



# NEVER MIND THE BILLHOOKS



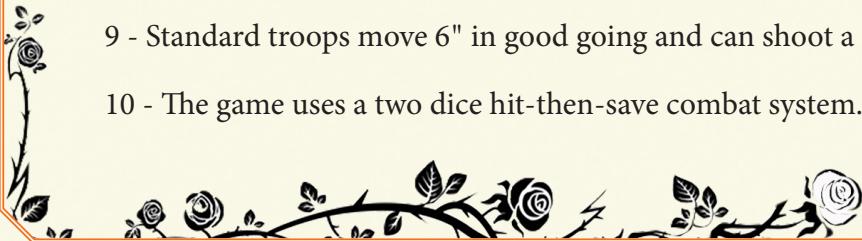
**Wargaming Big Skirmishes and  
Small Battles in the Wars of the Roses**



By Andy Callan



## A Ten Point Summary of Never Mind the Billhooks.

- 1 - Billhooks uses D6 dice, 28mm figures and is ideally played on a 6' x 4' table.
  - 2 - You will need around 100 figures per side to play a game lasting around two hours.
  - 3 - Figures are based individually, preferably in groups of eight (horse), twelve (foot). Multi-based figures can be used, but figures are ideally removed as individual casualties, so you will need to use markers to denote casualties in multi-based units.
  - 4 - Points are assigned for different troop types and for 'extras' like veterans and pavises.
  - 5 - The turning of cards dictates which player goes next.
  - 6 - Leaders then order units to take actions.
  - 7 - Cards are also used throughout the game for Special Events and Bonuses.
  - 8 - Tokens are used for orders and morale status. These are placed on the table next to units.
  - 9 - Standard troops move 6" in good going and can shoot a maximum of 15".
  - 10 - The game uses a two dice hit-then-save combat system.
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## Credits

Written by Andy Callan

Edited by Dan Faulconbridge

Cover and card art by Peter Dennis. Used with kind permission of Perry Miniatures.

Photography and Design by Wargames Illustrated.

All figures from the collections of Pete Harris and Steve Wood. 95% of all figures seen are Perry Miniatures; the rest are Foundry or Giants in Miniature.

Special thanks to Steve Wood, without whom none of this would have got beyond NG13.

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# Introduction



*Never mind the Billhooks* is a simple, Wars of the Roses-themed wargame pitched at the Big Skirmish/Small Battle level. This sort of thing probably went on a lot of the time, particularly up around the Scottish borders, without ever troubling the chroniclers, but my original inspiration was the action at Nibley Green, Gloucestershire, fought in 1470 between the small private armies of Lords Lisle and Berkeley.

If you want a set of rules to re-fight Towton or Tewkesbury you must look elsewhere. This game is definitely not an attempt at a simulation of a typical Wars of the Roses set-piece battle. Truth be told, nobody really knows the tactical detail of what happened on those battlefields anyway because “The Wars of the Roses were ... unfortunate in their historians”. (Oman). So, in the absence of any detailed contemporary evidence for how the battles were fought (there really is none!) both historians and wargamers must rely on guesswork when it comes to modelling major battles of the time. You can find my own attempt at simulating such scrum-like affairs in the *Paper Soldiers* book I did with Peter Dennis, *Wargame the Wars of the Roses: 1455-1487* (Helion).

“Billhooks” is supposed to be rather more fun to play! It uses a card-activated turn sequence and you roll dice to hit and dice to save (depending on armour) with whole figure casualty removal, so it’s very old school! (Like its author.) Longbows are deadly but not dominant since their arrow supply is limited. Cavalry and skirmishers have their uses but you will find that you need the heavy infantry – men-at-arms, bills and pikes – to win the battle for you.

You will need about a hundred figures a side for a two-player game that should take you about two hours, but it will easily expand to a bigger, multi-player set-up once everyone is familiar with the simple game mechanics.

Although the available troop types are for the Wars of the Roses and the contemporary Burgundian Wars, it seems to me that very few changes would be needed to adapt the game for Renaissance Italy or for France in the Hundred Years War.

And now, to quote the Bard,

*“Give me some ink and paper in my hand.  
I’ll draw the form and model of our battle”.*

*Richard III, Act 5, Scene 3*

Andy Callan.



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## WHAT IS NEEDED TO PLAY

- 1) **Two Wars of the Roses miniature armies** of around 100 figures. The rules have been designed with 28mm figures in mind, with figures preferably based individually or in pairs, then placed in Movement Trays.
- 2) **Lots of ordinary 'D6' dice** - about twelve per side. Plus four or five small/micro D6 dice (for tracking arrow supply).
- 3) **Three decks of cards:** Play, Bonus, Special.

Included in sheets towards the back of the rule booklet OR downloadable from the *Wargames Illustrated* website.

- 4) **Four sets of tokens:** Disarray, Daunted, Order, Army Morale.

Paper tokens can be scanned, printed and cut-out (see page 25) OR downloaded from the *Wargames Illustrated* website.

Acrylic tokens and laminated decks of cards can also be purchased from:  
arcanesceneryandmodels.co.uk OR wargamesillustrated.net



## HOW THE BATTLE/GAME IS WON

- A player kills the enemy Commander-in-Chief (C-in-C), or he retreats from the battlefield.
- A player takes all of his/her opponent's Army Morale Tokens (See XVI. WINNING THE BATTLE).
- One player concedes.



## ARMY AND UNIT ORGANIZATION

The make-up of a player's fighting force or army, which is made up of individual units; Units form Wards and Wards form Armies - one Lancastrian, one Yorkist.

A 'Unit' is the collective term for any combined group of friendly individual figures.

A Unit is formed of: one Band, one or more Companies, one Squadron or one Section. This depends on the troop type within the unit.



Disarray, Daunted and Morale Tokens



Yorkist Order Token    Lancastrian Order Token

## INFANTRY

### Bands

Formed of six skirmishers. Individually based or in twos. Skirmishers can (only) be: Archers, Crossbowmen, Handgunners or Kern. They operate in a loose formation.

### Companies

Formed of twelve infantry: Archers, Billmen, Pikemen or Men-at-Arms. Two ranks of six figures. Preferably individually based or in twos and collectively mounted on a movement tray. Companies may be deployed as single (12 man) Units OR as pairs (2 x 12 men) in one of the following formations:

#### Paired Formations:

- **Line formation** - Two 12 man Companies side by side.
- **Block formation** - Two 12 man Companies, one behind the other.

The advantage of a paired formation is that it counts as only one Unit for the purpose of receiving orders. e.g. a line of Archers can Shoot with one order, or a block of Billmen can move with only one order. More on orders later.

#### Combined Blocks

Archers may form a Combined Block Unit with Billmen, Pikemen or Men-at-Arms. Thus forming a 24 man Unit of 12 Archers and 12 Billmen, Pikemen or Men-at-Arms. The Archers may then Shoot as the front Unit, or Support the other Unit from behind in Melee. The drawback is that a Morale Crisis Test failure by the front Unit may then affect the one behind.



A Combined Block of Archers and Billmen



An Artillery Section

## CAVALRY

### Squadrons

Made up of eight mounted figures. Preferably individually based or in twos.

Knights should be collectively mounted on a movement tray, in a single rank.

Light Horse should operate in a looser formation.

## ARTILLERY

### Section

Made up of one gun and three crew.

## ARMY TROOP RESTRICTIONS

Archers and Billmen should make up **at least half** the troop points in an English army, with skirmishers totalling no more than one-fifth.

## TROOP QUALITY

The quality of the troops in a Unit: a) influences its fighting ability; b) may restrict actions; c) affects points values.

Skirmishers and Cavalry are always rated as Retinue.

Infantry Companies can be rated as follows:

- Levy (Town Militias and Shire Levies).
- Retinue (Liveried Retainers or Mercenaries).
- Veteran (Household Professionals).

## WARDS

Armies are sub-divided in Wards, with each Ward being made up of a number of Units and controlled by a Leader.

One of the Leaders should be chosen as the Commander-in-Chief (C-in-C). He has command of both his own Ward AND overall command of the army.



