

Fighting. Section 56. Minimum 2D6 after all modifiers

1D6	Per base in unit.
1D6	Per 4 bases, or part thereof in own harassing unit.
2D6	Proximity unit (max 2). Include units that are fighting.
2D6	Unit is gaining ground.
3D6	Superior unit (3 armoured).
3D6	First turn of fighting in the game.
3D6	Opponent not in shieldwall or swinehead. (Not cavalry).
4D6	Unit is hacking through.
-1D6	Per 4 bases ,or part thereof of enemy harassing unit.
-1D6	Per plunder piece with unit (max 3).
-2D6	No leader.
-2D6	Opponents are uphill.
-3D6	Inferior unit (3 levy).
-3D6	In march formation, includes all units with 4 or fewer bases.

Withdraw from fight or assault. Section 54.

- Player rolls 5,6(6 into hard scenery) to assault.
 - Target now decides whether to withdraw or not.
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- D6 per base. +5D6 for assaulter.
 - Skirmishers always have 6D6.
 - Each 6 cancels an opponent's 6 score.
 - Unit with general can re-roll own D6.
 - Excess = bases lost (no casualty markers).
 - Assaulter never loses bases.
 - Both units apply "lose 3D6 fatigue " marker.
 - Withdrawer falls back 1 square
 - Assaulter advances 1 square (loses shieldwall).
 - Both units are now in battle line.

Fighting

Method Roll D6. Each 5,6 = hit.
Owner chooses which own bases to risk. Front rank only.

2,3,4,5,6 = save general or leader.
 3,4,5,6 = Save armoured.
 4,5,6 = Save unarmoured.
 5,6 = Save levy.

Skirmishers are allowed
 3 actions. Max 2 shooting
 actions. **Section 22**

Swinehead in a fight can
 demand one player re-rolls
 fight dice. **Section 46**

Actions. Section 51.

Initial total = 6D6.

Superior unit+1D6

Inferior unit -1D6

No leader -2D6

General with unit +1D6

**Carrying plunder -1D6 per piece
 (max 3)**

-3D6 fighting fatigue

-2D6 or -4D6 due to morale

Fight outcome

Excess	Narrative	Effect
0 - 1	Push and shove.	No morale effect inflicted, but both sides take morale now.
2 - 3	Gaining ground.	Winner inflicts 1 more hit. 5,6 =shieldwall broken. Wedge lost automatically.
4+	Hacking through.	Winner inflicts 2 more hits. 4,5,6 shieldwall broken. Wedge lost automatically.

Action score needed. Section 51.

Actions are grouped into three categories.

Easy 3,4,5,6	March into open, Change formation. In/out shieldwall or swinehead.
Medium 4,5,6	Shoot. March into cover. Battle line into open. Challenge. Ship to do anything.
Difficult 5,6	Assault. Battle line into scenery. New leader. Search. Swap positions.
Very Difficult 6	Assault hard scenery.

Shooting. Section 53.

Shooting range is 3 squares (1 square for skirmishers or cavalry).
 One of these squares can be a diagonal.

D6 per 4 bases or part thereof.

Shooting arc = 360°.

5,6 = Hit.

6 if shooter in shieldwall, swinehead or march.

Cover, palisade, swinehead or shieldwall makes target armoured (leaders/generals still save on 2+)

Owner chooses all hits. Any base /rank can be hit.

No shooting into or out of a fight.

No base can suffer a second hit from the same volley.

2,3,4,5,6 = save leader or general.

3,4,5,6 = Save armoured.

4,5,6 = Save unarmoured.

5,6= Save levy.

Challenge. Section 61.

Units must be in squares which touch faces.

Initial mortality limit = 13 (lucky for some).

Modifiers to add or subtract.

+1 if challenger or a general.

-1 if opponent is a grade better.

-2 if opponent is 2 grades better.

Method Take it in turns to roll D6.

Defender first.

Either challenger or opponent dies if he exceeds his mortality limit.

Final difference of 3 or more= dead.

Limit exceeded = dead.

LONGSHIPS PLAY SHEET

LONGSHIPS – PLAY SHEET

Turn sequence. Section 50.

1. Move general up to 2 squares without action cost.
2. Use all skirmishers.
3. Choose a unit.
Roll for morale if casualties present.
Roll for an action if wished. Continue until choose to stop or fail. (fail = end of army game turn).
Proceed to next unit. (any)
4. Carry out fights with any unit that has not been activated.
5. Carry out morale as required with any unit that has not been activated.
6. Reinforcements.
7. Arrivals.
8. Add 1 to game turn indicator.

Arrivals. Section 63.

Owner chooses square.

Not in proximity to enemy main unit

Place unit in square. **Roll 1D6 per player.**

A player with a higher score can move the deployment square in any direction around the table edge by the **exact** difference or leave the position unchanged.

The arrival square cannot be moved to a square in which arrival is not allowed.

Unit must arrive in march.

No deviation for ship or road arrivals.

Cavalry. Section 21.

Movement. 1 easier in the open 1 harder in scenery.

Cavalry may re-roll own fight D6 if unit **and** opponent in open (cav choice)

Cavalry re-roll own fight D6 if either unit **or** opponent in scenery (opponent choice).

Cav in open square wish to withdraw ; roll double D6.

Cav **must** fall back if **lose** a round of fight.

Cav create rout on 5,6 (gaining ground) 4,5,6(hacking through) In turn 1 only.

Cavalry count as in shield wall turn 1 of fight only.

Berserkers. Section 20.

Launched pre-fight.

Method

2D6 rolled by target.

Berserker declares “higher” or “lower”. Then rolls 2D6.

If lower declared **and** successful target unit receives 0 hits

If higher declared **and** successful target unit receives 2 hits.

These count toward the coming fight.

Failure =berserker base removed. No casualty placed.

Morale. Section 62.

Circumstance

- Unit begins its turn with casualty markers.
- Friendly unit is routed or destroyed in proximity
- Unit opponent is gaining ground or hacking through.

Un-activated units still carry out morale if casualty markers present

A unit might take morale several times during a turn.

Re-roll all morale dice once **if** general with unit.

Thus circumstances and casualties accrue until morale time.

After every morale test all casualty markers are removed.

Each 4,5,6

= Fail

LONGSHIPS PLAY SHEET

How many D6 to roll (max 9 dice)

1D6	Per dead base (max 3).
1D6	No leader.
1D6	Enemy on two or more faces. Not skirmishers.
1D6	Unit in march formation. OR Inferior unit. (apply once)
1D6	General is dead.
1D6	Infantry fighting and not in shieldwall.
2D6	Own unit routed in proximity.
2D6	Opponent gaining ground.
3D6	Opponent hacking through.
-1D6	Superior unit. OR General in proximity (apply once).
-1D6	Unit on hill (unless enemy on same hill) or within palisade.

Morale results

0 Fails	All is well.	Unit carries on unaffected.
1 Fail	Hesitant.	Lose 2D6 from next action D6 total. This can be superseded by new morale result (for better or worse). Cannot reduce action dice to less than 1.
2 Fails	Battered.	Lose 4D6 from next action D6 total. This can be superseded by new morale result (for better or worse). Cannot reduce action dice to less than 1.
3 + Fails	Run.	Unit routs. Unit is removed from the game.