

Knights & Knaves

Charts & Tables

The Turn

Rally
Command
Action
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Morale & Rally

When to Check Morale

- Attempting to rally during rally phase*

For the following, check morale for affect figures at the end of the appropriate phase:

- Unit leader disabled (shooting or melee phase)
- Lord/Chief disabled (shooting or melee phase)
- Cavalry attempting to charge spear-armed infantry (action phase)
- A figure within two inches and adjacent to or in front of routs or becomes disabled (any phase)
- Half or less stamina remaining – check each turn (command determination phase)
- Infantry charged by cavalry (action phase)

*Only check for rally (i.e., a rally figure does not check due to an adjacent routing figure during rally phase)

How to Check Morale

1. Determine Morale Class

Type	Morale Value	Morale Bonus
Lord/Chief	9, 10	(+3)
Knight/bodyguard	8, 9	(+2)
Squire/Man-at-Arms	7, 8	
Sergeant/Valet	7, 8	(+1)
Soldier/Yeoman	6, 7	
Peasant	4, 5	

3. Determine Result

Roll 1D10. If the result is lower than the modified morale, the figure is not affected. Otherwise, the figure routs and moves his maximum running speed away from the enemy until rallied. A natural 10 always fails, a natural 1 always passes. Figures failing rally rout again.

2. Modify Morale

Morale Modifiers	
Enemy lord/chief disabled	+2
Peasant or soldier directly attacked by cavalry	-1 (per mounted figure)
Lord/chief disabled*	-3
Adjacent (friendly) figure killed or routed this turn	-1 per figure
Unit leader bonus	+1, +2, +3
Less than 75% of original stamina remaining	-2
Less than 50% of original stamina remaining	-4
Less than 25% of original stamina remaining	-6
Fatigue	-2 per permanent level
Ethnic or religious hatred/zeal	+2
In or behind cover	+4
In a unit of 5-10 figures **	+2
In a unit of 11 or more figures**	+4



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Command Determination

Any figure within 5 inches of the player/figure, or in a unit whose leader is within 5 inches of the player/figure, can be moved without restriction, subject to other rules.

Other figures must roll on the action table.

Exceptions: Each archer or slinger in command range and wishing to shoot must roll 1d10 — a 1-2 means that cannot shoot. Each crossbowman must roll 1D10 — a 1-5 means that cannot shoot. (One figure in a cross bow team may roll as an archer. The other figure may not shoot. See rules for explanation.) Each handgunner must roll a 9-10 on a 1D10, then roll a 4-10 on a second 1D10.

Order Activation

The leader of a unit with a standing order must roll 1D10 at this time. If the roll is less than or equal to his fighting skill, he sees or hears the signal and is willing to act upon it. Otherwise, he missed it or believes he did not see or hear it.

Action

1. Figures in Command Range

Simply mark them with the appropriate chit, face down.

2. Figures Not in Command Range

Roll on the table below for each figure separately, beginning with the unit leaders. Use modifiers to determine final result. Then mark the figure with the appropriate chit, face down. *Any figure more than 2 inches away from its unit will rejoin that unit unless it rolls a 10, in which case it moves toward the enemy.*

Uncontrolled Action Table (1D10)					
	1-2	3-4	5-6	7-8	9-10
Archers, slingers, crossbowmen with latches or in teams	Stay put	Shoot only	Move up to half and shoot	Move up to full and shoot	Move up to full and enter melee or shoot
Crossbowmen with medium or heavy crossbows	Stay put	Stay put	Shoot only	Move up to half	Move up to full and enter melee or shoot
Handgunners	Stay put	Stay put	Move up to half	Shoot only	Move up to full and enter melee
Others	Stay put	Move up to half	Move up to full	Move up to half and enter melee	Move up to full and enter melee

Uncontrolled Action Modifiers Table	
Figures in a unit, if the leader rolled something other than stay put	+2
Figures in a unit, if the leader rolled stay put	-2
Knights and berserkers	+2
Unpaid mercenaries, peasants and other unreliable types	-2
Each fatigue level an individual has incurred	-1
Unit or individual operating under the first part of an "attack until" standing order	+5
Unit or individual operating under the first part of a "defend until" standing order	-5
Unit or individual activated second part of an "attack until" order this turn	-5
Unit or individual activated second part of a "defend until" order this turn	+5



Notes: Movement is toward the enemy if visible; otherwise in any direction desired. Skirmishers may move in any direction. 1/2 move for a horse is walk. Full move is canter.

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Movement

1. Movement Declaration

Reveal the chit for each marked figure and declare its action. Resolve any conflicts by prioritizing movement.

2. Morale Checks

Make any needed morale checks for charged figures. Apply results immediately.

3. Movement

Move figures as outlined below.

