

Ral Partha Medieval Warfare Rules

Enough of Lord Crane's impudence! Even now, as you stare through visor slits, he mocks your house and lineage. Sword drawn and waved on high, a throaty cry parts your lips as your mounted knights surge after you across the field of battle. A shower of arrows, fired by your peasants, rains death amongst Lord Crane's yeomen...

Introduction

The medieval battles described in these rules are fought between armed groups of men led by valiant leaders represented by miniature figures. These groups challenge, fire their bows, maneuver, and melee (fight hand-to-hand). The best will endure and claim the victory.

To play this game you will need: at least 2 six-sided dice (2d6); a 6", 8", and 12" measuring device (ruler or strings); casualty markers (paper clips or rings); some miniature figures (the number will depend on the size of the battle).

The Game

This medieval game is fought (played) between two or more armies. Each army is composed of two or more units. A unit of infantry (foot figures) contains 12 miniatures. A unit of cavalry (figures on horses) contains six soldiers on six horses. Each army also contains one or more leaders, with an equal number of leaders going to each side. Each unit moves and fights separately.

The Miniatures

For convenience in moving them, as well as for protection, you may wish to mount your figures on stands, also called bases. Frontages (space in between each figure) and formations are not that important within these rules. Individuals (leaders, heroes, etc.) go on a base of their own. Units can be composed of figures mounted in multiples on stands. Chipboard, balsa wood, circuit board, fiberglass, and thin strips of basswood all make excellent stands.

Units

If your soldiers are mounted on multiple figure bases, make sure all of each unit's bases are touching. If your soldiers are unmounted, group each unit together leaving enough space between units to distinguish the separate units. In short, there must be unit integrity; each unit being identified as a particular unit, remaining together throughout the battle. The various units in this game are divided into three broad types: peasant (serfs, militia); yeoman (men-at-arms); and knight. peasant or yeoman units may carry bows, knight units may not. Yeoman or knight units may be cavalry, peasant units may not.

Leaders

Leaders are the dukes, barons, etc., who lead groups of men. Attaching a leader to a unit will help its fighting abilities and raise its morale.

Rules Outline

(Refer to appropriate section for full explanation)

Play game in turns. Each turn consists of five events, played in order.

Event I PERSONAL CHALLENGES Leader vs. Leader, 12 range, 5 or 6 on 1d6 kills, Simultaneous combat.

Event II ARCHERY Direct fire at closest enemy unit. 12 inch range. Roll 1d6, infantry modify -1 per each two casualties, cavalry -1 per each casualty. Then divide by 2 for peasant or yeoman targets (round fractions up), divide by 3 for knight targets (round fractions to nearest whole number). Resolve any bow fire morale.

Event III MOVEMENT Roll move-countermove, high roll decides which.

Leaders and yeoman cavalry 12"
 Knight cavalry 10"
 Yeoman and peasant infantry 8"
 Knight Infantry 6"

Routed units, units in melee, or units which fired bows in Event II cannot voluntarily move that turn. Terrain may affect movement.

Event IV MELEE Opposing units are in melee when they touch. The first two units must face off.

Melee Modifiers

Peasants	-1	Attacking uphill	-1
Yeoman	0	Attacking from flank	+1
Knight	+1	Attacking from rear	+2
Cavalry*	+1	Each 2 casualties on an infantry unit	-1
Leader commanding unit	+1	Each casualty on a cavalry unit	-1

*Thus, mounted yeoman +1; mounted knights +2.

Modified die roll is divided by 2 on peasant or yeoman targets (round fractions up).

Modified die roll is divided by 3 on knight targets (round fractions to nearest whole number.)

Melee continues until one or both units are eliminated or forced to run away.

Event V MORALE

Attacker	Your Unit				
	Moun ted Knight	Moun ted Yeoman	Fo ot Knight	Foot Yeoman	Peas ant
Mounted Knight	2	3	2	4	6
Mounted Yeoman	1	2	1	3	5
Foot Knight	1	2	2	3	5
Foot Yeoman	X	1	1	2	4
Peasant	X	X	X	1	3
Bow Fire	X	1	X	2	3

X - Need not check morale against this type of attacker

Attacked in flank -1

Attacked in rear -2

Commanded by leader* -1

Lost 1/2 or more of soldiers in unit -2

Lost commanding leader that turn -1

*Leader cannot command that turn if he has declined a personal challenge for the first time in Event I.

