons. They must follow the following flow chart:

- Work out the maximum range that the war machine may fire. This is calculated by rolling a d6 and multiplying the result by 10 if all crew are alive, by 5 if only half the crew is alive. On a roll of a 1 something has gone drastically wrong with the firing mechanism and the machine is unable to fire this turn.
- Now choose a target within the maximum range established in point 1, this may not be a leader figure unless there is a reasonable reason to shoot at them rather than another target e.g. the leader is the closest figure.
- For a bolt shooter roll a d6 to hit the target, on a 4+ they are hit and killed without any armour save, you may then continue to roll to hit any figure lying directly behind the original target and no greater than 1" away. This may continue until either a result of less than 4+ is rolled or no further viable targets remain.
- For stone throwers or alike, target a figure exactly as described as above but this time any figure within 2" of the targets base will also be hit on a roll of 4+.
- Units taking casualties from a stone thrower type weapon must take a morale check or else they must spend their next turn dispersing into a ragged skirmish unit, this is important really if the target of a stone thrower attack is a shieldwall or shielding formation.

4. *Mystical*

Druids may use the following powers:

Power	Role to Succeed	Effect
Curses	6+	A warband cannot advance closer to the druid unless it passes a courage test.
Ghost Fence	8+	Mark out a 12" line, within 12" of the druid. No warrior will cross this barrier. Cannot be voluntarily removed.
Dispel Ghost Fence	8+	The druid may counter a ghost fence within 6"
Challenge	N/A	Any other druid or priest in 12". Both roll 2d6 the lowest retreats 8" away.

Priests may use the following powers.

Power	Role to Succeed	Effect
Courage	6+	A warband within 12" may add 1 to it's courage rolls this turn
Bless	8+	A fleeing unit within 18" may immediately try and rally if broken.
Dispel Ghost Fence	8+	The priest may counter a ghost fence within 12"
Challenge	N/A	Any other druid or priest in 12". Both roll 2d6 the lowest retreats 8" away.

A druid or priest may only use one ability per round.

5. **Close Combat**

Weapon	Advantage/Disadvantage
Spear	Win draws if opponent is not spear armed
Sword	Outside shieldwall may parry if FV is 4 or more
2 Handed Axe	3+ to Dmg instead of 4+ but may not use a shield

Parry: you may force your opponent to re-roll up to 1 die. This new result stands. You may not parry if you opponent is also sword armed.

There are usually 2 types of combat – those involving shieldwalls and those that don't. However the basic mechanisms are the same:

FV BF Dmg Attacks Courage Armour
 3 5+ 4+ 1 7 4+ (3+)

This table shows the basic stats for a trained spearman. In close combat he will roll 1d6 (as he has one attack) and adds this roll to his FV or fight value, making a range of between 4 and 9.

Leaders and horsemen work slightly differently:

FV BF Dmg Attacks Courage Armour
 4 5+ 4+ 2 8 4+ (3+)

FV BF Dmg Attacks Courage Armour
 3 5+ 4+ 1 (2) 8 4+ (3+)

A leader and heavy horseman when mounted have 2 attacks and therefore rolls 2 die. He will still only count the highest dice i.e. 6 but this multiple rolling gives rise to the following points, which must also be taken into consideration:

- Multiple 6's. For every 6 after the first an extra point is added to the dice score i.e. $2 \times 6's = 7$ $3 \times 6's = 8$
- Multiple 1's. For every 1 after the first an extra one point to your opponents score i.e. $2 \times 1's = +1$ $3 \times 1's = +2$

These two points represent a critical hit on a weak part of armour or an unfortunate fumble at just the wrong time.