A Company of Pikes



Two Companies of Billmen in Block Formation

*Forget thee not*  
Archers (and only archers) may form a Combined Unit with Billmen, Pikemen or Men-at-Arms.



Two Companies of Men-at-Arms in Line Formation



A Squadron of Light Horse

## POINTS VALUES

Individual troops/figures are assigned a points value in line with their ability and quality.

Points values are used as a way of balancing a game - two players fielding armies made up of equal points values will find their forces are evenly matched.

A total of around 100 points per army makes for a good size, fast moving, two player game.

Consult the list below to work out the points values of a player's troops. Combine the individual troop/figure values to give a total value for each Unit and combine the Unit values to give an Army total.

*Note: The Army Commander-in-Chief is free, but each additional Leader costs five points.*



### POINTS PER FIGURE

0 points: Army Commander-in-Chief (C-in-C).

1 point: Archers, Crossbows, Handguns, Kerns, Billmen, Pikemen, Artillerymen.

1.5 points: Light Horse.

2 points: Men-at-Arms.

3 points: Knights.

5 points: Leader.

6 points: Artillery piece (requires three Artillerymen).

### EXTRA POINTS PER UNIT

+3 points: Infantry are Veterans.

-3 points: Infantry are Levy.

+3 points: Equip a Company of Archers with stakes.

+3 points: Equip a Band of Crossbowmen or Handgunners with pavises.

+3 points: To provide enough field defences (trenches, barricades or wagons) to protect the frontage of an Infantry Company.





## V LEADERS

Leaders perform a vital role in the game, they issue orders to troops and influence many aspects of play.

Each player should aim to have between two and four Leaders in their army, with two or three Units assigned to each Leader - forming a Ward.

The C-in-C is both a Ward and Army commander.

Leaders move 8" on foot or 12" mounted.

Each Leader should be given a name (players use your imagination!) and a rank e.g. Lord, Knight Banneret, Captain or Serjeant (use historical inspiration).

A leader's name should be written on a corresponding Leader Card from the Play Deck. (More on this is in VI. SET UP.)

### COMMAND CLASS

All Leaders have a Command Class of 1, 2 or 3.

Assume every Leader is Command Class 2, unless players want things a bit more unpredictable, in which case roll 1D6 per Leader and consult the table below:

6 - Class 3 (**Hero**). No army can contain more than one Hero - so re-roll if necessary.

2, 3, 4, 5 - Class 2 (**Commander**). This covers most professional soldiers and Noblemen.

1 - Class 1 (**Dolt**). Some junior Nobles fall into this category! They have their uses as Cavalry Leaders! The Army C-in-C can never be a Dolt - so re-roll!



One of the stars on the card has been crossed out to denote that this Leader is Class 2, Commander. He also has two Wounds.

### THE ROLE OF LEADERS

Leaders are required to issue orders to their Units and are able to rally wavering troops under their command.

### RISK TO LEADERS

A Leader cannot be deliberately targeted in Melee or by Shooting, BUT he may be harmed if he is attached to a Unit which suffers Kills (see pages 16 and 19).

### WOUNDS

Unlike normal troops, Leaders can take more than one Wound - they can be hit several times before dying and being removed from play. A Leader has the same number of Wounds as his Command Class. E.g. a Hero has three Wounds.



*Forget thee not*  
Leaders have the same number of wounds as their Command Class.

# V

## SET-UP

Before the battle begins players should make the following preparations regarding the card decks and placement of their figures.

1) The three card decks need to be prepared: Play Deck, Bonus Deck and Special Event Deck.

One Leader Card is required to represent each corresponding leader model in a player's army. Once players have written the rank and name of their leaders on the appropriate card (see V. LEADERS page 9), the Leader Cards should be added to the Play Deck and all decks should then be shuffled and placed face down on or near the battlefield.

2) Toss a coin. The winner sets up the tabletop terrain and his/her opponent gets to choose which side of the table to position his/her troops.

3) Dice to see who goes first. Players then take turns to position one ward at a time in an agreed deployment zone (e.g. up to 9" in from the table edge). The two front lines of both armies should not be more than a gunshot (30") apart.

3) Count the number of "Fighting Units" in your army (exclude skirmishers & artillery) and take that many Army Morale Tokens. Keep them out of sight (e.g. inside a tabletop tent or building) somewhere on your baseline.

During the course of the battle players will win Army Morale Tokens from their opponent. See XVI. WINNING THE BATTLE.



## THE PLAY DECK

Consists of:

- One **Leader Card** for each Leader in the two armies - usually three per side.
- Two **Bonus Cards**.
- Two **Skirmish Cards** - one Lancastrian, one Yorkist.

### Leader Cards

When a Leader Card is drawn from the Play Deck the Leader named has the opportunity to issue orders to his troops. (See VI. ORDERS).

### Bonus Cards

When a Bonus Card is drawn from the Play Deck, dice-off to see which player then draws a card from the Bonus Card Deck. Dice off: both players roll 1D6, highest wins. Nobody gets the card if the rolls are tied.

The winner can either play the card immediately or save it and interrupt the run of play later on in the turn.

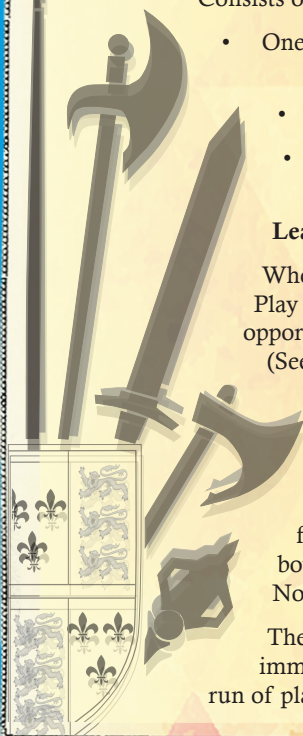
## Skirmish Cards

When a Skirmish Card is drawn the player indicated (Yorkist or Lancastrian) may perform Initiative Actions with ALL of his/her skirmish bands and any Artillery. (See page 13, INITIATIVE ACTIONS).

## THE BONUS DECK

Consists of five cards:

- One **Perk Card**: Any unengaged Unit can take a single 'free' Action (e.g. Shoot, Move, or Rally once).
- One **Forfeit Card**: Play on an enemy unit when it is activated - it can only take one action (not two) this turn.
- One **Re-roll Card**: Claim a re-roll of any single dice, or hand of dice, you have thrown this turn, for any purpose.
- One **Special Event Card**: Draw a card from the Special Events Deck (see page 27). Play it once, at any time in the battle. After the Special Event Card comes up for the second time in a game, discard it, so only four cards remain in the Bonus Deck.
- One **Dummy Card**: No effect (don't tell your opponent).





## TURN SEQUENCE

The game begins with players taking turns to move their Units around the battlefield during the Manoeuvre Phase, this phase ends when hostilities begin. Play then switches to the Main Battle Phase in which the order of play is determined by drawing cards. During this phase Leaders order the Units in their Wards to carry out their commands by issuing Order Tokens.

### MANOEUVRE PHASE

Players start by taking turns to move one Unit each. During this phase players may choose to move different Units or keep moving the same one. (This phase might be used to send Cavalry off on a wide flanking move, or move skirmishers to occupy an area of terrain).

All moves in this phase are “free” so any Units that move in this phase may be ordered again in the first turn of the Main Battle Phase.

For Movement rates see X. MOVEMENT.

The Manoeuvre Phase ends and the Main Battle Phase begins as soon as a Unit attacks or shoots at another.

If the Manoeuvre Phase is ended by a Company of Archers Shooting, it will deplete their arrow supply (see page 16).

## MAIN BATTLE PHASE

After the Manoeuvre Phase ends the order of play is determined by turning over the top card in the Play Deck.

Play continues until only one card remains in the Play Deck - **Always ignore the final card left in the Play Deck** - (tough luck if this is a Leader Card!).

