

QUICK REFERENCE SHEETS

INITIATIVE

Both players roll 3d6
A Leader with LV3 can re-roll 1d6
If "Brilliant" can re-roll 2d6

Confident Lord add 1d6
Stubborn Lord add 3d6

SHOOTING

Roll 2d6. Hit with:
5+ if shooting at Close range
7+ if shooting at Effective range
9+ if shooting at Long range
13+ if shooting at Extreme range

Modifiers:

Aiming +1d6
Moving -1d6
Target in cover: re-roll 5 and 6
(only 6 if aimed fire)

DAMAGE TEST FOR HORSES

Target protection	roll to pass
Unbarded	6
Barded	5+
Heavy Barded	4+

Modifier:

+1 to die roll if shooting was at long or extreme range

MOVEMENT

FOOT

- Single footsoldier (not if with PC 3 or 4) and Groups of Skirmishers: **12/8cm**
- Close Order Foot and foot with PC 3 or 4 at all times: **8/5cm**
- Foot Group charging, or in column on a road (not if with PC 3 or 4): **12/8cm**

HORSES

- Heavy barded cavalry: **16/10cm**
- Barded cavalry: **20/12cm**
- Unbarded Cavalry: **24/16cm**

CARTS

- Carts off-road: **6/4cm**
- Carts on-road: **16/10cm**

Movement is halved in Difficult Terrain

SHOOTING BY GROUPS

Only Group shooting at a Group. Roll two dice for the first figure and one additional dice for each extra miniature. If the target is a mounted group, then you can re-roll 1s and 2s (only once per salvo).

The Group uses the total of all the dice rolled and hits a second or successive miniature for each multiple obtained.

DAMAGE TEST FOR MEN

Target Protection	roll to pass
Protection Class 0	6
Protection Class 1/Pavise	5+
Protection Class 2 or 3	4+
Protection Class 4	3+

Modifiers:

+1 to die roll if shooting was at long or extreme range
-1 to die if target is Exhausted

MELEE

Both players roll 3d6 and hit according to the Combat value of the enemy.

Whoever scores the most hits wins the Melee. To kill an enemy, you need a difference of 1 hit if the miniature has a PC=0 or winner has a Lethal Weapon or 2 hits or more if the opponent has a PC=1 or more.

If not killed the loser is repulsed by 5cm and Shaken (or Exhausted if already Shaken).

The winner can advance to occupy the loser's position. If there is a draw then both miniatures retreat 1cm.

Modifiers (d6) (cumulative)

- 1 if Shaken or Exhausted
- +1 if Charging (not for foot charging mounted)
- +1 Charging from the rear
- +1 if Mounted
- 1 foot charging through linear obstacles
- +1 for an additional supporting figure (up to 3 supporting).
- Exhausted figures apart from losing one die have a C reduced by one.

Re-rolls

Weapons with a better initiative can re-roll 1 dice.

Figures with a shield or full plate armour can make an enemy re-roll 1 die. A shield can still be used even if attacked from the rear.

Resolve all offensive re-rolls first (eg better initiative for weapons), and after that, the defensive (eg PC).

VARIOUS TESTS

Roll more than the last number of the AV

- To opportunity fire
- To spot an ambush

Roll less than the C value

- To unseat
- To countercharge

MORALE TEST

Test when a Unit reaches 1/3 (rounded up) of its MV at the end of the turn.

























To pass roll less than the C value.

If there are miniatures with different C then use the C that most men have when the Test is made. If there are two equal numbers then use the higher.

Re-roll if Unit is purely of Nobles/MAA/Mercenaries. Re-roll if at least 50% of figs are within 40cm from unshaken Standard-bearer.

Unit automatically breaks with 50% of losses (MV).



1 	1 	1 	1 	1 	1 
1 	1 	1 	1 	2 	2 
2 	2 	2 	2 	2 	3 
3 	3 	3 	3 	4 	4 
S	S	S	S	S	S
S	S	S	S	S	S
S	S	S	S	S	S
E	E	E	E	E	E
E	E	E	E	E	E

LORDS & SERVANTS



APS COUNTER

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

LORDS&SERVANTS

© Dadi&Piombo



APS COUNTER

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24

LORDS&SERVANTS

© Dadi&Piombo