The only occasion a normal warrior will have more than one attack is if they are mounted on a heavy war-horse or if they have imbibed a hallucinogenic substance and have become frenzied (in which case their FV drops by one point)

Further factors that must be taken into account for combats OUTSIDE a shieldwall or shielding formation are as follows:

- -1, if not part of a shieldwall, and outnumbered by 3 to 1
- -2, if not part of a shieldwall, and outnumbered by 6 to 1 or greater. NB all bases must be in contact to count for the purposes of outnumbering.
- +1 for any mounted model on the turn that they move into combat contact with another model.

Once both players have rolled their dice for each opponent they add the number of ranks behind them, if they are in a shieldwall. This represents a thicker shieldwall can usually overpower a thinner one by sheer weight of numbers.

N.B. in the first round of combat of any shieldwall combat involving a frenzied warrior or a wardog the shieldwall does not count the ranks behind the front rank. This is because these warriors sole aim is to break the wall before the main body of troops arrives.

Once all factors have been accounted for the two values are compared e.g.:

FV	Att	Ranks	
3	4	2	= 9

FV	Att	Ranks	
3	1	2	= 6

The difference between the two scores is the number of hits the winner gets against the loser, in this example 3. The winner then rolls 3 dice, any 4+ rolled scores a wounding hit.

Wounding – each warrior has a Dmg value usually expressed as a value like 4+, this is the score needed to wound an opponent.

Armour – each warrior may have armour save usually expressed as a value like 4+, this is the score needed to save a wounding hit. If the warrior is part of a shieldwall and is killed the victor forces himself forward into the gap left.

Challenges – if two leaders are unengaged in combat and no more than 8” apart one or both may issue a challenge to a one-to-one fight. No one may join a challenge combat and they must be conducted before a shieldwall combat. If this is the case the winning leader may add one to his units’ courage rating and the losers unit takes one off its courage rating permanently.

6. Morale

A unit will only take a morale test through casualties when it is reduced to 25% of its starting strength for veterans, 50% for trained and 75% for raw troops or at a designated time i.e. charging a shieldwall. A Raw unit must also test it’s morale if it’s original leader is killed as they are more reliant than other troops on their commander.

When testing for morale each warband must test on their own morale or their leaders if they are still alive. If they fail they will run towards their original baseline or towards the nearest terrain feature that offers protection, like a wood. Once they pass this percentage test they then need not test again for the rest of the game, but may still be voluntarily routed.

Once it has retreated either to it’s original baseline or into a protective terrain feature it may attempt to rally by rolling under it courage score but it may not initiate charges any longer but may defend and move normally in subsequent turns. Bowmen may continue to fire as before as it takes far less courage to shoot at someone than to engage them in close combat.

Appendix

Formation definitions:

Shieldwall – (only infantry or dismounted cavalry may form a shieldwall.)

- i. A shieldwall must contain at least 10 figures. It may not have more ranks than it is figures wide i.e. a 20-man shieldwall cannot be 4 figures wide and 5 figures deep. Normally a shieldwall would be 4 ranks deep at most unless it was an exceptionally large warband.
- ii. If attacked in the flank or rear combat takes place between figures in contact but no ranks are added for the defender, nor does the defender gain the improved armour save for being in a shieldwall formation.
- iii. Normally in a warband there will be a warlord and his second-in-command. In the shieldwall the warlord will occupy as close to the middle of the front rank as possible with his second-in-command occupying the far right end of the front rank. If the commander is killed then the second-in-command moves to the centre of the warband and is replaced by a normal figure on the far right.
- iv. Each warband may only form one shieldwall at any one time; this should contain the majority of the warbands troops.

Shield ring- (only infantry or dismounted cavalry may form a shield ring.)

- i. A shield ring is a packed circular formation of spearmen; it takes a full move to adopt.
- ii. It has no flanks or rear and may not move.
- iii. As a circular formation means that the spearmens spear points are further apart they only count as having half the number of ranks they would normally count.
- iv. This formation is usually only adopted in seriously dire situations where the warband is surrounded.
- v. Raw troops like Saxon Fyrd may not adopt this formation, as they do not have the training or discipline.