### ENDING THE TURN

Once all the cards (except the last one) in the Play Deck have been turned, carry out the following tasks:

1. With the exception of skirmishers and artillery - any non-Daunted Unit which was not activated this turn (i.e. it has no Order Token next to it) may now Rally off one Disarray Token (see page 23) OR, in the case of Archers, Shoot once.
2. Take a Morale Crisis Test (see page 22) for every Unit which is now Daunted OR reduced to half strength or less, UNLESS it is engaged in an ongoing Melee OR it won a Melee this turn and then suffered no further losses.
3. Gather up all Order Tokens from the battlefield.
4. Re-shuffle all the cards in the Play Deck and the Bonus Deck and start the next turn.

*Forget thee not  
Always ignore the final card  
left in the Play Deck.*





## VIII ORDERS

Orders are issued by Leaders to instruct Units under their command to perform actions.

When a Leader's card is drawn (see page 10) it is that Leader's time to issue orders to the Units in his Ward.

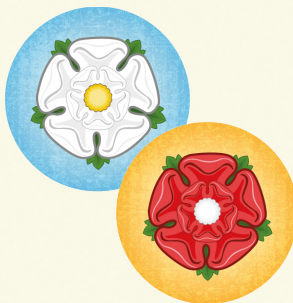
*Note: A C-in-C can issue orders to Units not of his own Ward, provided they are within his command range.*

The Command Class of a Leader dictates how many Order Tokens he can claim and issue, once his card has been drawn.

Dolt: 1 token.

Commander: 2 tokens.

Hero: 3 tokens.



York and Lancaster Order Tokens.

## COMMAND ACTIONS AND ORDER TOKENS

A Leader can use one Order Token to either:

a) **Move** - the Leader figure moves independently. This includes moving to attach himself to a Unit (so his base is touching theirs). Once he has attached himself to a Unit he can move himself for free when the Unit moves. The player places the Order Token beside his own Leader.

b) **Issue an Order** - give an order to a Unit within his Command Range.

c) **Rally** - an attached Unit (see page 13).

## ISSUING ORDERS

With the exception of skirmishers and artillery acting on Initiative (see page 13), a Leader must have a Unit within Command Range to issue an order and then carry out an action.

Only the Commander-in-Chief can order a Unit not belonging to his own Ward.

The Command Range of all Leaders is 6" in any direction, measured from the Leader figure's base to any point of the Unit being issued with the order.

When issuing an order to a Unit, the player places an Order Token beside the Unit in question.

A Unit may only receive one Order Token per turn.

*Forget thee not*

*A Leader attached to a Unit engaged in Melee cannot give orders.*





## ACTIONS

After receiving an order from their Leader, Units proceed to carry out their instructions in the form of actions. These include moving, shooting, rallying and hand-to-hand fighting (Melee).

Two Companies in formation (Line or Block) count as one Unit for the purpose of receiving orders.

A Unit which has been issued with an Order Token can take up to **two Actions** per turn e.g. Move twice or Move AND Shoot.

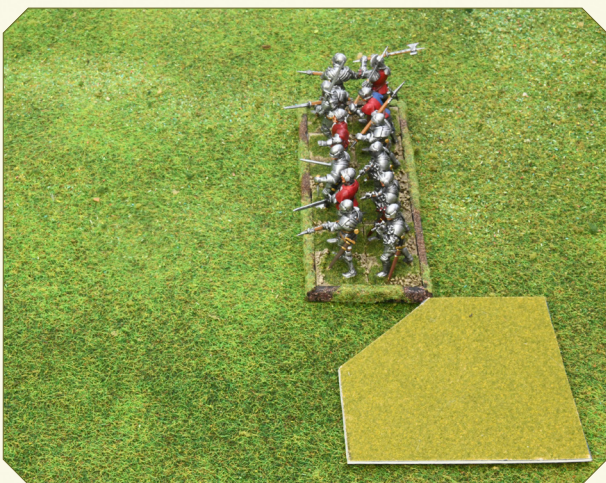
### INITIATIVE ACTIONS

Skirmishers and Artillery do not need to receive an Order Token to take an action - they act on initiative, taking their two Actions when their card is turned (see Skirmish Cards on page 10). **However**, a Leader can choose to order them by giving them an order token.

**Note:** *Skirmishers and Artillery cannot act on Initiative AND receive an Order Token in the same turn.*

Units continuing a Melee from a previous turn are also considered to be taking an Initiative Action. All that Unit can do this turn is continue to fight, and they cannot be issued with any other Order.

The unit below is performing a 'Wheel' action. The player has constructed a 45 degree turning template to help perform the action accurately.



## ACTION LIST

A Unit can perform **TWO** of the following Actions per turn:

- **Move:** This includes moving to Attack an enemy Unit.

A Leader must join a Levy Unit if he is giving it an order to attack/move into Melee.

- **Wheel:** The Unit turns using either flank as its axis.

If the facing of the figures changes by more than 45° (including a 180° about-face) then the Unit takes one Disarray Token.

- **Shoot:** The Unit loses its arrows at an enemy Unit.

**Note:** *Only Archers in Companies (not skirmishers) can Shoot twice in a turn i.e. take two Shoot actions.*

- **Rally:** Remove one Disarray Token.

For each Rally Action carried out this turn one Disarray Token may be removed from the Unit.

A Leader **must** be attached to a Unit for it to Rally. Attaching to a Unit and Rallying off a Daunted Token requires two Command Actions.

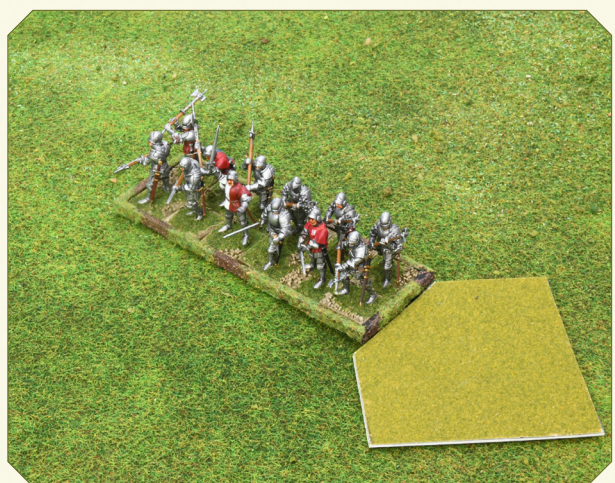
- **Pack-up:** Limber or unlimber a gun/artillery section.

Packing-up counts as two Actions.

- **Special Action:** This covers any 'fancy' order that might come up during the course of a game e.g. "Archers plant your stakes" or "Change formation from Block to Line" or "Dismount and skirmish" (move or shoot once).

**Light Horse Special Action:** Light Horse may be equipped as mounted Archers or Crossbowmen. If they choose to dismount, two of the eight in the Band must act as horse holders - they cannot perform any further actions until the whole Band remount.

All Special Actions count as two Command Actions.



*Forget thee not*  
Skirmishers cannot carry out two shoot actions.



## MOVEMENT

Units and Leaders move about the battlefield in order to engage with the enemy, to be well placed to issue orders, or to get out of trouble.

All Units can move dead ahead or obliquely inside their 'forward arc' - a line extending 45° to the right or left of their front rank - without penalty.

Skirmishers and Light Horse operate in loose 'swarms' and can **move in any direction**, without penalty.

Leaders can likewise move in any direction, unimpeded.

### INFANTRY

Companies move -

6" in Good Going.

4" in Bad Going (marshes, woods, etc.).

There are further 'Movement Penalties' listed below.

Skirmishers move 8" (6" when carrying pavises).

Bad Going does not reduce their movement.

**Buildings:** Skirmishers are allowed to move into buildings without penalty. Other troops cannot enter buildings.

### CAVALRY

Knights move -

8" in Good Going.

4" in Bad Going.

Light Horse move -

10" in Good Going.

4" in Bad Going.

There are further 'Movement Penalties' listed below.

### ARTILLERY

Move 4". They cannot move in Bad Going.

Remember: It takes two actions to deploy or pack up a gun.

Heavy guns and bombardards cannot be moved.

### CHARGE!

Only Cavalry are allowed to Charge (into combat). Charging adds +4" to their movement.