Any unit which routs must be moved one full move away from opposing units. To regain control of a routed unit, its owner must rally it (see Unit Rally).

The Game Turn

This medieval game is played in turns. Each turn is composed of a series of events which must be performed in the proper sequence. Each turn is the same, repeating the events. Each event must be completed before moving on to the next event.

The events, in order, which make up a turn are as follows:

- Event I Personal Challenges (if any)
- Event II Archery (if in range)
- Event III Movement (each side in turn)
- Event IV Melee
- Event V Morale

When all of the events in a turn are completed that turn is over. Let's look at each of the events in detail:

Event I. Personal Challenges

In Event I of each turn, any player's leader piece may challenge any opposing leader piece within 12 inches to personal combat. If the opposing leader accepts, each player rolls on die (1d6). If either player rolls 5 or 6, the opposing leader is killed, and is removed from play immediately. Any other die roll has no effect. The die roll is simultaneous; therefore, each player has the chance to kill the opposing leader.

The first time a leader declines a challenge, he loses all leadership value for that turn only. He may not participate in an attack that turn. The declining leader may neither voluntarily move to a new unit, nor may he rally a unit during that turn. Thereafter, during the game, the declining leader may refuse personal challenges without penalty. His men have seen his mettle.

Event II. Archery

Peasant or yeoman units may carry bows, knight units may not. A bow armed unit (not in melee) may fire its bows during Event II. A bow unit must fire its bows at only one target, and this target must be the closest opposing unit. The target unit must be within 12 inches of at least one soldier in the firing unit.

Archers may not fire bows over a friendly unit. At least half of the soldiers in the firing unit must have a clear shot at the target unit. To determine hits on the target unit, the owner of the archer unit rolls 1d6. If the archers are infantry, the die roll number is reduced by 1 for each two figure casualties the archer unit has suffered. If the archers are cavalry, the die roll number is reduced by 1 for each figure casualty the archer unit has suffered.

After the die roll has been adjusted, divide by 2 (round all fractions up) unless the target is a knight unit. If the target is a knight unit, divide by 3 (round all fractions to the nearest whole number). This result is the number of casualties which the target unit suffers.

Example: A unit of yeoman infantry archers are firing at a unit of mounted knights. The yeoman archers have lost five figures earlier in the game (there are seven left). The yeoman archers roll a 6. This 6 is reduced by 2 since the archers have lost four, but not six casualties. The modified die roll is now 4 (6-2=4). Divide this 4 by 3 since the target unit is a knight unit. One knight is killed since 4 divided by 3= 1.3, and the fraction rounded to the nearest whole number results in 1. There is no bow fire into, or out of, a melee.

An archer unit that fires during Event II cannot move voluntarily that turn.

A peasant or yeoman unit which is a target unit, and loses one or more figures from bow fire, must check morale. Then this happens the owner rolls 1d6 and consults the morale chart listed in Event V under this unit type column.

Any unit that does not pass the morale check must be turned 180 degrees (faced in the opposite direction), and moved one full move away. This move is immediate and mandatory. No leader, save a Saxon named Harold, can be killed by bow fire.

Event III. Movement

First, the two opposing sides must determine who moves first. Each side rolls 2d6. The highest roll may choose to move either first or second. The first player than moves his units as he wishes (except those routed, locked in melee, or which have fired their bows that turn). Each unit may move up to the maximum distance permitted for that type of unit. Types and their respective maximum movement are as follows:

Leaders and yeoman cavalry	12"
Knight cavalry	10"
Yeoman and peasant infantry	8"
Knight Infantry	6"

A unit may change its direction without penalty.

A unit cannot move through another unit unless routing. A unit needs at least two inches clear space to move between two other units, unless routing.

If a unit is touching an opposing unit it is in melee. It may not move until the opposing unit is eliminated, or forced to run away from the melee.

An unrallied, routed unit cannot be voluntarily moved.

When the first player is done moving, the second player moves. Movement rates and rules are the same as for the first player. Remember, he may not move units which are in melee, including units which were just put in melee during the first player's move.

