

# RULES EXAMPLE

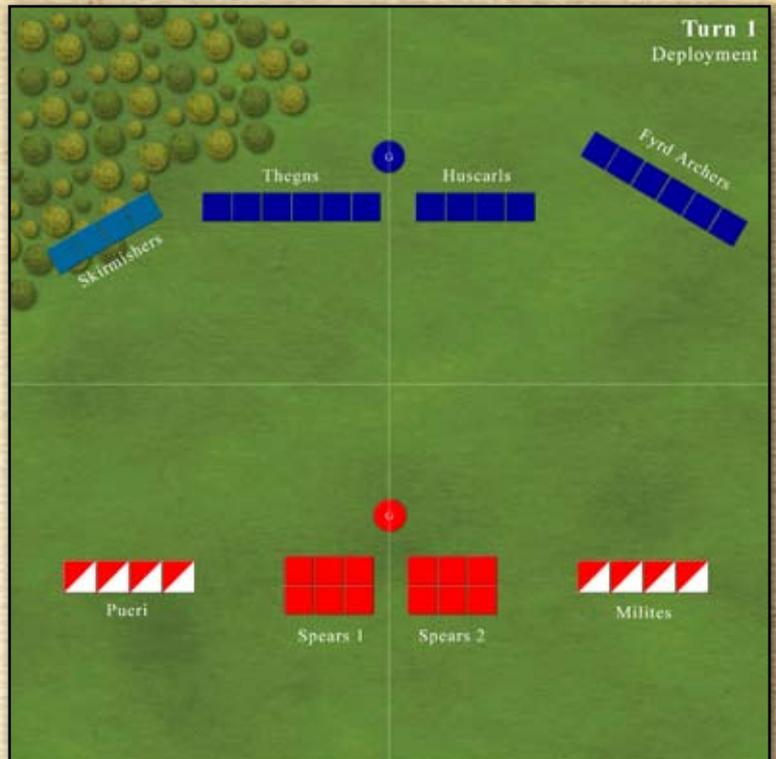
What follows is a blow by blow account of two game turns as a Norman force squares up to some Saxons. The forces are representative of those you will find on the tabletop in any Dark Age game. The text and maps will show how the units move, engage each other (missile and melee) and how wounds and morale are handled.

## FIRST GAME TURN

### Saxon Turn 1

Saxons win the initiative and will now act first and for the rest of the game with the two sides taking alternate turns – initiative is only rolled once at the start of the battle.

The Saxon skirmish slingers are just out of their 20" range so decide to advance out of the tree line and shoot at the mounted Pueri. The range is 18" so the modifiers are Long range -4, target is in light armour -1, firer has poor missile skill -1 for a total of -6. As this would make any hit impossible with a modified D10 roll needing a final result of 6 or more you halve the number of attacks with 10's hitting. Skirmishers only get 1 attack per stand normally so their 4 attacks is halved to 2 attacks in this instance, both of which miss.



The Saxon player now moves onto the Fyrd Archers who decide to remain where they are and shoot at the Norman Knights. The range is 22" so the modifiers are Long range -4, target is in Heavy armour -3 for a total of -7 which again is half attacks, hitting on 10's. The archers would normally have 12 attacks, which is halved to 6 attacks, and they roll two 10s, so they score 2 hits on the Norman knights. There are no saves or wound rolls so the 2 hits are marked against the unit and when it receives one more hit it will lose a stand.



The Thegns and Huscarls both pass on movement, electing to remain where they are and so does the General. That is the end of the Saxon Player's turn.

You will notice how long range missile fire against armoured troops is pretty poor. As you get closer, fight good quality archers or have lightly armoured troops as targets you'll discover missile fire gets a lot more deadly. However, most battles still come down to units standing toe to toe and beating hell out of each other.

### Norman Turn 1

The Normans have a simple plan – head straight for the enemy in front of them. The Pueri advance at march speed, allowing them to double their normal move. In this case their 16" move would take them to within 2" of the skirmishers, but a unit is never allowed to come closer than 6" of any enemy unit during its march move so it must halt at 6" away from the Skirmish slingers.

Both of the spear units advance their full 8" and the General moves over and joins the Milite unit. The General stand itself does not fight and adds no attacks to the unit so it doesn't matter where the stand is placed so long as both sides know that he is 'attached'.