A Charge may only be made as part of an Attack Move into Melee (see page 18).

If Cavalry use both actions to move, only the second action can be at charge rate.

A Cavalry Charge must be straight ahead and cannot be made uphill.

Knights may only Charge twice during a game.

### MOVEMENT PENALTIES

Certain types of move result in Units receiving penalties.

These penalties do not apply to Skirmishers or Light Horse.

- 1) If a Unit moves outside of its forward arc (including sideways shuffles, evades and Retreats) - it receives one Disarray Token.
- 2) If a Unit wheels or changes facing through more than 45° it receives one Disarray Token.
- 3) If a Unit crosses an obstacle (hedge, etc.) it takes one Disarray Token AND it ends that action, no matter how far the Unit has moved.
- 4) If any Unit **except Skirmishers** moves in Bad Going (woods or boggy ground) it receives one Disarray Token for each move, up to a maximum of two.

### MOVING THROUGH FRIENDLY TROOPS

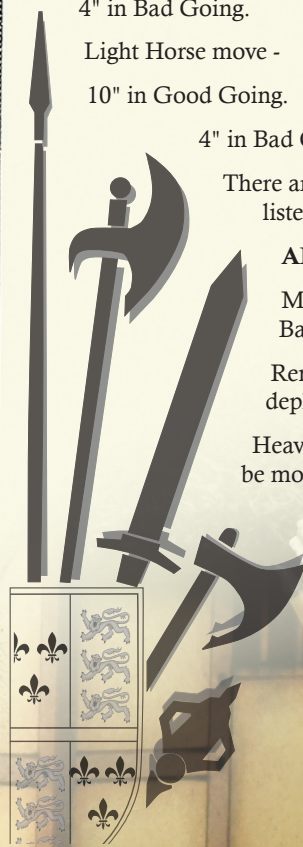
Troops can move forwards or backwards through friendly troops with no penalty, if they are of the same arm (i.e. Infantry can move through Infantry or Cavalry can move through Cavalry). Otherwise both Units receive one Disarray Token.

Exception: Skirmishers never Disarray other troops.

*Optional Brexit rule: All troops can move through a friendly Unit of their own nationality. But if foreign mercenaries move through English troops who don't have a Leader with them scuffles break out and both Units take a Disarray!*

### Forget thee not

Units can move outside of their 'forward arc' or in Bad Going, but they will receive a Disarray Token.





## SHOOTING

Archers, Skirmishers and Artillery loose their missiles at the enemy according to the rules below.

### SPOTTING

In order to Shoot at an enemy Unit, the Unit which is Shooting must be able to 'spot' their target. Units Shoot as a whole (i.e. all the men in the Unit), as long as all the models have sight of some part of the target.

Targets can be spotted:

- Automatically in the open when they are in clear line of sight of the shooting Unit.
- At 6" in dense cover (woods/buildings).
- At 12" behind light cover (walls/hedges).
- If they have Shot from cover themselves - thus revealing their position.

### ARC AND TARGETS

Measure Range from the front centre of the Shooting Unit to the front centre of the Target Unit (not between individual figures).

Troops engaged in Melee cannot be shot at. (The shooters risk hitting their own men!)

Only skirmishers can occupy and Shoot from buildings.

Inside a wood, only skirmishers can Shoot and their Maximum Range is then only 6" for all weapons.

The Shooting arc is 45° either side of straight ahead (measured from each end of the Shooting Unit). Targets outside of this arc cannot be hit.

Archers on a hill may be ordered to Shoot over a friendly Unit lower down in order to hit a target further away.

Ordinarily troops must Shoot at the nearest target, except:

- A Unit with a Leader attached may choose its target.
- Two Archer Companies in a line formation can Shoot at the enemy which is nearest to either one of them.

### RANGE

**Archer companies -**

Long Range: 9" - 15". Short Range: under 9".

**Artillery -**

Range: 0" - 30".

**Skirmishers -**

Range: 0" - 12".

**Kern -**

Range: 0" - 6" (They use "darts" - i.e. javelins - or short bows).

### SHOOTING PROCEDURE

1) Dice are rolled in order to score hits on the target Unit. To determine how many dice can be rolled, count the number of troops/figures in the Shooting Unit, considering the following factors:

- Only men in the first two ranks can Shoot.
- Disarrayed or Daunted Units count only their front rank.

*Note: Skirmishers are not affected by this, because of their loose formation.*

c) Artillerymen count double. So with a full crew of three - six dice are thrown for the gun. Note: Artillery guns need at least two crewmen to be able to fire.

d) Halve the score when Skirmishers and Artillery shoot at each other. (They make difficult targets for aimed shooting.)

2) Now roll the final total as D6 dice (round halves up).

In order to score a successful 'Hit', different troop types require different dice scores.

**Skirmishers:** Range (0" - 12" OR 6" for Kern): hit on a 5 or 6.

**Archers:** Short Range (under 9"): hit on 5 or 6.

Long Range (9" - 15"): hit on a 6.

**Artillery:** Range from 0" - 30": hit on a 6.

*Artillery Misfire: If three or more ones are rolled, the gun blows up and is out of action!*



## SHOOTING SAVING THROWS

To avoid Hits becoming Kills (the missiles may not penetrate the armour or they may just be a flesh wound), the defending player takes all the successful Hit dice scored against him/her and rolls them again in an effort to 'Save' their troops from becoming casualties. Consult the chart below to see what dice score is required to Save or Kill.

The score required to Save depends on the troop type (e.g. Billmen), and the Armour Class (e.g. medium armour) of the target being hit.

If the target is an Infantry Block, all Hits fall on the front Company.

Any hits caused by Artillery are automatic kills. (Armour is no use against this powerful new technology!)

### Men-at-Arms (heavy armour)

1 or 2 - Kill: remove a target model.

3, 4, 5 or 6 - Save: no effect.

### Billmen, Pikemen (medium armour) and Knights (heavy armour, but mounted)

1, 2 or 3 - Kill: remove a target model.

4, 5 or 6 - Save: no effect.

### Archers, Skirmishers and Light Horse (light armour)

1, 2, 3 or 4 - Kill: remove a target model.

5 or 6 - Save: no effect.

### "Naked Men" (unarmoured troops)

(Irish Kern and Shire levies)

1, 2, 3, 4 or 5 - Kill: remove a target model.

6 - Save: no effect.

*Note: Always take casualties from the rear rank - troops are assumed to move up to fill any gaps in the front rank.*

## SHOOTING SAVING THROW ADJUSTMENTS

1) Infantry in cover (behind trees, pavises or walls or inside a building) go UP one Armour Class for Saving Throws e.g. Billmen in cover go up to Heavy Armour.

*Note: We know this makes no difference for Men-at-Arms - but they have no business skulking in cover anyway!*

2) Men-at-Arms shot at and hit by Handguns or Crossbows go DOWN one Armour Class. (Armour-piercing missiles!)

## SHOOTING AND MORALE

A Unit reduced to half strength or less by shooting, must take a Morale Crisis Test at the end of the turn (see page 22).

## LEADERS ATTACHED TO UNITS WHICH ARE BEING SHOT AT

If a target Unit with a Leader attached has taken more than three casualties, roll 1D6 for each casualty above three - on a dice score of 1 the Leader is wounded.

Leaders can take one to three wounds - the same number as their Command Rating. Either remember this or mark wound losses on the Leader's card.

A Leader drops a Class with each wound he receives.

When a Leader has no wounds left he is killed - take the figure off the table and remove his card from the pack. If the Leader was the C-in-C the game is over.

## AMMUNITION SUPPLY

Archer companies Shoot 'arrowstorms' (mass barrages). They only have enough arrows for six of these.

Track their shots by placing a micro/small dice behind the Unit. The dice begins the battle displaying a '6' and the number is reduced by one each time the Unit Shoots.

When reduced to zero they can no longer Shoot.

Artillery and skirmishers do not need to track their supply.





## SHOOTING NOTES

1 - A band of five skirmishing Crossbows would normally roll five dice. However if they are Shooting at other skirmishers they would halve this score ( $2\frac{1}{2}$ ), rounding up to three.

