

# Chivalrous Bum

## **Cinematic Medieval Skirmish Miniature Rules**

Chivalrous Bum is a miniatures game designed for fast and fun tournament play or small pick-up games (1-4 players). The goal here is not to simulate realism, but rather to allow you to play out cinematic battles in the Chivalrous Era using smart tactics and no small bit of luck.



by David Bezio © 2024  
RRB Minis Edition with Permission 2025

## General Rules

### Note

The rules are kept concise and to the point. They coalesce, so some confusing things will be made clear later. If you still have any questions, or to get any of the figures shown, visit us at [rrbminis.com](http://rrbminis.com).

### Items Needed to Play

You will need 6-sided dice (d6), a ruler marked in inches, miniature figures, a 2'x2' or larger play area, and terrain.

### Forming up a Retinue

Standard games have 1 Knight on each side plus a retinue of 10 Muster Points (MP) of Henchmen. All warriors are defined by 4 attributes: Speed, Shoot, Melee, and Salt. All warriors also start with a number of **Hit Points** (HP) and a **Luck** score of 3. Henchman also start each game with a **Loyalty** score of 3.

MP	Type	Speed	Shoot	Melee	Salt	HP
-	Knight	2d6	-	2d6	2d6	4
1	Peasant	1d6	-	1d6	1d6	1
3	Archer*	1d6	1d6	1d6	1d6	2
3	Soldier	1d6	-	2d6	1d6	2

\* Archers can choose Bow or Crossbow

### 1d6 Knights Coat of Arms (roll once, reroll to avoid duplication)

1	Bull: Failed Salt roll hits cause 2HP of damage
2	Lion: Attacks twice in Melee
3	Eagle: Armed with a crossbow, shoot 1d6
4	Boar: +2 to hit on charge
5	Unicorn: +1 on all Salt rolls
6	Dragon: Melee 3d6

### MP Options

2	Horse: [Knights / Henchmen] +3" Speed; +1 HP
1	Peasants Bow: [Peasant] Gains Shoot at 1d6
1	Heavy Armor: [Archer / Soldier] +1 to Salt rolls
1	Heavy Weapon: [Soldier] +1 to Melee rolls
1	Longbow: [Archer] Range short 15"/ long 30"

## Attributes & Battleworth

Each figure is defined by 4 attributes: Speed, Shoot, Melee, and Salt. These all start at 1d6 or 2d6, but can be increased up to a maximum of 3d6 with experience. The number before the "d" is the number of dice to roll, and the "d6" means you use six-sided dice. Whenever a figure wants to do something, they roll the applicable attributes Battleworth (1d6-3d6 dice) and read the result of the highest die rolled only. For example: If you roll 2d6 and get a 3 and 5, the result of the roll is 5. In rare cases, a figure might be listed as having a 0d6, -1d6, etc. Battleworth. In those cases, roll 2d6, 3d6, etc. respectively, and take the lowest die rolled only.

**Testing Luck or Loyalty:** Luck and loyalty tests are different. To succeed, you must roll your current score or better on 1d6. With a failure, the current score is increased by one (3+ to 4+ to 5+ to a max. of 6). [Optional: Luck tests can be used to resolve actions or questions not specifically covered in these rules].

**Hero Dice:** Each retinue starts a battle with 1d6 (min. of 3) Hero Dice. These can be expended to reroll ANY die rolls until gone. You CAN reroll rerolls, but must accept the final result.

## The Game Rounds/Turns

The game takes place over a series of rounds. During a round, each retinue member gets a turn. On a turn, a warrior may take **2 of the following actions** (including the same thing twice): Do Nothing, Move, Aim, Mount/Dismount, Shoot (if Loaded), Reload, Fight, or take another action (picking up an item, using a special ability, etc.).

**Initiative:** At the beginning of each round, roll off (1d6) to see who (the highest roll) activates a figure first, with sides alternating after that. A player with more figures activates the extras in succession at the end of the round.