A leader may either move with the unit he is commanding, or move to command a new unit, unless he refused a personal challenge for the first time during Event I of that turn. If he refused the personal challenge, he must remain with the unit he started the turn with.

Terrain features ad interest to any flat surface. In this game, terrain obstructs or channels movement. Limited use of terrain is optional. Terrain pieces should be place by agreement of both sides.

Hills can be made by cutting florist sheet Styrofoam into irregular shapes, by draping cloth over books, or by defining elevation levels with strings. Woods can be made by using tree models or pieces of green construction paper.

A line of stones makes a good wall. Lichen or strips of green construction paper make a fine hedge.

A river can be represented by blue construction paper, tape, or string.

Hills - A unit moving up a hill level loses 2" of movement.

Woods - Only peasant units may move in or through woods; they move at full speed.

Walls or Hedges - A unit crossing loses 2" of movement.

River - A unit coming to a river must stop. On its next turn the unit may move across the river, but must stop on the opposite bank. Thereafter it moves normally unless recrossing the river.

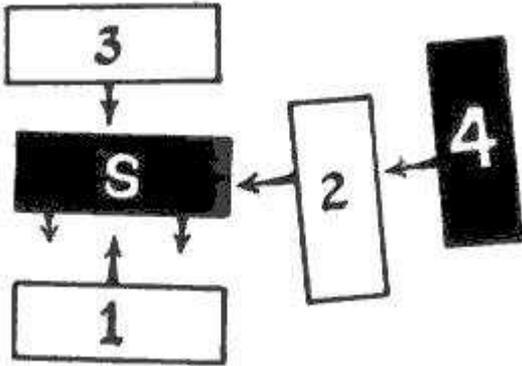
Bridge - A unit crossing a bridge loses 2" of movement.

Event IV. Melee

Melee is hand-to-hand combat between opposing units. It occurs when a player moves a unit so that it touches and opposing unit. The first two units in melee are always face to face.

Once two opposing units are face to face, they stay that way until one or both are eliminated or forced to run away. Additional units may move to touch the flank (side) of a unit in melee, or they may move to touch it in the rear. These flank and rear attacks are especially beneficial (more on this later).

Remember, a unit needs at least two inches of space to move between two other units. This two inch space also applies to the ability to move your unit onto an opposing unit's flank or rear. You must have the space to attack there.



The first two opposing units in contact are always face to face. In the diagram below, the numbers show the order in which the units move. Assume White moves first this turn:

First White unit 1 moves face to face with the stationary S Black unit, then White unit 2 attacks the Black unit S in the flank. Now white unit 3 attacks the Black unit S in the rear.

Finally, the second player (Black) moves his unit 4 to attack White unit 2 in the rear.

Each unit gets to fight the enemy unit it is facing. Thus, units attacking on an enemy flank or rear are never attacked back by that enemy unit. All combat occurs simultaneously; casualties are not removed until all fighting is done.

Each unit rolls 1d6. The die roll is modified (see below). Then the die roll is divided by 2 (fractions rounded up) if the target is a peasant or yeoman unit. It is divided by 3 (fractions rounded to the nearest whole number) if the target is a knight unit. This final number is the number of casualties suffered by the target unit.

Melee Modifiers

Peasants	-1	Attacking uphill	-1
Yeoman	0	Attacking from flank	+1
Knight	+1	Attacking from rear	+2
Cavalry*	+1	Each 2 casualties on an infantry unit	-1
Leader commanding unit	+1	Each casualty on a cavalry unit	-1

**Thus, mounted yeoman +1; mounted knights +2.*

Leaders commanding a unit engaged in melee can be killed when that unit suffers three or more casualties from a single opposing unit during a single melee event.

The player inflicting three or more casualties upon an opposing unit with one of his units during a single melee event has a choice. He may apply the number of casualties directly upon the opposing unit, or he may apply that number minus 1 upon the opposing unit, and then try to kill the commanding leader. If he chooses the latter option, he rolls 1d6. A 5 or 6 kills the opposing unit's commanding leader.

Melee will continue from turn to turn until one, or both opposing units are eliminated, or forced to run away.

