

# **ROUGH WOOING**

## **A Simple Mid 16thC Wargame**

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**Notes:** After fierce solo debates, I have decided to go for quickplay over detail and have lumped troop types into very broad categories focused on overall function rather than tactical details.

1. **Play Sequence.** Determine which side is acting first this turn, 1st player moves and shoots, then the 2nd, then both sides resolve melee.
2. **Command.** Formations and single stands within 12" and in sight of a general will act as ordered. Others must roll 1d6 to see if they may move: 5,6=Obey orders, +1 to the die if Elite or Veteran.
3. **Movement.**
  - a. **Formation moves.** A group of adjacent, touching, stands may move on a single die roll using the speed of the slowest stand.
  - b. **Distances:** **Pikes, Bills, etc: d6+6"**,  
**'Shot', Sword & Bucklermen etc, Armoured Lancers: d6+9"**,  
**Light Cavalry: d6+12"**,  
**Artillery may move: d6+3"**,  
**Heavy Artillery takes a whole move to limber or deploy.**
  - c. **Terrain:**
  - d. **Engagement:** If a stand is within 6" of enemy, it is engaged. An engaged stand may only move directly at enemy, retreat away, or stand in place, turning if desired.
  - e. **Charge:** Declare before rolling. **Reaction: Cavalry** may counter charge. **Lt cavalry and Skirmishers** may evade a full move facing away. (*decide before either side rolls.*)
4. **Shooting.**
  - a. A unit must have a clear shot to a target in its frontal arc except LC may shoot all around.
  - b. **Light Cavalry** get **1d/stand@6"** and may move **and** shoot. **Hit on 5,6.**
  - c. **Shot (Archers, Arquebusiers etc)** **2d/stand@12"**, may move 1/2 **and** shoot. **Hit on 5,6.**
  - d. **Light Artillery:** gets **2d/stand@24"** and may shoot **or** move. **Hit on 5,6.**
  - e. **Heavy Artillery:** gets **1d/stand@36"** if deployed. **Hit on 4,5,6..**
  - f. **Modifiers:** Inflict **1/2** casualties vs cover or armour. Arty ignores armour.
5. **Melee.** If in contact both sides roll during the melee phase.
  - a. **Dice:** Roll **2d per stand** in contact to the front, **Pikes get 1d** to the flank or rear.
  - b. **Cavalry, Bills, Halberds, Swordsmen, etc** hit on 4,5,6
  - c. **Light Cavalry, Pikes, Shot** hit on 5,6
  - d. **Modifiers:** Inflict **1/2** casualties vs Armoured Tgt  
Inflict **1/2** casualties if any but pikes or Sword & Buckler vs pikes in open or vs terrain obstacle (*eg attacking up steep hill, over obstacle, etc*).
  - e. **Follow me!:** If a General is part of a formation, he may choose to risk himself by roll 1d6 in melee 5,6=inflict an extra hit on his enemy OR cancel 1 hit on an adjacent stand.
  - f. After combat, cavalry which charged must retire 1/2 move facing the enemy.
6. **Morale.** When a stand has taken hits = its morale, it is removed..
  - a. **Base morale** is 6 hits for pikes, 4 for all others. +1 if Elite/Veteran, -1 if Poor. When a stand has taken hits=morale, it is removed. (*Adjust to scenario*)
  - b. **Army Morale.** In the absence of scenario victory conditions, an army that has lost 1/2 of its stands must concede.

**Note:** When halving, round off after all halving is done.

\*\* Fantasy, Siege and other expansions **may** follow or you can add your own.

Ross Macfarlane

<https://gameofmonth.blogspot.com/>

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## INTRODUCTION and DESIGN NOTES. (To come)

*What follows is from a previous version and needs some updating .*

## PREPARING FOR BATTLE

### 1. Housekeeping and definitions.

- a. All measurements are given in inches noted by a number followed by a quotation mark. (eg 6"). All dice are old fashioned 6 sided dice numbered 1 to 6. 2d6" indicates the sum of two 6 sided dice read as a distance in inches.
- b. **Company or Stand.** These interchangeable terms that describe a group of figures fastened to a base of an agreed upon size which are the lowest level of playing piece. stands are grouped into units as described below. I use 6cm x 6cm square bases but as long as both sides are similar the exact size doesn't matter. If using very small or very large bases it might be best to adjust ranges to match. The number of figures is not taken into account so opposing players do not *HAVE* to follow the same conventions though it is often less confusing if they do.
- c. **Front.** A stand's frontal zone is everything between an imaginary line stretching forward at a 45 degrees angle from each front corner.

