

MINI-MEDIEVAL

30-minute Fictional Medieval Skirmishes

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After the fall of the Old Empires, and the savagery of the dark ages, 100 kingdoms fight to keep what is theirs, and take what isn't. You are the king of one such kingdom and battle is upon you!

Equipment: Individually based miniatures; 3'x3' battlefield; Terrain; 12" stick marked at 6"; 3d4, 3d6, 3d8, 3d10, 3d12.

The Battlefield: 3'x3'; Each sides places 4 pieces of terrain; Both sides roll 1d6, highest roll chooses deployment side. Deploy along the table edge.

Units: Units are 3 models strong; Models remain in a group within 1 base of each other; 1 model is designated as the leader; Movement and LoS measured from leader's base. The leader in a peasant levy unit is an archer and can shoot.

Unit	Q/AC	Notes
Peasant Levy	d6/4+	Leader can shoot
Archers	d8/4+	Can shoot
Men-at-Arms	d8/5+	
Foot Knight	d10/6+	
Knight	d10/6+	Mv12"; [A] vs. foot
King/Retinue	d10/6+	Bonus damage die



Quality (Q)/Armor Class (AC): Training, discipline, arms, and armor; Q is the die type rolled to attack vs. AC, the number needed to hit.

Advantage [A] & Disadvantage [D] Die Shifts:

When rolling Q add all applicable [A] vs. all applicable [D]; If there are more [A] than [D], then the Q die type used is shifted up (Ex: d8 become d10); If there are more [D], shift down 1 size.

D4 > d6 > d8 > d10 > d12

The King: After the King's unit attacks, roll 1d6, on a 6 any hits scored are doubled. The defending unit saves as normal for each hit.

Mustering the Troops: As king you have sent out the call to arms. On the eve of battle, you stand with your command unit and await the troops your 4 nobles have sent.

Loyalty: Your subject's loyalty score starts at zero; The loyalty score modifies die rolls on the muster table; In a campaign, loyalty goes up +1 as you win a battle; It goes down -1 when you are defeated in battle.

The Muster Table: Roll 4 times on the muster table (+/- your loyalty score), once for each noble house, this is the unit they send (you may instead choose a lesser unit); A roll less than 1 indicates you have lost the fealty of a noble (they send no unit now or in future battles until you win their fealty back).

d12 Muster Table

≤ 0	No troops sent (fealty lost)
1-2	Peasant Levy
3-5	Archers
6-8	Men-at-Arms
9-10	Foot Knights
11	Knights (mounted)
12+	Choose 1 of any unit

The Game Round: Roll d6 for initiative to see who activates first; Select one unit to activate; Alternate activating units until all units have taken a single turn.

A Units Turn: A unit can do nothing, or move, or attack, or move and attack; Archers can aim and shoot; A unit can charge (move adjacent to an enemy unit and attack in melee); Units already engaged in melee combat may only attack.

Move: Foot units move up to 6"; Mounted knights move up to 12"; Occupying some terrain stops movement; Units can move through friendly units.

Terrain: Terrain pieces are all about 3" in diameter; A unit is either in terrain, or not in terrain; A unit that moves into terrain occupies it; Only 1 unit can occupy a terrain piece at a time.

Terrain effects...

- A) Stops further movement once occupied
- B) Block LoS
- C) Give a unit an [A] when attacking from
- D) Give a unit a [D] when attacking from
- E) Give an enemy a [D] when attacking in
- F) Grant LoS over other units when atop

Terrain Types...

Clear/Bridge/Road: No Restrictions

Hill: B, C, F

Woods: A, B, E

Hedge/Fence/Low Wall/Big Rocks: A, E

Broken/Swamp/Ford/Difficult: A, D

Fortress/Battlement: A, B, C, E, F, No mounted units

Obstacles/Boulders: B, Units must move around

Buildings: A, B, E, cannot shoot at units inside

River/Lake/Pit: Impassable

Shooting Attack: Archers & peasant leaders (not in base to base contact with another unit) can shoot at any target it can see; Must have Line of Sight (LoS) to target); LoS = a straight line from any part of shooting unit's leader's base to any part of ANY model's base in the target unit; Cannot shoot into melee combat; Roll 1 Q die for each model in the shooting unit vs. the AC of the target unit, each success is a hit, target rolls to save; Target takes a morale test if needed.

Shooting Advantages & Disadvantages...

