

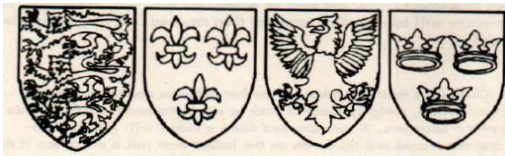
Chainmail

rules for medieval miniatures

MORALE - POST MELEE

Troop Type	Morale Factor	Victory Bonus
Peasant	3	Difference in casualties times a die roll
Light Foot/Levy	4	
Heavy Foot	5	<u>Size Bonus</u>
Elite Heavy Foot, Light Horse	6	Add the difference in surviving figures
Armored Foot, Janissaries	7	<u>Small Melee</u>
Medium Horse, Landsknechts	8	
Heavy Horse, Swiss Pikemen	9	

Difference	Effects
0 - 19	Melee continues
20 - 39	Move back 1/2-move in good order
40 - 59	Move back full move in good order
60 - 79	Retreat one move
80 - 99	Rout - 1-1/2 moves away, back to enemy, must rally
100 +	Surrender*



PEASANT MORALE

To Move: Must score 7 or better on 2d6

Enemy Unit	To Attack	To Defend
Peasants	4	5
Light Foot, Levies	6	6
Heavy Foot	8	7
Armored Foot, Pikes	9	8
Light Horse	10	9
Medium Horse	11	10
Heavy Horse	12	11

Failure to attack: Stand unmoved

Failure to defend: Rout as if lost melee

MORALE - INSTABILITY DUE TO EXCESS CASUALTIES

Unit Type	Casualties	2d6 to Stay
Light, peasant, levy	1/4	8+
Heavy Foot	1/3	7+
Elite Heavy Foot, Armored Foot, Mongol:	1/3	6+
Medium Horse	1/3	5+
Swiss Pikemen	1/2	4+
Heavy Horse, Norman Knights	1/2	3+
Mounted Knights	1/2	2+

MELEE COMBAT TABLE

ATTACKER	DEFENDER						
	Light Foot	Heavy Foot	Armored Foot	Light Horse	Medium Horse	Heavy Horse	
Light Foot	1:1 / 6+	1:2 / 6+	1:3 / 6+	1:2 / 6+	1:3 / 6+	1:4 / 6+	
Heavy Foot*	1:1 / 5+	1:1 / 6+	1:2 / 6+	1:2 / 6+	1:3 / 6+	1:4 / 6+	
Armored Foot*	1:1 / 4+	1:1 / 5+	1:1 / 6+	1:1 / 6+	1:2 / 6+	1:3 / 6+	
Light Horse	2:1 / 5+	2:1 / 6+	1:1 / 6+	1:1 / 6+	1:2 / 6+	1:3 / 6+	
Medium Horse	2:1 / 4+	2:1 / 5+	2:1 / 6+	1:1 / 5+	1:1 / 6+	1:1 / 6+	
Heavy Horse	4:1 / 5+	3:1 / 5+	2:1 / 5+	2:1 / 6+	1:1 / 5+	1:1 / 6+	

Dice : Attacker / Score needed to kill

Notes:

* If armed with pike or halbred, add one extra die

Close-order pole-armed units can only suffer frontal attacks from units with like weapons.

Knights armed with lances can attack halbreds but not pikes.



TURN ORDER

1. Roll for initiative, winner chooses first or second move
2. First side conducts move, split-move, first missile fire, take pass-through fire
3. Second side conducts move, split-move, first missile fire, take pass-through fire
4. Artillery and Missile troops not in contact with enemy fire
5. Melee resolution (including morale checks)

Notes on missile fire:

- Archers may fire twice per turn if they move less than 1/2 normal move
- Archers moving over 1/2 speed fire once per turn if they win an opposed roll
- Heavy crossbows fire every other turn and add 1 to Missile Fire die rolls

MISSILE FIRE

Die Roll	Target Armor				Die Roll	Fully Armored	
	Unarmored		1/2 or shield			1-4	5-6
Number Firing	1-2	3-6	1-3	4-6	Number Firing		
1-2	0	1	0	0	1-3	0	0
3-4	1	2	0	1	4-8	0	1
5-6	2	3	2	2	9-12	1	2
7-8	3	4	2	3	13-16	2	3
9-10	4	5	3	3	17-20	3	3

Indirect Fire: Reduces range by 1/3. Must be 3-inches from blocking terrain/unit.
Target unit treated as if one class heavier for defense

TERRAIN EFFECTS

Terrain Type	Notes
Hills	No charges. Move uphill at 1/2-speed and double fatigue.
Woods	No charges. Move at 1/2-speed. No movement by bodies of formed troops.
Marshes	No charges. Movement at 1/2-speed. Impassable to heavy equipment, cannons, guns.
Rough	No charges. Movement at normal speed.
Ditch or Rampart	No charges. Move across at 1/2-speed and double fatigue.
Typical Stream	No charges, costs 6-inches to cross
Typical River	No charges, must stop upon entry, full move to cross, and stop upon leaving.

MOVEMENT / MISSILE RANGES

	Move	Charge	Missile Fire	Road Bonus
Light Foot/Archers	9	12	15	-
Heavy Foot	9	12	3*	-
Armored Foot	6	6	-	-
Light Horse	24	30	18**	6
Medium Horse	18	24	15	6
Heavy Horse	12	18	-	3
Wagons	6	-	-	6
Longbow	12	15	21	-
Turkish Archers	9	12	21	-
Crossbow/Arquebus	12	12	18	-
Heavy Crossbow	9	9	24	-
Catapult/Cannon	6	3	Special	3

* Hand thrown weapons

** Javelin armed troops have a range of 6"

FATIGUE EFFECTS

Fatigue Factors

1. Moving for five consecutive turns
2. Move for two turns, charge, and melee one round
3. Move one turn, charge, melee for two rounds
4. Melee for three rounds

Fatigue Effects

1. Attack at the next lower level
2. Defend at the next lower level
3. Suffer -1 to all morale die rolls

Notes

Movement up-hill counts as two moves
One turn of non-movement and no melee eliminates fatigue

Thanks, Mr. Wargaming!

CAVALRY CHARGES

Defending Unit	Attacking Cavalry			
	Light	Medium	Heavy	
Peasant	9	10	11	<ol style="list-style-type: none"> 1. Must beat the score shown on a 2d6 or rout 2. If both units are charging, both must check Add 1 to the score if Foot Add 2 to the score if Horse 3. If charged in the flank, deduct 1 4. If charged in the rear, deduct 2 5. Knights must charge enelies within charge distance
Light Foot/Levies	8	9	10	
Heavy Foot	7	8	9	
Armored Foot	6	7	8	
Elite Heavy Foot	6	7	8	
Light Horse	5	6	7	Failure means retreating 1-1/2 moves, backs to the enemy, and must rally.
Medium Horse	4	5	6	
Heavy Horse	3	4	5	

ARMY COMMANDERS

Within 12-inches of a unit: add 1 to any roll
With a unit: add 1 to each die (add 2 when rolling 2d6)
Automatically rally routed units it joins (must stay for three turns)
Last to die, but if killed every allied unit must test morale