The Milites now advance and wheel slightly, lining themselves up for a charge against the Saxon Huscarls in the centre.

## SECOND GAME TURN

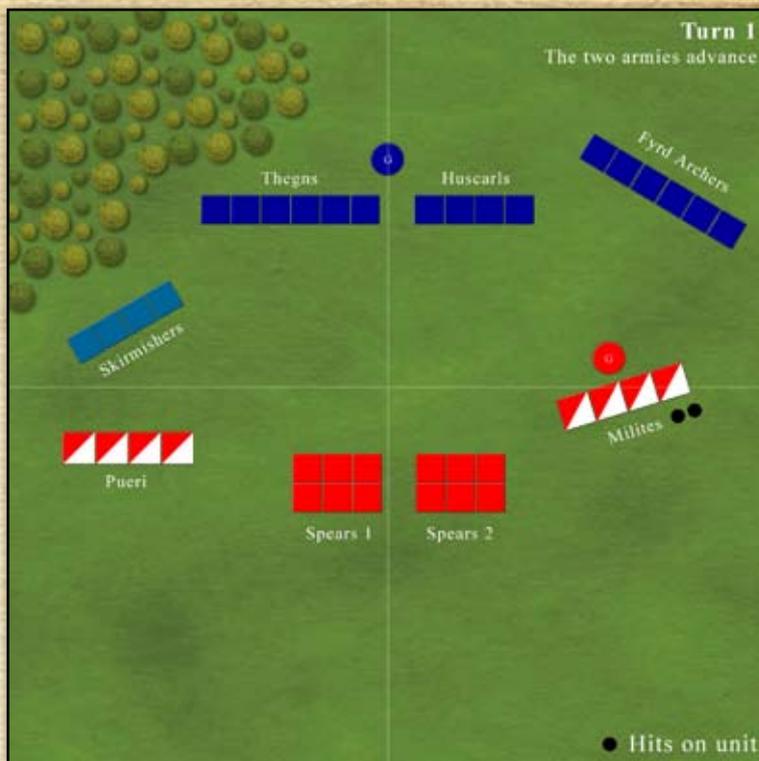
### Saxon Turn 2

It is the Saxon player's turn again. The skirmishers fire at the Pueri from 6" away – medium range – and cause one hit. The Fyrd Archers shoot at the Milites and manage to do 2 more hits – this removes a stand and carries one hit over.

Losing this stand has 2 immediate effects – firstly the Saxon player gets to roll for leader casualty. For each stand that has been removed 2D6 are rolled. A result of 2 means the leader is dead, 12 means he is severely wounded. In this case an 8 is rolled and there is no further effect.

The second consequence of this unit losing a stand is that it will have to take a morale test because it has now reached 25% losses in stands. This morale test is taken immediately and has the following modifiers: Milites are Seasoned so their starting morale is +3, they have now lost 25% of the stands in their unit but not yet 50% so -2, the commander is attached and he has a +1 morale value. The total modifier is therefore +2 to a D10 die roll. If the roll is 1, 2 or 3 then the Milites will become shaken, any other number and they will carry on as normal. The D10 roll is 1, the final result is 3 which means the unit becomes shaken.

Now that the Milites have become shaken the Saxon player decides to advance with his Thegn and Huscarl units and both move as far forward as possible: the Thegns 8" and



the Huscarls 6". The Saxon command stand moves up with the line but does not attach to either unit.

### Norman Turn 2

The Norman player decides to risk charging the Saxon Huscarls with his shaken Milites unit. There is a chance he may lose this combat and if the cavalry break it would end his turn so he decides to do the 'safe' moves first.

Both Spear units are just outside their 8" charge distance so simply advance 4" closer to the Thegns.

The Pueri charge the skirmish slingers who decide that fleeing for their lives is the best bet. The distance between the two is 6" and the Pueri have a 16" charge move; the edge of the light woods is 3" behind the skirmishers. Skirmishers move through light woods at full speed while cavalry move through at half and are automatically shaken if they charge into/through woods.

The Skirmishers flee 2D6", their roll is just 5 so they are moved back 3" to the edge of the wood and 2" further into it. Now the Pueri work out if their charge will take them into contact with the fleeing unit. If it does they have to carry out the charge, if not they have the option to either halt at the spot where the skirmishers fled from or to carry on their full charge move distance. It is 9" to the edge of the wood and the 2" through the wood actually costs them 4" of their movement so with only 13" of their 16" movement used they carry on and charge.