- [A] Aiming
- [A] Shooting from Hill, Fortress, or Battlement
- [D] Moving before shooting
- [D] Target behind hedge, wall or fence
- [D] Target in Woods or Fortress
- [D] Target at Long Range (more than 12")



Melee Attack: Units that are in base-to-base contact with an enemy unit can make a melee attack; Roll 1 Q die for each model in the attacking unit vs. the AC of the target unit, each success is a hit, target rolls to save; Target takes a morale test if needed; If the enemy unit is not destroyed or fleeing it can battle back (follow same procedure, this does not count as this unit's activation).

Melee Advantages & Disadvantages...

- [A] Charged this round
- [A] Target flanked by friendly unit
- [A] Mounted attacking foot unit
- [A] Attacking from hill, fortress, battlement
- [D] Battling back
- [D] Flanked by an enemy unit
- [D] Attacking into a woods or building

Saves: For each hit a unit takes from an attack, it can attempt a save roll; Roll 1 Q die for each hit; Each 6+ is a save, ignore the hit; For each failed save remove 1 model. If any models are removed, take a morale test.

Morale Test: Units that suffer losses take a morale test, roll 1Q die on the table below; Fleeing units roll morale again at beginning of each activation in an attempt to rally; Fleeing units move away from enemy units avoiding terrain; Models that flee off the table are removed from the game;

Morale Test Advantages & Disadvantages...

- [A] Any friendly unit w/in 6"
- [A] Outnumber Attacker
- [A] Attacker flanked by friendly unit
- [A] Within 12" of the King (unless he is fleeing)
- [D] Outnumbered by Attacker
- [D] Flanked by enemy unit
- [D] King is fleeing or "dead"

Roll Morale Result

1-2	Unit scatters (remove from battle)
3-4	Unit is fleeing, move 6"
5+	Stand Fast/Rally (activate as normal)

Victory Points (VP): You gain 1VP when an enemy unit is removed from play; You may gain VP when scenario goals are accomplished; You gain 2 VP when you win a battle (destroy all enemy units or complete a scenario goal); VP can be used to...

1VP = Reroll any die, keep either result

2VP = Regain fealty of a Noble house

3VP = +1 to Loyalty Score (Share victory spoils)

5VP = Extra Muster Roll (Attacker/Siege only)

The Campaign: After a few pitched battles, you may want to start a campaign. In the campaign, you are trying to overthrow your enemy by taking all his land. A campaign may be as short as 4 battles, or can go back and forth for 100 years.

The Campaign Map: Each Kingdom should have a copy of the map below. This illustrates the kingdom's castle, lands, and borderlands. Siege the enemies castle to win the campaign. Before you can do this the lands must fall, in order to get to the lands, both borderlands must fall. Use the map to keep track of who has control over what territories. Mark the appropriate box with an X.

Lands and borderlands fall when a battle is fought there and the attacking army wins. Lands can be recaptured as long as the King holds the castle. Borderlands can be recaptured as long as the king holds the Lands. Thus, control can shift hands several times before a siege takes place.

Kingdom Name:

Held <input type="checkbox"/> CASTLE Taken <input type="checkbox"/>	Held <input type="checkbox"/> LANDS Taken <input type="checkbox"/>	Held <input type="checkbox"/> BORDER Taken <input type="checkbox"/>
		Held <input type="checkbox"/> BORDER Taken <input type="checkbox"/>

Attacker vs. Defender: To start a battle, both sides roll 1d6. The player that rolls the highest number is the attacker. The attacker chooses which territory the battle will be fought in (on the enemy's map, or trying to take back one of his own). The attacker **MUST** control an adjacent territory. Opposing kingdoms borderlands are adjacent to each other. Remember, **BOTH** borderlands must be taken before you can move into the Lands.

Random Events (Optional): To add a variable to any scenario, roll at the beginning of each round. The event lasts 1 round and applies to both armies.

2d6	Event
2	Mud: Units must roll 2+ on 1 Q die to move
3	Windy: [D] to all missile attacks
4	Storm: [D] to Melee & Missile attacks
5-9	No Event
10	Favorable Wind: No [D] for long range
11	Messenger: 1 unit attacks with bonus [A]
12	Reinforcements: Each unit that has taken casualties rolls 1d6, on 6 replace 1 model.