Mounted Movement Rates	
Walk	8"
Trot	12"
Canter	16"
Gallop	24"

Only trained war-horses may gallop.

Galloping incurs one temporary fatigue level per turn. May recover by walking or standing.

A mount that stood or walked last turn may turn in any direction before moving.

Others must begin in the direction they are facing but may turn up to 45° half-way through their move.

Dismounted Movement Rates		
Armor Rating	Distance Walking	Distance Running*
5 or less	10"	20"
6, 7	8"	16"
8, 9	6"	12"
10, 11, 12	4"	8"

During the declaration phase, a player may indicate that any figures in command range are running this turn. Running incurs one temporary fatigue level.

Linear Obstacles: Figures stop upon contact and spend one turn to cross. This also applies to doorways, gates, etc. See rules.

Movement Modifiers	
1/2 or less of its original stamina level remaining	1/2 rate
Routing	+2"
Gentle slope	-2"
Steeper slopes, ladders or stairs	-3"
Each fatigue level	-1"

Horse Panic

Following the action phase, but before moving any figures, roll 1D10 for each wounded horse. Add remaining stamina. Add 3 for a trained warhorse, subtract 3 for a nag. Follow the results listed.

Horse Panic Table (1D10)			
4 or less	5-9	10-13	14 or higher
Horse bolts away from enemy	Horse will not move this turn	Horse charges nearest enemy	No effect



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Shooting



1. Determine Shooting Skill

Look up shooting skill for the figure on the retinue list. Modify as below.

2. Determine Range

Measure range from the shooter to the target and modify as below.

3. Determine Hit Number

Cross index the modified shooting skill and modified range to obtain the hit number.

Shooting Table (1D10)															
Modified Shooting Skill	Distance in Inches														
	4	8	12	16	20	24	28	32	36	40	44	48	52	60	72
10	2	2	2	2	2	2	2	2	2	3	4	5	7	10	
9	2	2	2	2	2	2	2	2	2	3	4	5	6	8	--
8	2	2	2	2	2	2	2	3	4	5	6	7	9	--	
7	2	2	2	2	2	2	3	4	5	6	7	8	10	--	
6	2	2	2	2	2	3	4	5	6	7	8	9	--	--	
5	2	2	2	2	3	4	5	6	7	8	9	10	--	--	
4	2	2	2	3	4	5	6	7	8	9	10	--	--	--	
3	2	2	3	4	5	6	7	8	9	10	--	--	--	--	
2	2	3	4	5	6	7	8	9	10	--	--	--	--	--	
1	2	3	4	5	6	7	8	9	10	--	--	--	--	--	
0	3	4	5	6	7	8	9	10	--	--	--	--	--	--	
-1	4	5	6	7	8	9	10	--	--	--	--	--	--	--	
-2	5	6	7	8	9	10	--	--	--	--	--	--	--	--	
-3	6	7	8	9	10	--	--	--	--	--	--	--	--	--	
-4	7	8	9	10	--	--	--	--	--	--	--	--	--	--	
-5	8	9	10	--	--	--	--	--	--	--	--	--	--	--	
-6	9	10	--	--	--	--	--	--	--	--	--	--	--	--	
-7	10	--	--	--	--	--	--	--	--	--	--	--	--	--	

Shooting Skill Modifiers			
Target		Shooter	
Obstructed view*	1 down	Moved	½ skill (rounded down)**
Small shield/targe/buckler	2 down	Each permanent fatigue level	2 down
Large shield	4 down	Less than 75% of stamina remaining	1 down
Pavise	6 down	Less than 50% of stamina remaining	2 down
Behind waist-high wall	3 down	Less than 25% of stamina remaining	3 down
Behind chest-high wall/battlement	6 down		
Behind window/arrow slit	8 down		
Mounted	1 down		

Range Modifiers	
Target moved	4 right
Light/medium crossbow	1 right
Short bow (not composite)	2 right
Hand gun	4 right
Thrown weapon	5 right

4. Roll

Roll 1D10 for each firing figure with a listed hit number. The result must be greater than or equal to the hit number. A “--” is an automatic miss.

5. Determine effect

Roll a number of D10, subtract armor value. Any positive number is subtracted from stamina. Longbows, guns and medium/heavy crossbows add +2 (not 2D10) at all ranges.

Shooting Damage		
More than 20"	6" to 20"	Less than 6"
1D10	2D10	3D10

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Melee

Figures in base-to-base contact at the end of movement are in melee. Each figure may attempt to strike home only once per turn.

1. Determine Combat Factor

Cross index the figure's melee skill with the weapon value to determine combat factor.

