

IN THE DAYS OF KING ARTHUR

(Not tested)

12 Feb 26

Sequence: Determine who is going first each turn. 1st player units may shoot or hold fire then move, 2nd player does the same, both sides resolve close combat. A unit that **held fire** may only fire once to return enemy fire or if charged. (*Best to mark units that held fire.*)

STAND	MOVE	RANGE	DICE	Hit On
Commanders	12"			If a unit is not within 12" of a commander, it must roll 1d6 needing 4,5 or 6 to move. +1 to die if Veteran, Lt Inf or Cavalry, -1 if Poor troops.
Lt Cavalry	12"	Contact	2d/stand	5,6
Cavalry	8" +4" if charging	Contact	2d/stand	4,5,6
Archers	8"	12"	1d6/stand	4,5,6
Lt Infantry	8"	6"	1d/stand	5,6
Infantry	8"	Contact	2d6/stand	5,6
Artillery	8"	24"	1d6/stand	4,5,6
Modifiers				
Obstacles: (Woods, walls, house, etc)		-4" except Skirmishers. Some troops may not enter.		
Change formation, limber, unlimber, etc		-4" to movement		
Infantry fire or hold fire:		-4" to movement		
Manoeuvre: eg: Sidestep, fall back facing enemy, etc		-4" except Skirmishers		
Superior shooting or if shock troops on contact		+1@d		
Target is in cover or skirmishers		-1@d		
Long Range		-1@d		
Charge Resolution:				
If with in 1" of enemy after all combat has been done, a unit that has taken more hits than it inflicted must retreat either 1/2 move facing the enemy or a full move facing away. Cavalry which charged infantry may pursue and if they contact will disperse the enemy.				

Army Morale: In the absence of scenario victory conditions, an army that has lost 1/2 of its stands will break.