Scenarios: You can play pitched battles or you can choose from, or roll on, the scenario table. The final battle is the castle siege (detailed later).

d10 Scenario

1	Pitched Battle
2	Last Stand
3	Secure the Crossing
4	Break Free
5	Surrounded
6	Ambush
7	Aftermath
8	Take the Fortress
9	Hold the Hills
10	Chevauchee

1) Pitched Battle

A fight to the last man or until one side yields (yielding denies VP for eliminating more units).

Set-Up: Each side places 4 terrain pieces; Roll off to choose side; Deploy on opposite table edges.

Victory Conditions: Destroy or route the enemy.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

2) Last Stand

Side A has holed up in a homestead. They must hold out until reinforcements arrive.

Set-Up: Roll off to choose a side (A or B); Place a small hovel or barn in the center of the table; Roughly surround the building in a 6" radius with 6 fences, low walls, or hedges; Side B places 4 piece of terrain anywhere else on the table; Side A deploys inside the homestead area; Side B deploys anywhere along the table edges.

Victory Conditions: The skirmish lasts 5 rounds. If side A still has any units on the table (not fleeing), they win the battle, otherwise, side B wins.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

3) Secure the Crossing

You are the vanguard for a much larger force and must control the river crossings for an advantage.

Set-Up: Divide the battlefield east to west, with a river; Place 1 bridge and 2 fords equidistant across the river; Each side places 3 terrain pieces anywhere else; Roll off to choose deployment side; Deploy on opposite table edges.

Victory Conditions: The battle lasts 5 rounds. The side that controls the most crossings wins.

>1 VP each enemy unit eliminated

>1 VP if holding all 3 crossings

>2 VP for holding more crossings than your enemy

4) Break Free

Side A is returning home after a chevauchee. One league from home finds side B blocking the path.

Set-Up: Roll off to choose a side (A or B); Side A deploys its force on one table edge; Side B sets up 6 pieces of terrain anywhere on the battlefield and deploys his units up to 12" in from the opposite side of the battlefield.

Victory Conditions: Escape or prevent escape.

>1 VP (Side A) each unit that escapes

>1 VP (Side B) each enemy unit eliminated

5) Surrounded

Side A has fought its way into side B's territory only to find themselves surrounded by the enemy.

Set-Up: Each side places 4 terrain anywhere on the table; Roll off to choose a side (A or B); Side A deploys in a 6" radius from the center of the table; Side B deploys anywhere along the table edges.

Victory Conditions: Destroy or route the enemy.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

6) Ambush

Side A is brashly marching to battle, unaware that side B has prepared an ambush.

Set-Up: Roll off to pick a side (A or B); A road runs the center length of the battlefield north to south; Side B places 6 woods or hills anywhere on the table up to 1' from the east and west table edges; Side A deploys units anywhere on the road; Side B deploys units anywhere Side A can't see them (in woods, behind hills, ect.); Side B takes the first turn.

Victory Conditions: Destroy or route the enemy.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

7) Aftermath (You will need a tape measure)

The battlefield is covered with bodies and blood. Your bedraggled units are all that remain of the original army...now it's a bloody battle for survival.

Set-Up: Each side places 5 pieces of terrain anywhere on the battlefield; Roll off to choose a side of the table; Take turns randomly placing units; Starting at the lower left-hand corner of your side, roll 3d12, add the total, and move that many inches up, then roll again and move that many inches right...place the unit at that point (or as close as possible) at least 6" from any enemy units.

Victory Conditions: Destroy or route the enemy.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

8) Take the Fortress

There is an Old Empire fortress between your kingdoms, it will provide a tactical advantage.

Set-Up: Place a fortress in the center of the table; Each side places 4 terrain pieces anywhere on the table; Roll off to choose deployment side; Deploy on opposite table edges.

Victory Conditions: Eliminate 3 enemy units AND occupy the fortress to win and end the battle.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

9) Hold the Hills

High ground is a strategic location in the foothills. 3 hills grant unrestricted LoS over the battlefield.

Set-Up: Place 3 double height hills equidistant in an east to west line across the center of the table; Each side places 4 hills or woods anywhere else on the table; Roll off to choose a deployment side; Deploy on opposite table edges.

Victory Conditions: Destroy or route the enemy and hold the high ground.

>1 VP each enemy unit eliminated

>1 VP each of the 3 hills you occupy at the end.

10) Chevauchee

Side A is raiding and burning a village, while side B is rushing to protect its subjects.