Event V. Morale

Few soldiers fought to the death. Most ran away when things went bad.

In each turn, during the Morale Event, each unit which lost at least one figure in the Melee Event must check Morale. On the top row of the morale chart below find the type of unit checking its morale. In the left column, find the enemy unit it is fighting. Apply all relevant modifiers.

Your Unit

Attacker	Moun ted Knight	Moun ted Yeoman	Fo ot Knight	Foot Yeoman	Peas ant
Mounted Knight	2	3	2	4	6
Mounted Yeoman	1	2	1	3	5
Foot Knight	1	2	2	3	5
Foot Yeoman	X	1	1	2	4
Peasant	X	X	X	1	3
Bow Fire	X	1	X	2	3

X - Need not check morale against this type of attacker

Attacked in flank -1

Attacked in rear -2

Commanded by leader* -1

Lost 1/2 or more of soldiers in unit -2

Lost commanding leader that turn -1

*Leader cannot command that turn if he has declined a personal challenge for the first time in Event I.

If the checking unit is fighting more than one unit, pick the highest rated enemy (closest to the top of the chart.)

Cross reference the column below the checking unit with the row across from the highest rated enemy unit.

You will locate the number you must equal, or beat with one die roll in order to remain in melee.

Roll 1d6. Modify it by the Morale Modifiers listed below the Morale chart. If you make your roll, your unit will continue to fight. If the unit fails to equal or beat the Morale check number, it immediately turns 180 degrees (faced in the opposite direction) and moves one full move to the rear.

This routed unit may not turn around or voluntarily move unless it is rallied.

A unit which was routed may be attacked in the next turn in the rear or flank by an enemy unit. If this happens, the unit attacked automatically routs again in the following Morale Event.

A unit which was routed due to bow fire is treated the same as a unit routed in melee.

A routing unit will always be moved one full move away from opposing units, even if surrounded.

A unit remains routed until it is rallied. A player may rally a unit in two ways:

Unit Rally

A leader can rally a unit. To do so he moves to touch the unit in the next Movement Event. In the following Morale Event the unit rallies and turns around to face the enemy. It is now considered a normal unit. If a leader moves to a unit in the Movement Event, but it is attacked in the Melee Event, it does not rally in the following Morale Event, instead it automatically runs away and the leader must start the rallying process again.

A player may attempt on rally without a leader for each routed yeoman or knight unit. To rally without a leader roll 1d6: 5 or 6 rallies a yeoman unit; 4, 5, or 6 a knight unit. If the player fails his die roll, remove the routed unit from the game at once. If he succeeds, turn the unit to face the enemy. It is now considered a normal unit and may move next turn.

A peasant unit cannot be rallied without a leader.

This concludes the turn. The next turn begins with Event I.

Continue until one player begs for mercy.

Sample Beginner Armies

I

1 Leader

2 Units of Knight Cavalry

1 Unit of Yeoman Infantry

2 Units of Peasant Infantry Archers

1 Mounted Knight (Treat as one unit of Knight Cavalry with five casualties.)

II

1 Leader
1 Unit of Knight Cavalry
1 Unit of Yeoman Cavalry
2 Units of Yeoman Infantry Archers
1 Unit of Peasant Infantry
1 Mounted Knight (Treat as one unit of Knight Cavalry with five casualties.)

III

1 Leader
3 Units of Knight Cavalry
1 Unit of Peasant Infantry Archers
1 Partial Unit of Yeoman Infantry (9 figures. Treat as a unit with 3 casualties.)

IV

1 Leader
2 Units of Knight Cavalry
1 Unit of Knight Infantry
1 Unit of Peasant Archers
1 Mounted Knight (Treat as one unit of Knight Cavalry with five casualties)

You may wish to fight battles between armies of different composition. The following is a point system for creating different armies.

For small, beginning engagements, 150 point armies, with one leader per side, should suffice. If there are more players, or you are more experienced, you can use more points (300-500) and more leaders per side.

Costs

Peasants = 1 point per figure

Yeoman = 2 points per figure

Knights = 4 points per figure

Horses* = 2 points per horse

Bows** = 1 point per bow

*Peasants may not be cavalry.