Combat Factors					
Melee Skill	Weapon Value				
	0	2	3	4	6
3	3	5	6	7	9
4	4	6	7	8	10
5	5	7	8	9	11
6	6	8	9	10	12
7	7	9	10	11	13
8	8	10	11	12	14
9	9	11	12	13	15
10	10	12	13	14	16

Weapon Values		
Weapon Type	Weapon Class	Weapon Value
Sword	1	4
Mace/Ax	2	3
Two-handed Sword	3	4/3
Pole Arm/Short Spear	4	4/2
Lance/Long Spear (12' or more)	5	6/0
Short Sword/Dagger	6	3
Farm implements/Other	7	2

Weapons in Weapon Class 3, 4 and 5 use their first number in their first round of combat. If they strike home they may use the number again and continue to do so as long as they strike home. If they fail to strike home in any round of combat, they must use the second number as long as they remain in combat with that opponent.

2. Modify Combat Factor

Adjust combat factor based on the Combat Factor Modifiers table

Combat Factor Modifiers	
On horseback, up-slope or up-stairs while opponent is not	+1
Restricted terrain (close woods, doorways)	-1
Opponent has a small shield (not while wielding a two-handed weapon)	-1
Opponent has a large shield (not while wielding a two-handed weapon)	-2
Less than 75% of original stamina remaining	-1
Less than 50% of original stamina remaining	-2
Less than 25% of original stamina remaining	-3
Each fatigue level	-1



3. Determine Final Combat Value

Take the modified combat value and add 1D10. The highest result strikes home. A tie means no one strikes home.

4. Determine Damage

To determine melee damage, add a number of dice and subtract the victim's armor value. Any positive number is subtracted from stamina. If the victim's stamina hits zero, he is disabled, and probably dying.

Weapon Damage	
Sword, short spear, javelin	1D10
Ax, mace, long spear, lance	2D10
Pole arm, two-handed sword, two-handed ax	3D10
Spear or lance-armed charging at the gallop or spear or lance-armed being charged at the gallop (only +1D10 if both charging and being charged)	+1D10
Each fatigue level (-1 pip not 1D10)	-1

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Fatigue

Falls

A figure may fall if:

- He is struck by a lance-armed opponent charging at the gallop.
- He is mounted and loses 25% or more of his remaining stamina in one turn.
- He is mounted and is struck by a spear or halberd-armed infantry.
- He is wounded on a precipice, stairs, walls, etc.

Fall Table (1D10)	
Situation	Modified Die Roll
Dismounted/Standing or Walking Horse	1
Trot	2
Canter	3
Gallop	4

Fall Modifiers	
Each temporary fatigue level	-1
Each stamina level point already lost	-1
Figure has a melee skill of 8, 9 or 10	+1

1. Determine Falls

Roll 1D10. Add or subtract any modifiers that apply then consult the Fall Table based on the figures circumstance. A modified die roll equal to or less than that indicated on the table is a fall.

2. Determine Effect of Fall

If the figure falls more than 24 feet, he is dead. Otherwise, roll 2D10 to determine the effect of the fall. +2 if the figure has less than half his original stamina remaining prior to the fall.

Die Roll	Falls Effects (2D10)
2-4	Okay (found the experience refreshing)
3-8	Stunned for a number of turns showing on the dice divided by 2 (rounded up)
9-11	One-quarter remaining stamina lost (round up) and stunned 5 turns
12-15	½ remaining stamina lost (round up) and stunned 6 turns
16-18	¾ of remaining stamina lost and stunned 8 turns
19-20	Disabled outright, and probably dying

Fatigue and Rest

For every turn in melee, roll 1D10. On a 1-2 the figure incurs a temporary fatigue marker, 1-3 if the figure is wounded. During this phase a figure with one or more fatigue markers who is not in melee may roll 1D10. He improves one level on a 1-5, on a 1-7 if he did not move or shoot or melee this turn.

At the end of every 10th turn all figures incur one permanent fatigue level. This may not be removed by normal resting.

Ammunition

Archers, crossbowmen, slingers and hand gunners must check for ammunition loss beginning at permanent fatigue level 1. Roll 1D10; the result must exceed twice the number of permanent fatigue levels (i.e., 3-10 at permanent fatigue level 1, 5-10 on permanent fatigue level 2, etc.)

Out-of-ammo figures may resupply by remaining in contact with the baggage for two turns. They also may rob the dead by remaining in contact with a corpse for one turn and rolling 1-6 on 1D10.

Finis

Beginning at permanent fatigue level 1, roll 2D10 each turn for each unit leader not in command range. If the result is less than the unit's losses (including routed figures), the unit will withdraw from the field. When permanent fatigue level 4 is reached, all sides withdraw.

After the end of the battle, roll 1D10 for every figure with 25% or less of his original stamina. If the result is lower than his armor value, the figure recovers. A roll of natural 10 always means death. If a figure was disabled, add 3 to the die roll.