## Speed

Speed is the maximum number of inches (roll your Speed Battleworth) a figure can move in a turn. The randomness represents your figure ducking for cover, or getting confused.

**Charge:** If a figure moves adjacent to an enemy, initiating a melee, he gains a +1 to the melee roll this round. A figure can move out of a melee, but NOT back in, the same round. Any move not initiating a melee (i.e. moving twice) must end >1" from any enemy figure.

**Horses/Wagons:** A figure on, or adjacent to, a horse/wagon can mount or dismount as an action.

Mounted figures move +6", shoot a -1, and melee at +1.

**Easy/Rough Going:** A figure can traverse ladders, cliffs, pigpens, rubble or any other rough ground or obstacle at a cost of double movement (count 2" for every 1" crossed). They can similarly travel with a heavy load such as a wounded friend or crate/barrel. Easy Going is the reverse; double speed (count 1" for every 2" traveled).

**Jumping:** A figure can use an action to jump from one rooftop to another, or similar. Make a speed roll: This is the number of inches cleared. If not enough for the figure's base to balance on the other rooftop or similar surface, it falls, taking 1 wound per 1" height, unless a salt roll (-1 per 1" height) is made.

**Doors:** A figure can move freely through open doors. Figures adjacent to a locked door, can kick in the door as an action.

**Moving Objects:** A figure can pick up and/or put down adjacent objects (furniture, ladders, barrels) during movement, but costs an action.



**Shooting (Short Range 4+, Long Range 5+, Extreme 6+)**  
Shooting is the chance of hitting with any ranged weapon. You **CAN** shoot into melee, but must test your Luck or hit your friend instead.

**Line of Sight (LoS):** In order for a figure to shoot another, the shooter must be able to see the target. If you can draw a straight line from any part of the shooting figure to any part of the target figure without touching other figures or terrain, you have a LoS.

**Range:** After declaring a target, measure the distance to the miniature from the front of your base to any part of the target (NO pre-measuring allowed). If the target is in range, you can roll to hit. If not it's an automatic miss. Each weapon has a short, long, and extreme range. You need to roll a 4+ to hit at short range, 5+ at long, and 6+ at extreme. A hit target must pass a salt roll or suffer 1 wound.

**Crossbows:** Crossbows hit harder at closer ranges. Salt rolls for crossbow hits are 6+ at Short and Long range. After shooting, they need to be reloaded before it can shoot again.

**Shooting Die Roll Modifiers:** Shooter Aimed +1, Target and/or shooter is mounted -1 ea., Target obscured behind cover -1.

Weapon Range Table	Short (4+)	Long (5+)	Extreme (6+)
Knife	1"	2"	+2" to 4"
Spear	1"	3"	+3" to 10"
Crossbow	5"	10"	+10"
Bow	10"	20"	+20"
Longbow	15"	30"	+30"





## Melee

A figure adjacent to an enemy is in melee (in hand-to-hand combat). Both sides make a Melee Roll. The highest roll wins and the loser must make a salt roll or take a wound. Ties are a stalemate this turn.



## Melee Die Roll Modifiers:

Charging figures +1 on the first turn only; One or more friendly figures are also engaged with the same enemy, AND your side outnumbered the other +1; Figures with melee weapons like swords or knives +1; Figure mounted +1; Wounded - 1/wound.

**Leaving a Melee:** Models may attempt to **disengage** from a melee during their movement, but must test their luck or take 1 HP of damage as they try to escape (salt rolls apply). Disengaging counts as 1 action and moving away as a 2nd.

## Salt (5+; 6+ if Already Wounded)

Salt is a figure's ability to withstand pain and stay upright when wounded. When a figure is hit, it may take damage. Throw a salt roll. If the roll is 5+ (or 6+ if already wounded), it's only a flesh wound; if less the model suffers a hit point of damage and is considered "wounded".

**Hit Points:** Once all HP are gone, losing a further hit point kills or incapacitates the warrior. Remove the model from the game.