**Knights may not carry bows.

For example: A unit of six mounted knights costs 36 Points.

A unit of 12 bow armed infantry yeoman costs 36 points.

It is not advisable to allow an army to be composed of more than 80% Knights or 50% archers.

Infantry units contain 12 figures, cavalry six, except as noted below.

A player may build one partial unit per army with odd point. Its shortage will be treated as casualties from a whole unit in die rolls.

Example: With 24 points you buy eight yeoman infantry (16 pts.) armed with eight bows (8 pts.). Since the unit is four men short, its die roll receives a -2 modifier when firing its bow or attacking, as though the unit had suffered four casualties.

A Typical 150 Point Army

One leader	free
Two units of knight cavalry (2 x 36)	72 pts
One unit of yeoman infantry (1 x 24)	24 pts
Two units of peasant infantry archers (2 x 24)	48 pts
The mounted black knight, partial unit (4 + 2)	6 pts
	150 pts.

We hope you enjoy playing these introductory Medieval Rules. Whether you are an experienced gamer or a beginner, Rals' Medieval Rules were designed as a simple straight-forward gaming system. Advanced players will find these rules ideal for a quick evening game. The newcomer to miniatures gaming will find our rules easy to understand and challenging to play. No matter what your level, as you master the rules, we encourage you to invent your own additional rule variations. Good gaming!

An addition to these rules was the following painting guide.

PAINTING YOUR MEDIEVAL ARMY

by Jay S. Hadley

The Medieval period of European history offers the painter of miniatures one of the most interesting challenges possible. To achieve the best results when painting medieval miniatures two techniques must be mastered, washing and dry brushing. The wash is used to shade a figure quickly. After the base color is applied and allowed to dry a mixture of the next darkest color and thinner on a ratio of one part paint and three parts thinner is applied with a brush over the original color. The wash should be watery so that the darker color will run into the depressions in the figure leaving the highlights of the original color intact. Dry brushing is a bit more difficult to master. Take some paint from your pallet with your brush, run a clean cloth over the bristles making sure to leave only the pigment of the paint. Then take the brush and run it gently over the highlighted areas of the figure. It may take a couple of applications but the lighter color will eventually appear.

PAINTING ARMOR

There are two types of armor that dominated the Medieval period: chainmail and plate. The wash technique should be used in painting chainmail. First, paint the chainmail silver. After it has dried, use a black wash over it. It is always good to use thinner coats of wash since it gives better control over the finished product. Plate armor is best represented by using the dry brush technique. First, paint the armor black then take two parts silver and one part black.

Mix it together and dry brush it onto the raised area of the armor. For added effect more silver can be added and used on the upper chest and arms.

DEVICES AND COATS-OF-ARMS

Devices on shields, horse furnishings and standards are the toughest part of any Medieval figure to paint. For the beginner, simple devices (crosses, diagonals, and stripes) are a great place to start. Simple devices should be placed on their intended field using a very thin line to represent the center of the device. This is done to get the proper spacing and proportion. Next, working from the left side of the device paint a straight line from top to bottom. Then working from the right side repeat the process, then fill in the middle of the device if necessary. When the paint has dried, examine the lines. If they are not straight, use the background color to cut a straight line with your brush.

The more complicated devices can also be done using a similar method. First, start the device from its center working out to the left and right. Again this method will help to insure proper proportion and spacing. From the center of the device draw a stick figure of the device concentrating on proportion. The final step is to flesh out the figure. Again if the device is distorted it can be cut into proper shape using the background color. To give the device more depth you may want to paint it first in black and then in the proper color leaving a thin black outline all around the design.

PLUMES AND SASHES

The proper method for painting plumes and sashes is a combined washing and dry brushing technique. First, paint the plume or sash the base color. After it dries, apply a wash. Let the figure dry again and finally highlight with the next lightest color.

METAL

The concept of painting metal (chains, badges, belt buckles) deals with depth. To obtain depth first paint any iron or steel areas black followed by a mixture of silver and black. For gold or brass, paint the area brown, then follow with the proper metallic color.

CONCLUSION

The medieval period offers the painter something rare in military history, endless variety. Do not be afraid to experiment. Practically any color combination could be found in the armies of the period. Have fun and be flashy.