As soon as the Pueri enter the edge of the woods they become shaken, the skirmishers have no chance to fire defensively so the units are placed in contact and melee ensues.

The Norman player works out his attacks first as he charged, but all attacks and casualties are actually



simultaneous. The only modifiers are of the relative combat skills – average (Pueri) versus poor (skirmishers) – gives a +1 and the cavalry are shaken – 2 for a final modifier of -1 on each attack. Each stand has 2 attacks so 8 D10 are rolled, hitting on rolls of 7 or more. The actual rolls are 1, 3, 3, 6, 6, 7, 9, 10 – as the Pueri are troops armed with thrown missile weapons they get to re-roll any attack rolls of '1'. The re-roll is a 7 so 4 hits are done to the skirmish unit.

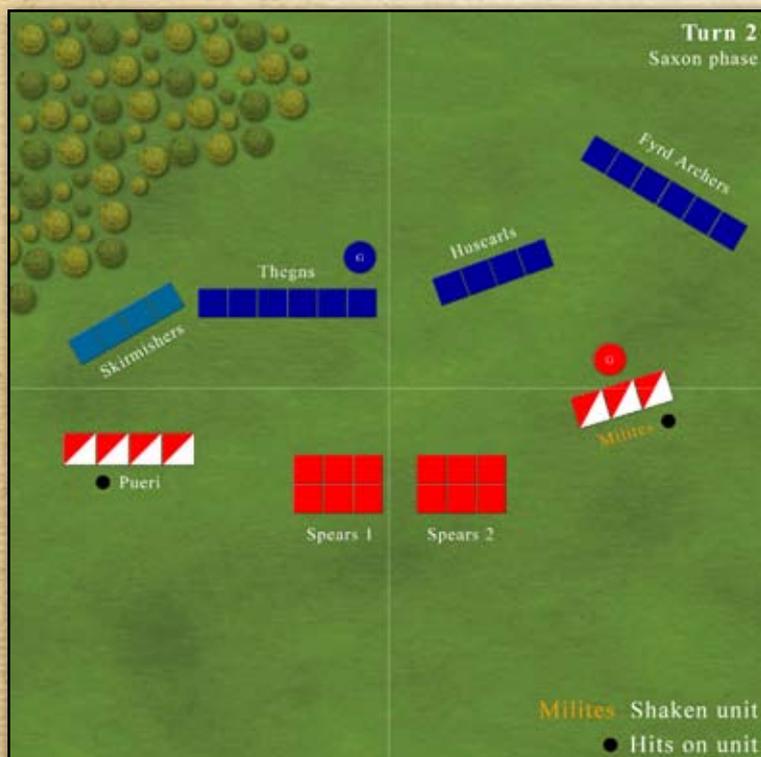
The skirmishers get to attack back before these casualties are taken off so will get 4 attacks (1 per stand). The Pueri has light armour -1 and that is the only modifier so attacks will hit on a roll of 7 or more as well. Only 1 hit is done to the cavalry.

At the end of the fight the cavalry have inflicted 4 wounds, the skirmishers only 1. Two skirmish stands are removed and it is time to calculate who has won the combat. Both

sides work out their own Melee Results Modifiers. The Normans are regular +4, inflicted 4 wounds on the enemy for +4, fighting against skirmishers +2, outnumber enemy by 50% or more stands +1 for a total of +11.

The Saxon skirmishers are Dregs +1, inflicted one wound on the enemy +1, fighting a unit which is shaken +2 for a total of +4. Both sides now roll a D6 and add this to their melee results. Normans roll a 2 for 13 in total, Saxons a 6 for 10 in total.

The Normans have won the combat by 3 points so now the players consult the victory table – a difference of 3 points would normally mean the loser retires but in this case the skirmishers are at 50% losses so add 5 more taking them up to 8 – which means they rout. The skirmishers are routed 8" away and the Pueri have the option to breakthrough 6" or try to pass a T&L test and hold their ground.



The Norman player would like them to hold so that they can wheel back into the fight and take the Thegns in the flank next turn – unfortunately the T&L test required a 6 or less on 2D6 and the roll was 10 so the unit has to take its breakthrough and follow the routers. The cavalry are at half speed in the woods so are moved forward another 3".