At any Range they are hitting on 5s and 6s but, even so, setting skirmishers against Skirmishers or Artillery is rarely going to be very effective. They are best used to harass targets that can't Shoot back or to provoke enemy Archer Companies into wasting their arrows.



2 - A Company of Archers at full strength rolls twelve dice. They can Shoot twice in a turn which would give a total of 24 dice hitting on 6 at Long Range and 5 and 6 at Short - so don't mess with Archers unless they are low on arrows or you are heavily armoured!



3 - Archers vs Archers will usually cancel each other out, leaving the Melee specialists to decide the battle.





## MELEE

**Hand-to-hand, sword-to-sword and billhook-to-skull fighting - the cut and thrust of Wars of the Roses combat. Melee combat is**

**represented in the game by the rolling of dice - and the cheering of the players!**

In order to enter into Melee a Unit must Attack (move into contact) with an enemy Unit. Unless a flank or rear attack (see below), align the two opposing units so they are touching bases and face to face.

Troops cannot attack an enemy they (OR the Leader who is ordering them) could not see when they started their move.

Levy troops will only attack if a Leader is with them.

Skirmishers - except Irish Kern - cannot attack.

### MOVING INTO MELEE - Attack

Cavalry may 'Charge' into Melee, all other troops simply move in. Knights may only Charge twice during a game.

### REACTIONS - How A Unit reacts to being attacked

Unengaged Units (i.e. those not already in a Melee) can turn to face a flank or rear attack. Unless:

- 1) The attacking Unit emerged from hiding this turn.
- 2) The attacking Unit only moved once to make contact.

*Note: The defending Unit does not take a Disarray Token for this change of facing in self-defence.*

Units will react depending on their Troop Type:

**Billmen, Pikemen and Men-at-Arms:** Always stand and fight.

A block of Pikemen can choose to turn to face and form a "hedgehog". This formation has no flanks or rear, but it can't move. Turn the two Units of pike to face back to back.

**Skirmishers:** Always try to Evade the attack (see below). Cavalry might still catch them!

**Knights:** Always Countercharge enemy cavalry, but may evade enemy infantry. To Countercharge the knight Unit being attacked moves to meet their attackers. Position them half way between the attacker's starting point and where the knights began moving from.

**Artillery:** Can Shoot if it is deployed and has not already shot this turn. Otherwise the gunners flee and don't return.

**Light Horse:** May choose to Countercharge or Evade.

**Archers:** Roll 1D6 (also see the two exceptions below):

1, 2, 3: Evade.

4, 5, 6: Shoot once at Short Range. **Levy:** re-roll 6s.

Archer Veterans or an archer Unit with an attached Leader, can choose what to do.

When evading, Archers in a mixed block simply swap places with the Company behind them (Billmen, etc.). The Archers can give them rear Support in the fighting (see below).

## EVADE

An evading Unit, except for Archers in a mixed block (see above), does an about-face (turns around), takes a Disarray token and makes one move directly away from its enemy.

### LEADERS IN MELEE - Duels

Two Commanders-in-Chief attached to opposing Units in Melee must either quit the Melee - causing a Morale Crisis test - or fight a Duel: Play three rounds of *Rock, Scissors, Paper* (or just roll dice). Win twice to kill. A Hero against a non-hero always wins the first round.

### THE FIRST ROUND OF MELEE

1. Total up the number of troops fighting. Consider the following adjustments:

- a) Cavalry, Skirmishers and Disarrayed or Daunted Infantry count only their front rank.
- b) Any troops attacked in the flank or rear count only half a rank if they have not turned to face the Attack.
- c) Infantry Companies count two ranks.
- d) Infantry Blocks get a rear Support Bonus - adding the troops in the third rank during the first round of Melee.
- e) Pike blocks which are attacking count all four ranks in the the first round of a Melee (three ranks when defending).

### MELEE PROCEDURE

1. Once it has been established how many troops can fight (based on the procedure above), determine how many dice should be rolled by consulting the information below:

Knight = 2D6 per figure.

Man-at-Arms = 1.5D6 per figure, so 3 dice for two figures.

Light Horseman = 1.5D6 per figure, so 3 dice for two figures.

Billman = 1D6 per figure.

Pikeman = 1D6 per figure.

Kern = 1D6 per figure.

Archer, Skirmisher or Artilleryman = 1D6 per two figures.

2. Now roll the total number of dice (halves are rounded up).

3. **4s, 5s and 6s are hits.**

4. Roll all hits again for Saving Throws (see opposite page).

### MELEE SCORE ADJUSTMENTS

1. Veteran troops OR troops who are attacking re-roll any dice scores of 1 (once).
2. Charging Knights re-roll 1s, 2s and 3s (once).
3. However, there are no re-rolls for:

Cavalry vs Pikes.

Any troops attacking while in Disarray.

Attacking uphill.

Attacking across an obstacle (e.g. stakes).

4. Unless he is a Commander-in-Chief and fighting a duel, a **Hero** attached to a Unit adds three extra Hits, a **Commander** adds two and a **Dolt** adds one (no need to roll for these).

#### MELEE SAVING THROWS

As with Shooting, each player takes all the successful Hit dice scored against him/her and rolls them again in an effort to 'save' their figures from becoming casualties. Consult the chart below to see what dice score is required to Save or Kill.

The score required to Save depends on the troop type of the target being hit.

#### Men-at-Arms and Knights

1 or 2 - Kill: remove a target model.

3, 4, 5 or 6: Save - no effect.

#### Billmen, Pikemen and Light Horse

1, 2 or 3 - Kill: remove a target model.

4, 5 or 6 - Save: no effect.

#### Archers, Skirmishers and Artillerymen

1, 2, 3 or 4 - Kill: remove a target model.

5 or 6 - Save: no effect.

#### "Naked Men" (unarmoured troops)

(Irish Kern and Shire levies)

1, 2, 3, 4 or 5 - Kill: remove a target model.

6 - Save: no effect.

*Note: Always remove casualties from the rear rank - troops are assumed to move up to fill any gaps in the front rank.*

#### MELEE SAVING THROW ADJUSTMENTS

Infantry in cover (behind walls or inside a building) go UP one armour class for Saving Throws e.g. Billmen in cover go up to Heavy Armour.

Trees and pavises give no protection in Melee.

#### LEADERS ATTACHED TO UNITS IN MELEE

If a Unit in Melee has a Leader attached and it has taken more than three casualties during the combat, roll 1D6 for each casualty above three. On a dice score of 1 the Leader is Wounded.

Leaders can take one to three Wounds - the same number as their Command Class. Either remember this, or mark wound losses on the Leader's card.

A Leader drops a Class with each wound he receives.

When a Leader has no wounds left he is killed - take his figure off the table and remove his card from the pack. If the Leader was the C-in-C the game is over.

#### WINNING AND LOSING THE MELEE

Count the total number of Kills from the Melee - the side suffering the most kills loses this round of combat.

The loser must make a Morale Crisis Test (see page 22). If the Unit fails and Retreats or Routs, victorious cavalry and Kern must Follow Up (see below).

A victorious Unit containing a Leader can **choose** to Follow Up.

Otherwise, the victors hold their ground.

**Cavalry vs Infantry: If Cavalry do not Daunt or Break Infantry in this first round of Melee they must disengage - about face, take one Disarray Token and retreat one move.**

#### FOLLOWING UP

This simply means that the attacking unit stays in contact with the enemy. By eagerness or lack of discipline it will not break from the fight.

#### CONTINUING MELEES

After the first round of combat the Melee continues if:

- 1) The first round was tied.
- 2) The losers pass their Morale Crisis Test.
- 3) The winners Follow Up.

**The Melee continues at the point when the first Bonus Card is drawn from the Play Deck during the next turn.**

Proceed as in **THE FIRST ROUND OF MELEE** above, but with the following change to point 3 -

**Only 5s and 6s are hits.** Re-roll 1s if Following Up.

Both sides take a Disarray Token at the end of the second round of Melee. *Note: This means in any later rounds only the front ranks count.*

Fight further rounds as above. Combatant Units take another Disarray Token after the third round. Keep fighting until one side fails a Morale Crisis Test.