**Loyalty:** Every time a henchman is hit (despite the result of the salt roll), they must make a loyalty test. If they make it, they stay true to their lord...if they fail, they immediately **flee** 1d6" towards the nearest table edge (avoiding other models and terrain), disengaging from melee if necessary. The warrior can test loyalty, as an action, on subsequent turns to rally (stop fleeing), otherwise it continues to flee another 1d6" on its turn. Models that flee off the table are removed from the game.

**Noble Sacrifice:** If a knight takes a hit and fails the salt roll, it can choose to transfer the hit to one of his loyal (not fleeing) henchmen (causing a loyalty test). This must be applied to the nearest henchman within 6" of the knight.

**Spoils to the Victor!**

After a battle is over, the side that won (killed all its opponents, or accomplished some other victory condition) gains a boon for the next battle. Roll 1d6. The boon goes to the knight's retinue and not to the player. This means that at the next game session, the winning player may possibly not get this knight with the reward, and their opponent might.



1D6	Boon
1-2	+1 Hero Die or +1 Muster Point
3-4	+2 Muster Points
5	+2 Hero Dice
6	+1d6 to any attribute of any 1 henchman (3 max.)

**Optional Rules**

- Regarding the +1 HP for being Mounted – Instead of giving +1 to the rider, whenever a mounted figure takes a hit, roll 1d6... on a 1, the horse is hit/killed instead. The rider must use 1 full move action to stand up, and is on foot for the rest of the game (unless he can find another horse and spends an action to mount it).
- A figure that picks 2 Do Nothing, may take an opportunity Shoot action later the same round during another figure's turn.
- Two new knights (#7 & #8 -- you can roll 1d8, replace 2 existing knights, or choose in another fashion as desired).  
#7 Bear: Target's Salt roll is on 1 less die.  
#8 Stag: Cancels opponent's charging bonus.



## Solo or Cooperative Play Rules

If you want to play a game of Chivalrous Bum, but you don't have a friend handy. The simplest way to play solo is to just play both sides neutrally (although we all tend to pick a favorite side). The following rules provide a simple AI (artificial Intelligence), with an element of randomness, for the opposing army. While this does not simulate the scheming and devious plans of a friend, it can give you a battle that isn't totally predictable. Choose a scenario, and muster using common sense. Use the following rules on the opponents turn:

- Knights will always use their special abilities when they have the opportunity.
- Roll 1d6 on the list below. If there is a figure that fits the criteria for that result, activate it. If not, simply move down the list to the next result until you find a figure to activate, then use it as indicated.

**Activate a figure that can:** 1-2 = Shoot, 3-4 = Charge into Melee, 5 = Continue a Melee, 6 = Move.

**Shoot:** If any warriors that can shoot have a target that HONESTLY looks to be in range, then activate the figure with the closest target and shoot at that target.

**Charge into Melee:** If a warrior can charge into melee, choose the figure that has the closest enemy and charge with it. Follow-up with a Melee attack.

**Continue a Melee:** If a warrior is already adjacent to an enemy, attack the lout!

**Move:** Get a move on! If more than one warrior fits the criteria, roll 1d6 for each figure. Activate the figure that rolls highest.

- Figures w/ranged weapons move to an area that grants LoS to the closest viable target and shoot. If none is available, they move directly toward the best position for shooting, preferably taking cover as well. Figures w/o ranged weapons move toward the closes visible enemy.



## Scenario 1: The Ambush at Shady Creek

### Set-Up:

Each player rolls 1d6. The player with the highest roll chooses to play either the Returning Raiders or the Ambushing Defenders. The Raiders deploys its force on one edge of the battlefield, with terrain representing the road leading home. The Ambushers set up 6 pieces of terrain (which should include a creek) anywhere on the battlefield and then deploys their force up to 8" from the opposite side of the battlefield, representing the ambush location.

The Returning Raiders must maneuver their figures off the table edge opposite its deployment side, representing their desperate attempt to escape the ambush and return home. The Ambushing Defenders aim to prevent any figures from escaping, wanting to halt the raiders in their tracks.