Set-Up: Roll off to choose a side (A or B); Places 4 buildings in a circle 12" from the table center; Each side places 4 more terrain pieces anywhere else; Roll off to choose deployment side; Deploy on opposite table edges.

Victory Conditions: To win, side A must set all 4 buildings (AC 6+; Save d10) ablaze by causing 1 hit of damage. Side B eliminates or routes A to win.

>1 VP (Side A) each building ablaze

>1 VP (Side B) each enemy unit eliminated

>2 VP for winning the battle

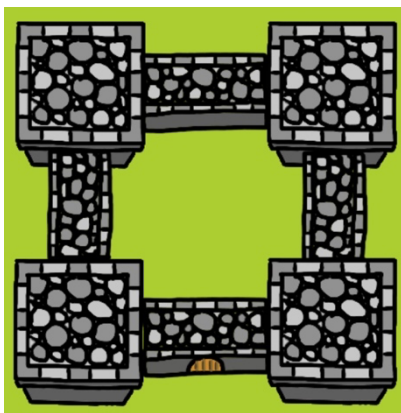


The Siege

The siege is the final battle in a campaign. If the attacker wins the siege, they win the campaign!

Set-Up: The castle is placed in the center of the table. The defending side places 6 more terrain pieces at least 6" away from the castle. Any river terrain must have 1 ford or bridge every 3 pieces. The defender can deploy anywhere on the battlefield (Most likely occupying the castle). The attacker can place his units anywhere up to 6" from any of the table edges.

The Castle: The castle is 4 towers, 3 battlements, and 1 gatehouse (3" each) arranged adjacent to each other in a square. The area in the center of this is the courtyard. From without, each castle piece is 1 battlement. From within (occupying a battlement or in the courtyard) they are treated as open terrain for moving and attacking.



Destroying the castle: Battlements/towers can be destroyed by bombards, killing any units on them. Castle terrain are destroyed when they take 2 total hits of damage. The gatehouse can only take 1 hit of damage. Replace leveled castle terrain with rubble (indicating broken terrain).

Castle Walls/Towers: AC 7+; Saves d10; take 2 hits

Storming the Courtyard: If battlements or towers are destroyed, the enemy can enter the courtyard. The courtyard is open ground, not a terrain piece. So, even though quite small, you can enter with as many units as you can practically fit.

Storming the Castle, and Scaling the Walls: It is assumed that the attacking units have ladders and grappling hooks. Units on the ground can occupy vacant battlements as normal. However, castle terrain are adjacent to each other, so when a unit occupies one of these terrain pieces, they are adjacent to any units in adjacent castle pieces. For example, you may move (or charge) onto a vacant tower, attacking a unit on the left battlement, while being flanked by a unit already on the right battlement.

Boiling Oil: 2 of the castle battlements (chosen by the defender) have boiling oil. There MUST be a unit on the battlement to pour the oil. When a unit charges a wall with boiling oil, roll 1d6 after they move adjacent, but before they attack. On a 6 remove 1 unfortunate model from the attacking unit (no saves). This is done the first round only.

Ballista: Defenders have 2 Ballista In addition to any units mustered. Ballista must be placed atop towers and cannot move. Each ballista has 2 crew models, and make shooting attacks with 2 dice, as long as at least 1 crew is still alive.

Ballista: Q d6; AC 4+ (Shoot Q d10; 2 dice)



Bombard: Attackers get 2 bombards in addition to any units mustered. Each bombard has 2 crew models, and make shooting attacks with 2 dice, as long as at least 1 crew is still alive. Bombard can only move OR shoot. Bombards can't shoot if the crew is in melee. Bombards can ONLY shoot at battlements, not units.

Bombard: Q d6; AC 4+ (Shoot Q d10; 2 dice)

Take up Arms and Rebel: With the castle under siege, the King's vassals become introspective. The attacking King can sway them to join him by spending VP before the battle for additional rolls on the muster table. Each additional roll costs 5VP, but roll a d10, instead of a d12, on the first roll, and a d8 for any additional rolls.