### 2. The Armies. A wargame army is formed of the following:

- a. **Commanders.** A Command stand represents a senior commander with his staff and escort and usually a large banner. Each army must usually have at least one commander who is the **General** and is in charge of the whole army. He (or she) may be assisted by subordinate "Battle", "Wing" or "Battalion" Commanders who command a group of stands assigned to them at the start of the game.
- b. **Formation.** A group of companies which act together. Cavalry and Light Infantry normally form 1 rank deep. Pikes and Foot normally deploy 2 or 3 stands deep.
- c. **Cavalry.**
  - i. **Lancers:** Armoured shock cavalry
  - ii. **Light Cavalry:** Lightly armoured cavalry with light lances, bows or firearms.
- d. **Infantry.**
  - i. **Pikemen.** Infantry fighting in dense masses with pikes but usually with a percentage of men with other weapons such as halberds and two handed swords.
  - ii. **Billmen.** Infantry equipped primarily for close quarter fighting in looser formations. This includes Englishbillmen but also halberdiers, Galloglaich, and similar as well as dismounted Men at arms.



e. **Light Infantry**

- i. **Swordsmen.** Mobile, lightly equipped, infantry equipped with sword and buckler, two handed swords, etc for close combat as well as dismounted light lancers.
  - ii. **Shot.** Lightly equipped Infantry equipped primarily with firearms, bows or crossbows as well as dismounted mounted crossbowmen/arquebusiers.
- f. **Artillery.** These are broken into two groups.
- i. **Heavy Artillery.** Large cannon which are difficult to move but which have a longer range and greater battering power than lighter guns.
  - ii. **Light Artillery.** Guns which can be manhandled and fired more rapidly than the big guns but which have a shorter range and less effect.
- g. **Troop Quality.** Most troops are assumed to have average training, discipline and equipment but some stands may be designated **Elite** if better trained and equipped than usual with high morale, or as **Levies** if worse than usual. Many stands will be composed of men wearing various amounts of armour and regardless of how the miniatures are arranged are assumed to form up with the best armoured men in the front ranks with the less well armoured to the rear.

## PLAYING THE GAME.

### 1. ~~Sequence of Play:~~

- a. ~~**Initiative:** A Card deck is used to determine who goes first each turn and also track the number of turns which have been played. It can also be used as a "Chance Deck"~~
- b. ~~On his turn a player may move and or shoot his units then both sides resolve any melees.~~
- c. ~~**Optional Chance Cards.** Face cards and Jokers may be used to trigger Chance events. A **Joker** indicates that the turn immediately ends. For scenario purposes a turn has gone by regardless of how little activity has happened.~~

### 2. ~~Morale~~

- i. ~~**Hits and Stand Loss.** Stands are removed when a formation has accumulated 4 hits. This may be adjusted for a given scenario.~~
- ii. ~~**Battalion Morale.** When over 1/2 of the stands in a Battalion have been removed it is Shaken. Stands in a shaken battalion may not shoot or move towards the enemy and will rout if they lose a round of combat.~~

3. **Movement.** The maximum distance a unit may move is determined by rolling a number of dice. The player must declare the move to be made before rolling. A unit does not have to move the full amount but no stand may move more:

- i. — Light cavalry and light lancers move  $12'' + 1d6''$
- ii. — Lancers and Light Infantry move  $9 + d6''$
- iii. — Infantry, Artillery, and Wagons  $6 + d6''$ .

b. **Engaged stands.** A stand which is within 6" of the front of an enemy is **Engaged** and may only move directly towards the enemy, retreat directly away or stand and face the enemy.

c. **Maneuvering.** If wheeling, measure the outside arc. Moving sideways or retreating reduces movement by 1/2 but the unit may change facing while doing so.

d. **Moving through friends.** Shot may move through any stand and vice versa. Any stand may move through artillery.

e. **Charges.** A unit may only charge an enemy that is to its front before it moves. It may wheel before moving but then must move straight into contact.