Note how the heaviest fighting takes place in the opening rounds, then tails off as both sides become fatigued.

#### FLANK OR REAR ATTACKS INTO ONGOING MELEES

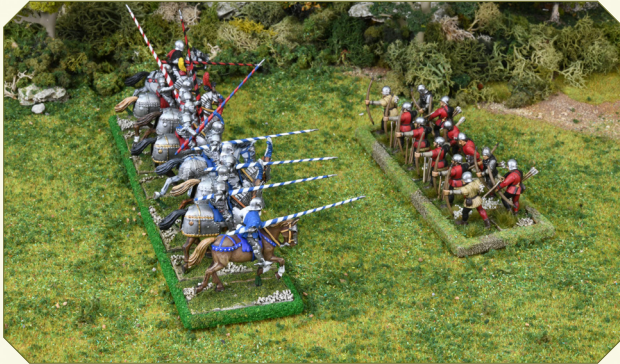
Also see **REACTIONS - How a Unit reacts to being attacked** on opposite page.

Units attacked in the flank or rear can usually turn to face. Attacking into the flank of an ongoing Melee is potentially decisive (viz. The Battle of Towton) but it is also very risky (The Battle of Barnet)!

In the confusion of battle your friends might think you have turned traitor and are attacking them! So, if you attack into the flank of an ongoing Melee, your friendly Unit which is already engaged must first take a Morale Crisis Test (see page 22).



## EXAMPLE OF MELEE



### 1 - Moving into Melee and Reactions

A Company of twelve Archers has been caught moving in the open and is Charged by a squadron of eight Knights.

After rolling a D6 to 'React' the Archers boldly stand their ground, rather than evading. They get off one shot at Short Range, inflicting two Kills on the charging Knights.



### 2 - The First Round of Melee

In the Melee all six remaining Knights count as attacking since they are in one rank.



### 3 - Melee Procedure

Knights count two each, so they get  $6 \times 2 = 12$  dice, hitting on 4s, 5s and 6s.



The Archers count  $\frac{1}{2}$  each and there are twelve men in their two ranks, giving them a total of six dice, hitting on 4s, 5s and 6s.

### Melee Score Adjustments

The Knights will get to re-roll any 1s, 2s and 3s (as they are charging) - they only get this re-roll once.



### 4 - Hits Scored

The Knight's twelve dice score 1, 4, 5, 4, 3, 6, 2, 4, 6, 5, 1, 4.



The 4, 5 and 6 are straight Hits. The 1s, 2 and 3 are re-rolled and a further 1, 2, 3 and 4 are scored.



That 4 is converted into another Hit, so nine Hits in total.



### 5 - Saving Throws

The Archer player makes nine Saving Throws. He needs 5s or 6s.



He scores 2, 3, 2, 5, 1, 4, 6, 3, 2 - so two models Save and remain on the table. Seven are removed.



### 6 - Returning Blows

The Archers now strike back, with their six dice (based on their original strength). They score 2, 3, 3, 4, 2, 6. That's two Hits in total.



The Knight player makes two Saving Throws. He needs 3s, 4s, 5s or 6s. He scores 3 and 4 - so both models save and none are removed from the table.



### 7 - Winning the Melee

Counting up the number of Kills - 0 scored by the Archers, 7 scored by the Knights - it is clear that the Knights' player has won the combat in the first round. The Archer player must now make a Morale Crisis Test.

*Forget thee not*  
The Morale Crisis Test is taken immediately after a player loses a round of Melee.



## MORALE

At certain times during a game units will be required to make a Morale Crisis Test. If the unit passes its test it has stood

firm in the face of the crisis and continues to act without restriction. If it fails there will be negative repercussions.

Making a Morale Crisis Test involves rolling dice.

### WHEN SHOULD A UNIT TAKE A MORALE CRISIS TEST?

#### IMMEDIATELY ...

- a) When a Unit loses a round of Melee.
- b) When a Leader with a Unit is killed or he quits a Melee.
- c) When a Broken friendly Unit of equal or higher quality routs through or past within 12" of the Unit.
- d) If a Commander-in-Chief attached to the Unit refuses a duel.
- e) If a Unit attacks into the flank or rear of an ongoing Melee - the friendly Unit which is already engaged must take a Morale Crisis Test.

**AT THE END OF A TURN** if the Unit is Daunted or reduced to half strength or less as a result of casualties caused by Shooting or Melee. **Unless** it is engaged in a continuing Melee OR it won a Melee this turn and suffered no further losses.

#### MAKING THE TEST

Infantry roll 2D6.

Cavalry roll 1D6+1, i.e. they add one to the dice score.

Skirmishers roll 1D6.

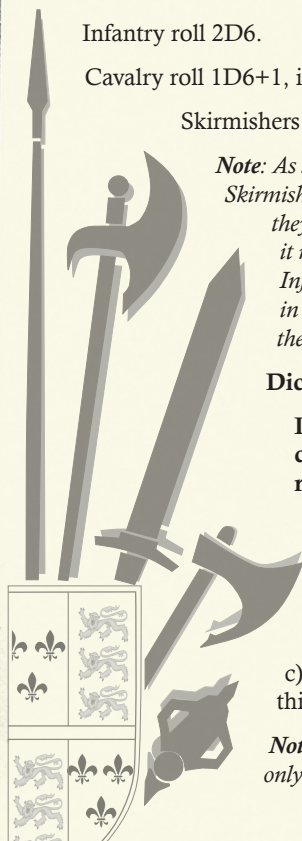
*Note: As small Units, Cavalry and Skirmishers are in serious jeopardy whenever they have to take a Morale Crisis Test - it really is a morale crisis for them! The Infantry were the battle-winning troops in this period. "In the footmen is all the trust..."*

#### Dice Re-Rolls:

**In the following (positive) circumstances a Unit should re-roll any dice scores of 1.**

- a) If the Unit's Troop Quality is Veteran.
- b) If the Unit has a Hero attached to it.
- c) If the Unit won a Melee this turn.

*Note: Re-rolls can be made only once.*



**In the following (negative) circumstances re-roll any dice scores of 6.**

- a) If the Unit is Disarrayed or Daunted.
- b) If the Unit is Levy.

*Note: Re-rolls can be made only once.*

If both positive and negative situations apply, (e.g. A Hero leading a Levy Unit) - take the first throw of the dice, with no re-rolls.

### CHECKING THE MORALE CRISIS TEST RESULTS

#### Pass

If the resulting dice score is 5 or more and **GREATER THAN** the number of losses sustained by the Unit during the entire battle so far the Unit passes the test.

If the Unit is involved in Melee, the fight continues.

If a friendly Unit is attempting to join a Melee from the flank or rear it may do so.

#### Fail

If the resulting dice score is 5 or more, but equal to or less than the number of losses sustained during the entire battle so far the Unit is **DAUNTED**. It (and any Leader with it) must immediately Retreat 9" (figures should stay facing the enemy) **AND** take a Daunted Token - unless it already has one.

a) Daunted troops who Retreat through a friendly Unit of equal or lower points value cause it to take a Disarray Token.

b) Troops armed with bows, crossbows or handguns who Retreat after losing a Melee can't Shoot again in this game (they had to drop their weapon to fight) - remove their arrow supply dice, if they have one.

**If the resulting dice score is 4 or less**, the Unit is Broken.

Broken troops (and any Leader except a Hero - he gets away with a free move) must Rout (move directly away) 12" .

*Note: This might spark a Morale Crisis Test in friendly Units.*

The Broken Unit then scatters to the four winds and is removed from the battlefield.

*Note: Victorious Cavalry or Kern whose enemy Break from a Melee immediately pursue them for 12" AND take two Disarray Tokens for their pains.*

If the front Company in a block is Daunted or Broken by **losing a Melee**, then so is the one behind it.

The two Daunted individual Units move apart (1"), splitting the block as they Retreat. Treat them as two single Units who must be Rallied separately.