Lastly the Norman player moved onto the Milites and declares a charge against the Saxon Huscarls. There is no defensive fire so the cavalry are simply moved into contact with the Saxons. The Huscarls cannot counter charge as they are infantry being charged by cavalry.

Again, the Norman player calculates his attacks first. Target has Heavy armour -3, cavalry charging with lance +1, attackers are shaken -2 for a total of -4. The 6 Norman attacks will need to be rolls of 10 or more to hit, with a bit of luck on their side they get 2 hits.

The Saxons calculate their attacks – Target has heavy armour -3, attacking with 2 handed weapons

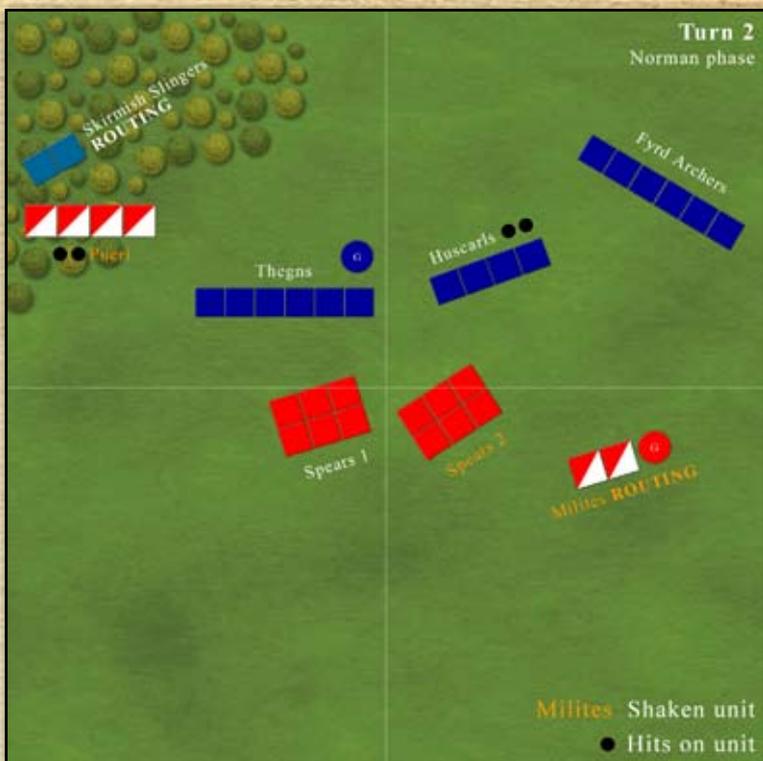
+1 for a final modifier of -2. They will get 8 attacks needing rolls of 8 or more to hit and end up with 2 hits on the Normans.

The 2 hits are marked on the Saxon unit and a stand is removed from the Norman cavalry – immediately this is done the Saxon player rolls to see if he can kill or wound the Norman general – the roll is a 4 so no effect.

Now both players calculate their melee results. The Normans are seasoned +5, inflicted 2 wounds +2, commander's combat modifier +2, shock troops charging +1 for a total of +10. The Saxons are Veterans +6, inflicted 2 wounds +2, are fighting a shaken unit +2, outnumber by 50% or more in stands +1, steadfast troops defending +1 for a total of +12. Both sides add a D6 to their score – the Normans roll 2, the Saxons 2 – final result is Normans 12 to Saxons 14 so the Huscarls win the combat by 2 points.

On the victory table this would result in the Cavalry recoiling 2" facing the enemy but as the Norman knights are now at 50% losses they add 5 to this score and will rout with a final result of 7. The Milites are turned around and moved 12" away from the Huscarls – this in turn will cause immediate morale tests for any friendly troops within 8" of the point where the unit routed from – in this case both spear units are within 8".

Morale tests will be the same for both units start with a trained morale level +2 and no other modifiers so if they roll 1-3 on a D10 they will become shaken, anything else



passes OK. This time Spears 1 passes and Spears 2 fails with a roll of 2 and is shaken.

Note: For the time being the Norman general is caught up in the rout of the Milites. At the start of the next Norman turn he can either stay with them and may try to help rally the unit or leave it. If he stays and fails to rally them he is carried along with the unit and if it leaves the table he will be lost with them.