- i. — **Infantry vs Cavalry.** Infantry stands may not charge cavalry.

f. **Charge Reactions.** Most charge reactions are assumed to be happening and taken into account in the melee rules. However there are some exceptions:

- i. — **Square.** Pikemen which are charged may always form square as may Foot deployed two stands deep. Turn the outside stands around to face different directions. Corner stands count as fighting to the front in both directions. The formation may not come out of square while in melee and takes an entire move to do so.
- ii. — **Evade.** Light cavalry and shot 1 deep may choose to evade if charged. They will retreat the full amount rolled with their backs to the enemy and do not fight back if caught. The chargers may halt on the target's original position or may continue the charge and contact another target in its path.

g. **Limbering.** Artillery takes a move to limber or unlimber.

h. **Terrain Penalties.** (see terrain for definitions)

- i. — **Broken Terrain.** Light Infantry are not slowed by broken ground. Infantry and Cavalry move 1/2 speed and lose all melee bonuses for their type. Artillery and wagons may not cross broken ground unless following a road.
- ii. — **Difficult Terrain.** Light Infantry move 1/2 speed. Other stands may not move through difficult terrain unless on a road or allowed by scenario or GM.

#### 4. ~~Shooting:~~

- a. ~~Line of fire.~~ Stands may not shoot through or over friendly stands or terrain and the target must be in their frontal arc except that Light Cavalry may fire all around and artillery on a hill may fire over friends on lower ground which are within 6" and not within 6" of the enemy.
- b. ~~Move and shoot. Shot and Light Cavalry~~ may move then shoot or shoot then move. but may not shoot and charge. ~~Artillery~~ may not move and shoot. —
- c. ~~Shot 1d6@12"~~  
~~Lt Cavalry: 1d6@6"~~  
~~Artillery: Light 1d6@24" Heavy 1d6@36"~~ Roll against each stand of either side along the in the line of fire and in range.
- d. ~~Effect:~~  
~~Heavy Artillery~~ hits on 4,5,6  
~~All Others~~ hit on 5,6.
- e. ~~Modifiers:~~
  - i. — -1 @die if target is in cover, ~~or~~ if any but artillery firing at an armoured target.
- f. ~~Melee.~~ A stand which is in contact with the enemy at the end of its activation must resolve melee. Melee includes very close range shooting. During a round of melee both sides roll dice.
- g. ~~Dice:~~
  - i. — Roll a base of 1 die for each stand in contact including corner to corner contact.
- h. ~~Effect:~~
  - i. — ~~Lancers, Billmen and Swordsmen~~ hit on 4,5,6
  - ii. — ~~All others~~ hit on 5,6
  - iii. — ~~Regardless of modifiers~~ 6's always hit.
- i. ~~Modifiers:~~
  - i. — ~~Protected Target.~~ -1@d if fighting Armoured enemy or an enemy in cover.
  - ii. — ~~Hedgehog.~~ -1@d if cavalry fighting pikes
  - iii. — ~~Killing Ground:~~ +1@d if defending an obstacle or hill.
  - iv. — ~~Flanking:~~ +1@d if fighting enemy flank
  - v. — ~~Follow Me!~~ A Commander who is with a unit may opt to risk his person in battle. This decision may be taken after both sides have rolled. Roll 1 die. 4,5,6 allows the commander to inflict an extra hit on the enemy or to cancel 1 hit on his own stand, 2,3 have no effect, 1=the commander is wounded or worse and his stand is removed from the game.
- j. ~~Result.~~ Total hits and remove stands. If a formation took more hits than it inflicted and is below 1/2 strength, it will rout. If neither side routs, cavalry will fall back 1/2 move facing the enemy as will light infantry who charged.