This scenario creates a tense and dynamic situation where the Returning Raiders must balance escaping, with avoiding elimination, while the Ambushing Defenders seek to trap and eliminate the raiding party. The presence of terrain adds strategic elements to the game, and the narrative backdrop enhances the overall gaming experience.

### To Win:

The game ends when all the Returning Raiders have exited the battlefield or are dead. The winner is the one with the highest total VPs.

- Returning Raiders get 1 VP for each figure that successfully escapes off the table edge.
- Returning Raiders within 6 inches of a terrain piece at the end of the game earns an additional 1 VP for finding cover during the ambush.
- Ambushing Defenders get 1 VP for each enemy figure that is eliminated during the skirmish.
- If the Ambushing Defenders manage to eliminate all of the Returning Raiders, they gain 2 bonus VPs for a decisive victory.

## Scenario 2: Movers and Shakers

A vendor's wagon is making its way to a neighboring village. One side, the Movers, has been tasked with making sure the wagon is securely transported across a dangerous landscape. The other side, the Shakers, have been tasked with harassing them and shaking things up a bit.

### Setup:

Bisect the map with a road pointing East to West. On either of the far sides, place a wagon model. Each player takes turns placing terrain as normal. The Movers deploy their army on the side of the wagon, the Shakers flip a coin and deploys on either the North or South side.

At the start of each round of play, the wagon moves 4" along the road as long as one of the Movers' figures are within 4" of it. If there are NO figures within 4 inches, or if any of the Shakers' figures are within 4", it does not move.

### To Win:

If the wagon comes within 4" of the opposite table edge, and one or more of the Movers' figures are within 4" of the wagon, the game ends. The winner is the one with the highest total VPs.

- The Movers get 5 VP if Wagon reaches table edge.
- The Shakers get 2 VP for eliminating all the Movers.
- Both sides get 1 VP for each enemy figure eliminated.





### Scenario 3: Hold the High Ground

When Fighting in the hills, the highest ground is a strategic location. There are 3 very high hills on this battlefield that grant unrestricted LoS over the area. You are ordered to occupy and hold these for your king!

#### Setup:

Place 1 extra tall hill in the center of the battlefield, another one 8" to the east, and another 8" to the west. Then each player places 4 normal hills, woods, or other bad going areas anywhere else on the battlefield. Each player rolls 1d6 with the highest choosing their deployment edge of the battlefield, and the other player deploying on the opposite edge.

#### To Win:

The game ends when one side destroys or routs the enemy. The winner is the one with the highest total VPs:

- Each side receives 1 VP for each tall hill top singularly occupied at the end of each round.



## Scenario 4: Desperate Stand at Duncan House



Lord Duplici, a noble with an unsavory reputation among his peers, has finally gone too far —according to some! He has kidnapped a noble lady intending to marry her against her will. Of course, the lord claims the two have secretly been in love for many months and the will wed when Bishop Odious arrives at Duncan

House to perform the ceremony. The other lords (or lord, if only 2-players) have mobilized a force to rescue the lady and imprison the lord. Duplici, having received word of the impending assault, has garrisoned the three story Duncan House with some of his retainers and declares he will hold out until the bishop arrives.

### Setup:

Place the three story Duncan House (or another suitable medieval tower home) in the center of the table, along with at least three other Medieval/Renaissance-looking buildings to form a town square. If you can add market stands, wagons, barrels, and various other sundry, all the better! The square should be at least half of the tabletop. You can place other huts or buildings around the square, but the fringes of the map are unlikely to be used. Most of the fighting will take place in the square (likely archery to and from the windows of Duncan House), and melee at the door of the house.

Duncan House is three stories tall. Each story is connected by a ladder to the one below. The dimension are (roughly):

- 1st floor: 65mm x 100mm (2.5"x4")
- 2nd floor: 100mm x 100mm (4"x4")
- 3rd floor: 65mm x 100mm (2.5"x4")



All attacking forces deploy on table first, just outside of the village square. They may not deploy within 6" of another lord's figures. If there is more than one attacking lord, dice off for order of deployment. All figures of a force must be within 6" of their Lord. Each attacking Lord receives 10 Muster Points to create his force. This is a free-for-all scenario. There is a big reward for the Lord who recovers the lady (payable by her doting and rich father). Only one Lord may claim it, and the rival lords' forces are free to attack, ally, or betray each other as they choose.