Failing a Morale Crisis test usually leads to the loss of an Army Morale Token (see section XVI. WINNING THE BATTLE).

## **XIV** DISARRAY

Units may become Disarrayed following complex or difficult manoeuvres, or as a result of combat. A unit in Disarray is less effective at shooting and melee.

### DISARRAY EFFECTS

For Shooting and in Melee a Disarrayed Unit only counts its front rank.

A Disarrayed Unit is more likely to fail a Morale Crisis Test - it re-rolls any 6s.

A Unit can never have more than two Disarray Tokens.

A Leader must join a Unit to Rally off (remove) Disarray Tokens (see page 9).



## **XV** DAUNTED

Daunted troops are scared and shaken. Psychologically they are struggling with the battle and will not perform as well as undaunted men.

### DAUNTED EFFECTS

A Daunted Unit has the same disadvantages as one in Disarray (see DISARRAY EFFECTS above) BUT although it can defend itself if attacked it cannot be given any orders. It will remain Daunted AND must make a Morale Crisis Test at the end of each turn, UNLESS it is joined and Rallied by a Leader - this is the only thing he can do in that turn.

A Unit cannot be Daunted and then rallied in the same turn.

A Unit can never have more than one Daunted token.



## **XVI** WINNING THE BATTLE AND ARMY MORALE TOKENS

This is possible in one blow, by killing or breaking the enemy's Commander-in-Chief. Otherwise a player has to do sufficient damage to their opponent's Army to break its Morale or make it concede.

- At the start of the battle, count the number of Units in your Army - exclude Skirmishers and Artillery - and take that many Army Morale Tokens. Keep them out of sight (e.g. inside a tabletop tent or building) somewhere on your baseline.
- Claim one enemy Army Morale Token when one of their Units (excluding Skirmishers and Artillery) fails a Morale Crisis Test and takes a Daunted token.



- Claim an Army Morale token if an already Daunted enemy Unit is Broken or destroyed (excluding Skirmishers and Artillery).
- Claim two Army Morale tokens if an undaunted enemy Unit is Broken or destroyed (excluding Skirmishers and Artillery).
- Claim back a lost Army Morale token when you rally a Daunted Unit (excluding Skirmishers and Artillery).

If you claim a Token and the enemy has none left to give - you win the Battle.

# XVI

## MUSTERING THE FORCES (OPTIONAL RULES)

Rather than simply choosing your army as outlined in section IV, the rules below provide optional rules for setting up a game of 'Billhooks'.

As suggested on page 8, you can simply build the opposing armies for a game by agreeing a points total and then putting together two forces worth that many points, always bearing in mind the required proportions of archers, billmen and skirmishers. But for something a bit more unpredictable and entertaining, try this instead:

Sort out the figures in your collection into Units of the different troop types described on pages 6 and 7. Make out a card for each Unit. This might just be a simple text description e.g "One Company of Archers (12 points)" or maybe something a bit more elaborate. (You could even incorporate a photoshop image of the figures themselves!)

As you add to your collection (as wargamers always do!) make out an extra card for each new Unit.

Now, when building your army for a game:

1. Agree a points total for each army (so many points for troops, plus extras for Leaders).
2. For an English Army, draw at least half of the troop total in cards representing Companies of Archers and Billmen (roughly equal numbers of each, or as close to it as you can get).
3. Then shuffle all the rest of the cards, get your opponent to cut them and then deal yourself cards until you have equalled or exceeded the agreed points total.

So, if the agreed points total was 100 for troops and 10 for Leaders (2 @ 5 points), you might start with a core force of three companies of Archers and two of Billmen (for a total of  $5 \times 12 = 60$  points).

*Note that 4 companies @ 12 would give only 48 points, leaving you two short of the 50 required to make up half your troop points).*

Then deal yourself extra cards from your Unit Deck until you equal or exceed 100. For example, you might get:

- One band of skirmishers (6 points),
- One company of Men-at-Arms (24 points),
- One gun and crew (9 points), giving you a total of 99 points.

Since you have not yet equalled or exceeded the total, you get to draw one more card. This might be anything from a band of skirmishers (6 points, for a total of 105) to a Squadron of Knights (24 points, for a total of 123).

In this way, points are rarely exactly equal (real armies never were!), the Players are not able to build themselves a tailor-made "Super Army" and each game will present them with a unique set of tactical challenges.





## Special Event

### EXTRA ARROW SUPPLY

When one of your Archer companies has shot off its initial allocation of six rounds they get an extra two rounds of shooting.



## Special Event

### FAUCONBERG'S GAMBIT

Trick enemy Archers so their long range shots drop short. Play after they roll their dice - so they waste their arrows and get no hits.



## Special Event

### FLANK ATTACK

One of your units uses dead ground to make a surprise flank attack – the enemy unit cannot react and turn to face.



## Special Event

### TERRAIN ADVANTAGE

The front of one of your Infantry Companies is protected by a hidden ditch. The enemy can't charge you and will take two Disarray Tokens if they try to cross.



## Special Event

### AMBUSH

You have an extra band of Skirmishers hidden in an unoccupied building, wood or other patch of bad going, anywhere on the battlefield.



## Special Event

### FALSE COLOURS

Play on an unengaged enemy unit. They are unsure of the allegiance of your units and cannot move this turn or shoot unless you attack or shoot first.



## Special Event

### TREACHERY!

Play this card on one leaderless enemy Company or Squadron.

Roll a D6:

1, 2, 3: it turns around and marches off the field.

4, 5, 6: It changes sides and will attack the nearest enemy. Then it acts as one of your own units.



## Special Event

### SUDDEN HEAVY RAIN SHOWER!

No shooting (except for javelins) for the rest of this turn.

You must play this card **INMEDIATLY** - it cannot be saved for later.



## Special Event

### LOCAL TRUCE

Play this card on a leaderless enemy unit after it has fought a TIED round of Melee. All combatants immediately back off one move distance and take no further part in the battle UNLESS they are attacked or shot at.



*Special Event*

*Special Event*

*Special Event*

*Special Event*

*Special Event*

*Special Event*

*Special Event*

*Special Event*

*Special Event*

## FORFEIT

Play on an enemy unit when it is given an Order Token - this turn it can take only one (not two) actions.



## RE-ROLL

Re-roll one die or a hand of dice.



## SPECIAL EVENT

Draw a card from the Special Event deck. Play it now or save it to play any time later in the battle.



## Bonus

Dice to draw a card from the Bonus deck.

ALSO

Continue any Melee if this is the first Bonus card drawn this turn. See CONTINUING MELEE p.19.



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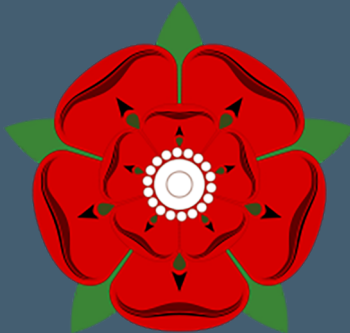


## PERK

Take a free action with one unengaged friendly unit.



Skirmishers  
and Artillery



LANCASTRIAN

Skirmishers  
and Artillery



YORKIST

## DUMMY

Keep this card to make the enemy think you might have a trick up your sleeve.



**BONUS DECK**

**BONUS DECK**

**BONUS DECK**

*Play Deck*

*Play Deck*

**BONUS DECK**

*Play Deck*

*Play Deck*

**BONUS DECK**

Yorkist Leader

Yorkist Leader

Yorkist Leader



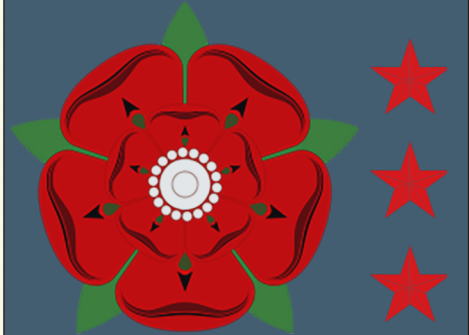
Yorkist Leader



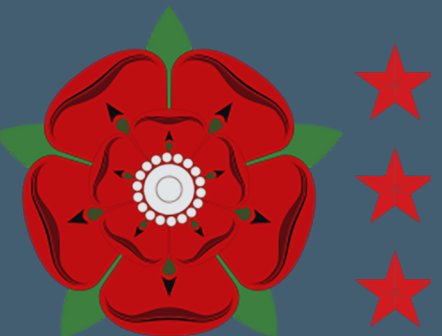
## LEADER CARDS

Give each Leader a name (write it in the white box) and a Command Class. The Command Class is the same as the Leader's number of Wounds. Use the cards to track the number of Wounds.