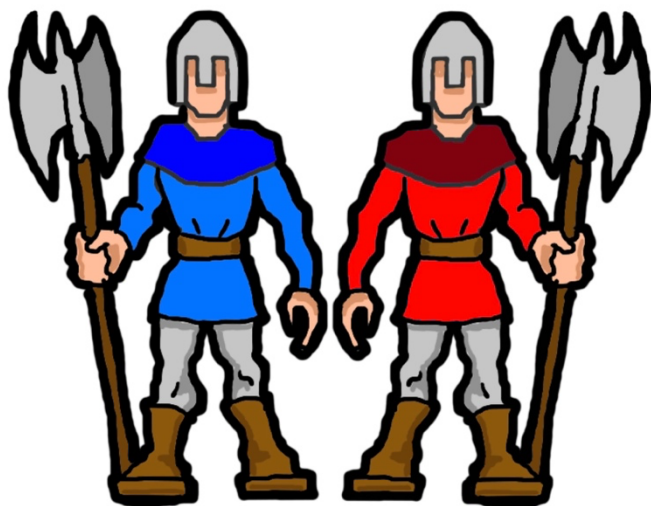
Victory Conditions: Take or defend the castle. If the castle is taken the campaign is over, the attacking King is the victor, and someone's head unceremoniously adorns a spike. If the castle is defended, the campaign continues.

>1 VP each enemy unit eliminated

>2 VP for winning the battle

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Summary Sheet



Unit	Q/AC	Notes
Peasant Levy	d6/4+	Leader can shoot
Archers	d8/4+	Can shoot
Men-at-Arms	d8/5+	
Foot Knight	d10/6+	
Knight	d10/6+	Mv12"; [A] vs. foot
King/Retinue	d10/6+	Bonus damage die

d12 Muster Table

≤ 0	No troops sent (fealty lost)
1-2	Peasant Levy
3-5	Archers
6-8	Men-at-Arms
9-10	Foot Knights
11	Knights (mounted)
12+	Choose 1 of any unit

Terrain effects...

- A) Stops further movement once occupied
- B) Block LoS
- C) Give a unit an [A] when attacking from
- D) Give a unit a [D] when attacking from
- E) Give an enemy a [D] when attacking in
- F) Grant LoS over other units when atop

Terrain Types...

Clear/Bridge/Road: No Restrictions
 Hill: B, C, F
 Woods: A, B, E
 Hedge/Fence/Low Wall/Big Rocks: A, E
 Broken/Swamp/Ford/Difficult: A, D
 Fortress/Battlement: A, B, C, E, F, No mounted units
 Obstacles/Boulders: B, Units must move around
 Buildings: A, B, E, cannot shoot at units inside
 River/Lake/Pit: Impassable

Shooting Advantages & Disadvantages...

- [A] Aiming
- [A] Shooting from Hill, Fortress, or Battlement
- [D] Moving before shooting
- [D] Target behind hedge, wall or fence
- [D] Target in Woods or Fortress
- [D] Target at Long Range (more than 12")

Melee Advantages & Disadvantages...

- [A] Charged this round
- [A] Target flanked by friendly unit
- [A] Mounted attacking foot unit
- [A] Attacking from hill, fortress, battlement
- [D] Battling back
- [D] Flanked by an enemy unit
- [D] Attacking into a woods or building

Saves: Q roll of 6+

Morale Test Advantages & Disadvantages...

- [A] Any friendly unit w/in 6"
- [A] Outnumber Attacker
- [A] Attacker flanked by friendly unit
- [A] Within 12" of the King (unless he is fleeing)
- [D] Outnumbered by Attacker
- [D] Flanked by enemy unit
- [D] King is fleeing or "dead"

Roll Morale Result

1-2	Unit scatters (remove from battle)
3-4	Unit is fleeing, move 6"
5+	Stand Fast/Rally (activate as normal)

2d6 Random Event

2	Mud: Units must roll 2+ on 1Q die to move
3	Windy: [D] to all missile attacks
4	Storm: [D] to Melee & Missile attacks
5-9	No Event
10	Favorable Wind: No [D] for long range
11	Messenger: 1 unit attacks with bonus [A]
12	Reinforcements: Each unit that has taken casualties rolls 1d6, on 6 replace 1 model.

Castle Walls/Towers: AC 7+; Saves d10; take 2 hits

Ballista: Q d6; AC 4+ (Shoot Q d10; 2 dice)

Bombard: Q d6; AC 4+ (Shoot Q d10; 2 dice)

Held <input type="checkbox"/>	Held <input type="checkbox"/>	Held <input type="checkbox"/>
CASTLE	LANDS	BORDER
Taken <input type="checkbox"/>	Taken <input type="checkbox"/>	Taken <input type="checkbox"/>
		Held <input type="checkbox"/>
		BORDER
		Taken <input type="checkbox"/>