Once the attackers have deployed, Lord Duplici deploys his forces. He should have 10 Muster Points if there are two or more attackers. If it is a one-one-one game, his force should be 6 Muster Points. He may deploy his figures anywhere inside Duncan House, at windows, doors, trapdoors, etc. The player should indicate which trap doors are open and which are closed and locked. The noble lady (his wife-to-be or not), is on the 3rd floor. She will have the good sense to stay away from any windows and not be a possible target of archery!

### **Notes:**

Figures with a missile weapon may shoot from the windows at figures in line of sight in the square. Here are the windows by floor in the Duncan House model (modify as needed if you are using a different model):

- 1st floor: Two walls have 1 normal-sized windows with iron bars each (only 1 figure may shoot from each). Other walls have no windows.
- 2nd floor: Two walls have 1 normal-sized window each, other two have double-sized windows (2 figures may shoot from these).
- 3rd floor: Two walls have 1 double-sized windows with iron bars each (2 figure may shoot from each). Other walls have no windows.

Figures shooting out the windows have cover. Their targets may have cover (market stands, barrels, etc.), as well. However, shots from the 3rd floor are elevated enough that no target in the square below has cover.

The door to Duncan House may be kicked open, as per the Chivalrous Bum rules. However, if it is closed, and a figure on the inside is bracing it, the two figures dice off. To enter, the attacking figure must win the die roll. If a second figure is assisting, roll two dice and take the higher result. Maximum is two figures trying to knock the door down and two figures trying to brace. If the result is a tie, the door has been damaged knocked off its hinges, and will fall to the ground and be no barrier to movement.

If the trapdoor to a room is closed, a figure on a ladder may attempt to batter it open. Use the same method, except maximum figures trying to enter and bracing is one each. The figure bracing adds +1 to its roll, being able to put its weight on the door, too. Once again, if there is a tie, the trapdoor has been shattered and falls to the floor below, no longer a barrier to movement.

Figures defending a doorway do so normally. Figures defending a trapdoor receive +1 to their melee roll and a bonus Salt roll if they lose (two attempts to negate the wound instead of one).

Figures climbing a ladder do so at half rate.

### **To Win:**

An attacking Lord wins if he has eliminated all of Lord Duplici figures on the 3rd floor and has one of his figures in contact with the nobly lady. At that point, the bishop fortuitously arrives and his heralds call a halt to the fighting. The noble is richly rewarded by the lady's father, whether she was truly in love with Lord Duplici or not! If Lord Duplici's forces have driven off the enemy (all of them have fled the table or Duncan House), that player is the winner.



# Chivalrous Bum

## Game Tokens

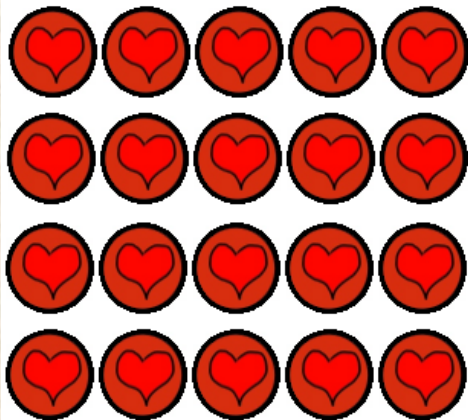
You can use any type of tokens or markers that you wish. These are provided for those that need them.

Glue this sheet to some thin cardboard and cut the items out.