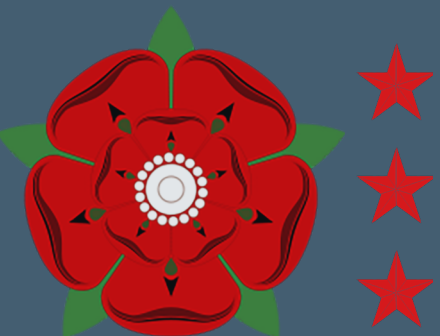
Lancastrian Leader



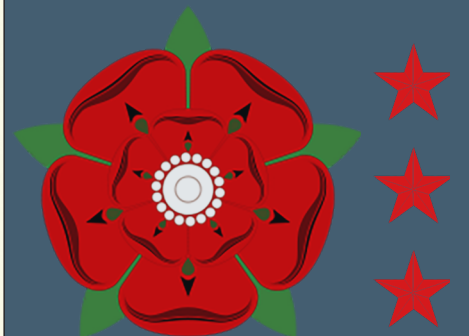
Lancastrian Leader



Lancastrian Leader



Lancastrian Leader



Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

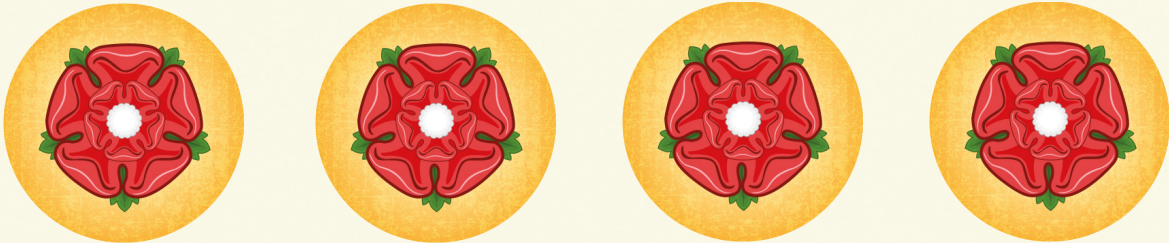
## TOKENS

You will need at least three sets of each.

### ORDERS - YORKISH



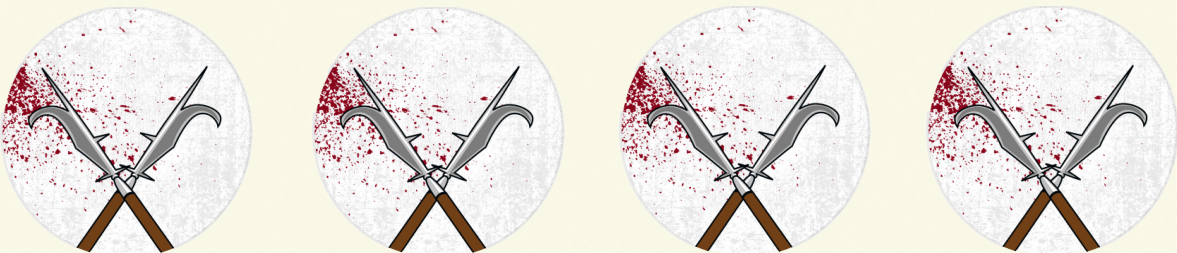
### ORDERS - LANCASTRIAN



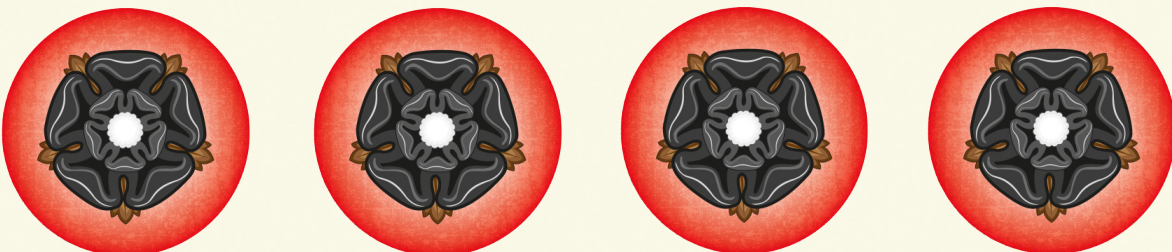
### ARMY MORALE



### DISARRAY



### DAUNTED



# NEVER MIND THE BILLHOOKS - CRIBSHEET

Type	Points per figure	Move (Charge)	Shoot (ins)	Melee x D6 per figure	Save	Notes
Knights	3	8 (12)		2	4, 5, 6	Save: 3, 4, 5, 6 in Melee.
Light Horse	1 ½	10 (14)		1 ½	5, 6	Save: 4, 5, 6 in Melee. Mounted Archers and Crossbowmen may dismount and skirmish.
Men-at-Arms	2	6		1 ½	3, 4, 5, 6	Save: 4, 5, 6 if shot by a crossbow or handgun.
Bills/Pikes	1	6		1	4, 5, 6	
Archers	1	6	9S, 15L	½	5, 6	May shoot twice in a turn. Hit: 5, 6 at Short range, 6 at Long.
Crossbows & Handgunners	1	8	0-12	½	5, 6	Hit: 5, 6 at any range up to 12".
Kern (Darts)	1	8	0-6	1	5, 6	Hit: 5, 6 at any range up to 6".
Skirmishing Archers	1	8	0-12	½	5, 6	Hit: 5, 6 at any range up to 12". Shoot once in a turn.
Gun & 3 Crew	9	4	0-30	½	5, 6	Count crew x 2 when shooting. Hit: 6 at any range. All hits are automatic Kills. 3 or more 1s = Gun blows up!

Type	Points	Move (Charge)	Actions: (1) Move himself (2) Order a Unit (3) Rally a Unit (4) Order and move with a Unit.
Hero	5	8 (12 mtd)	Can do three of these actions.
Commander	5	8 (12 mtd)	Can do two of these actions.
Dolt	5	8 (12 mtd)	Can do one of these actions.

## Initial Manoeuvre phase:

Take turns to move one Unit (or formation) at a time. This phase ends when somebody shoots or attacks.

## Regular Game Turns:

Draw cards for the order of play:

- When a Bonus card is drawn: dice for it. Discard it if the roll is tied. Fight any ongoing Melees when the first Bonus card is drawn in a turn.

- When a Leader's card is drawn: take order tokens (Dolt 1, Commander 2, Hero 3). Put them next to unit(s) to order them or next to him (to move him).

- Order each Unit to take up to two actions: Move, Wheel, Shoot or Rally. Only Archer companies can shoot twice. To Rally, a Leader needs to join the Unit.

- Place a token next to a Unit to order it, or next to a Leader to move him.

- Work out all Shooting or Melees immediately, as they happen.

## Test Morale immediately:

- If a Unit loses a Melee.
- If a Unit sees equal or higher Points Value friends rout past (within 12") or through it.
- If a Leader is killed or quits a Melee.

## Infantry roll 2D6, Cavalry D6+ 1, Skirmishers 1D6.

5 or more and greater than the Unit's losses = PASS  
5 or more and equal/less than the Unit's losses = DAUNTED

4 or less = BROKEN

**The Turn ends** when there is only one card left in the draw pile. This last card is always ignored. Then:

- Any undaunted Units which did nothing this turn may Rally (if a Leader is present), or Shoot (once).
- Test Morale for any Unit which is Daunted or reduced to half strength or less (unless it is engaged in an ongoing Melee or has just won one).
- Remove all the order tokens from the battlefield.
- Re-shuffle the Play Deck and start a new turn.