

SUMMARY SHEETS – CHARLES THE BOLD

FIRING AND MELEE CHART

<p><u>Firing [6.0]</u> <u>Throw 1D6 per remaining SP</u> Hit on 6 or double 5. -/+ ?D6 range factors from army list +1D6 each extra rank of pike, HI or LS if artillery firing at frontally/directly into rear -1D6 each bound moved this turn by shot stands [skirmishers/LC can move <i>once</i> w/o penalty]. -1D6 if disordered -1D6 target evading -1D6 Sk/LC firing at Sk/LC in cover or in the open -1D6 Sk/LC firing at non Sk in cover or defences -2D6 non Sk/LC firing at Sk/LC in cover or defences or in the open -1D6 any firing at art in open. -1D6 any non Sk/LC firing at non Sk/LC stands in woods -1D6 artillery firing at defences -1D6 2nd rank of Longbows firing over front rank -2D6 any non Art/Sk/LC firing at stands in defences -2D6 firing overhead Artillery cannot move and fire.</p> <p><u>Order Test [1D6] [3.4]</u> For extra moves, recovering from disorder, opportunity: A class pass on 3,4,5,6 B class 4,5,6 C class 5,6 +1 leader attached -1 out of range of leader [6H] or leader dead -1 each movement taken after first this round</p> <p><u>Pursuit [1D6] [13.0]</u> Impetuous units units pursue 1H on 2-3, 2H 4-6 [3H on 6 if can move that far]. Others with positive impact bonus can choose – inf 1H on 4,5,6, cav 1H on 2-3, 2H 4-5, 3H on 6. An attached leader can add or subtract 1 from the dice roll.</p>	<p><u>Melee [10.0]</u> <u>Throw 1D6 per remaining SP</u> Hit on 6 or double 5. -1D6 if disordered +1D6 up hill +1D6 fighting enemy flank +2D6 HC charging flank +?D6 impact force if charging in</p> <p>No impact infantry vs horse Units charged in flank/rear by unit commencing behind front disorder.</p> <p><u>Pikes [if attacked frontally only]</u> +1D6 2nd and 3rd rank of pikes vs foot +3D6 2nd and 3rd rank of pikes vs horse No impact horse vs pikes</p> <p><u>Long Spears [if attacked frontally only]</u> +1D6 2nd rank of LSp vs foot +2D6 2nd rank of LSp vs horse No impact horse vs LS</p> <p><u>Morale Test/SP losses [1D6] [7.0]</u> If hit by shooting or in melee take Test. Need to roll equal or less than the stands adjusted morale which is:</p> <p>Commencing strength points +1 commander attached -1 disordered -1 each SP already lost -1 each hit just taken Always pass on 1, fail on 6</p> <p>Max loss 2SP in melee if lose, 1SP if win or draw. Max loss 1SP from firing All stands lose max 1SP vs Sk inf. Cav vs inf max loss cav 1SP [2SP if attacking pike/long spears frontally and lose].</p>
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TERRAIN EFFECTS – movement and melee

<p><u>Woods</u> -2D6 <i>HC/MC/Pike</i> in or vs unit in woods. Halt on entering become disordered. No impact or depth in or vs unit in. Cannot recover in woods but can charge out with impact.</p> <p>-1D6 <i>long spears</i>, in or vs unit in woods. Halt on entering become disordered. No impact or depth in or vs unit in. Cannot recover in woods.</p> <p><i>Sk, LI</i> no disorder, normal move, no impact</p> <p><i>MAA, Bills, HI</i> halt on entering become disordered. No impact in or vs unit in woods, cannot recover in woods but can charge out with impact</p> <p><i>Shot</i>, halt on entering, disorder can recover in woods and can change facing w/o further disorder.</p> <p><i>LC</i> halt on entering, become disordered and no impact if move into or attacking into. Can recover from disorder and move out in order.</p> <p><u>Stream</u> All halt on entering, disordered, no impact, no depth bonus +1 defending banks of larger stream Cannot recover in stream. Can get impact if charging someone in stream whilst you are on the bank</p> <p><u>Defences</u> Barriers that constitute Defences will be specified in the scenario notes. These rules are generic rules for Defences which may vary from scenario to scenario.</p> <p>When attacking; no impact, no depth bonus, halt before crossing. Mounted and Pike disorder if cross defences. -1D6 foot attacking defences -2D6 and disorder <i>mounted</i> attacking defences</p>	<p><u>Swamp</u> <i>Sk, Lt Inf</i> move 1H no disorder, no impact. <i>All others</i> halt on entering, become disordered, no impact if in a swamp H. Cannot recover in swamp. Can get impact if outside of swamp charging any in the swamp except <i>Lt Inf/Sk</i> in swamp.</p> <p><u>Village</u> [note: <u>Town hexes are often classed as impassable in scenarios</u>] Stop on entering and leaving. Mounted disorder on entering. Attacking - no impact, -1D6 foot -2D6 and disorder <i>mounted</i> Defenders fire any direction [-1], no flank or rear. When exiting move 1H max in any direction. [although stands can retreat 2H+ if beaten]. No impetus on leaving. Defeated defenders can choose to not retreat if beaten [and take 1 extra loss] Mounted stands in a village fight at -3D6.</p> <p><u>Hills</u> Unless specified otherwise in a scenario hills provide a combat benefit to the stand which occupies a higher hex. Visibility into hill hexes extends to the first hex of the plateau top if you are viewing from the flat ground below. A stand on the slope edge can see into and across the plateau top. Only a stand on the edge hex of a plateau can see off of the plateau top to the flat.</p> <p><u>Fields/rough</u> Max move of 2H All bar <i>Sk/LC/LI</i> become disordered. Can recover in field and move out in order. All have no impact if in or vs unit in rough/fields</p>
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