### Activated Tokens



### Wound Tokens



### Unloaded Tokens



# Chivalrous Bum Retinue

**Retinue Name:**

**# of Hero Dice:**

**Sir Knight:**

**Mounted [ ]**

**Coat of Arms:**

**Luck:**

**Muster Points:**

**HP:**

**Wounds:**

**Speed:**

**Shoot:**

**Melee:**

**Salt:**

[                    ] [                    ] [                    ]

**Henchman #1 Name:**

**Mounted [ ]**

**Options:**

**Luck:**

**Loyalty:**

**Muster Points:**

**HP:**

**Wounds:**

**Speed:**

**Shoot:**

**Melee:**

**Salt:**

[                    ] [                    ] [                    ]

**Henchman #2 Name:**

**Mounted [ ]**

**Options:**

**Luck:**

**Loyalty:**

**Muster Points:**

**HP:**

**Wounds:**

**Speed:**

**Shoot:**

**Melee:**

**Salt:**

[                    ] [                    ] [                    ]

**Henchman #3 Name:**

**Mounted [ ]**

**Options:**

**Luck:**

**Loyalty:**

**Muster Points:**

**HP:**

**Wounds:**

**Speed:**

**Shoot:**

**Melee:**

**Salt:**

[                    ] [                    ] [                    ]

**Henchman #4 Name:**

**Mounted [ ]**

**Options:**

**Luck:**

**Loyalty:**

**Special Ability:**

**Muster Points:**

**HP:**

**Wounds:**

**Speed:**

**Shoot:**

**Melee:**

**Salt:**

[                    ] [                    ] [                    ]

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## Quick Reference Sheet

## Chivalrous Bum

**The Game Rounds/Turns:** During a round, each task force member gets a turn. On a turn, a figure may take 2 of the following actions (including the same thing twice): Do Nothing, Move, Aim, Mount/Dismount, Shoot (if Loaded), Reload, Melee, or take another action (picking up an item, using a special ability, etc.).

**Movement:** Roll your Speed Battleworth. Mount/dismount cost 1 action.

**Speed Modifiers:** Mounted figures move +6". Crossing Rough Going (rough ground or obstacles) cost double; Easy Going cost half.

### Shooting:

Weapon Range Table	Short (4+)	Long (5+)	Extreme (6+)
Knife	1"	2"	+2" to 4"
Spear	1"	3"	+3" to 10"
Crossbow	5"	10"	+10"
Bow	10"	20"	+20"
Longbow	15"	30"	+30"

**Shooting Die Roll Modifiers:** Shooter Aimed +1, Target and/or shooter is mounted -1 ea., Target obscured behind cover -1.

**Melee:** A figure adjacent to an enemy is in melee. Both sides make a Melee Roll. The highest roll wins and the loser must make a salt roll or take a wound. Ties are a stalemate this turn.

**Melee Die Roll Modifiers:** Charging figures +1 on the first turn only; One or more friendly figures are also engaged with the same enemy, AND your side outnumbers the other +1; Figures with melee weapons like swords or knives +1; Figure mounted +1; Wounded -1/wound.

**Salt (5+; 6+ if Already Wounded):** If 5+ (or 6+ if already wounded) it's only a scratch. If less, suffer a wound.

**Wounds:** A figure has a number of wounds equal to HP. Once gone, a further wound kills or incapacitates the figure.

### Knights Coat of Arms (roll once, reroll to avoid duplication)

- |   |   |
|---|---|
| 1 | Bull: Failed Salt roll hits cause 2HP of damage |
| 2 | Lion: Attacks twice in Melee                    |
| 3 | Eagle: Armed with a crossbow, shoot 1d6         |
| 4 | Boar: +2 to hit on charge                       |
| 5 | Unicorn: +1 on all Salt rolls                   |
| 6 | Dragon: Melee 3d6                               |

### MP Options

- |   |  |
|---|--|
| 2 | Horse: [Knights / Henchmen] +3" Speed; +1 HP     |
| 1 | Peasants Bow: [Peasant] Gains Shoot at 1d6       |
| 1 | Heavy Armor: [Archer / Soldier] +1 to Salt rolls |
| 1 | Heavy Weapon: [Soldier] +1 to Melee rolls        |
| 1 | Longbow: [Archer] Range short 12"/ long 24"      |