

This Weak Piping Time of Peace

A Wars of the Roses game with toy soldiers



1. Dice for Initiative. Winner decides to move 1st or 2nd. Complete each phase (2-7) in turn before moving to the next.

2. Take Control tests for men not in command radius (6") of Captaln and not in combat..

Roll 1 D6
1-2 = Halt for the entire turn.
3-4 = Do as the player wishes.
5-6 = Immediately move 1 D6 x inches towards Captain.

3. First Shooting. Longbowmen and crossbowmen may shoot at targets within 12".

4. Move. From right to left:

Dice 1 or 2 D6 x inches to move Captains and move them the full distance rolled. 1 Die only if cross difficult terrain. Mounted may add an additional D6.

Then move any or all of the men of his retinue in the same direction as the Captain, starting and ending within 6" of him. No need to measure distance.

All movement must stop 4" short of enemy to the front. All may stop up to 4" short of difficult terrain or friends.

5. Second Shooting.

Longbowmen who did not move may shoot again. Crossbowmen may not.

Shooting. Roll 1 D6 per man shooting.

5-6 = Hit

+1 to die roll if target mounted

+1 to die roll if within 4" of target

Target rolls dice of death for each hit:

+1 to roll if fully armoured hit by longbow (not crossbow)

1 = Killed.

2 = Wounded. Halt for the remainder of the turn. **Second wound = killed**

3–4 = Stunned. Halt for the remainder of the turn. May not charge.

5-6 = no effect.

6. Declare Charges and move into combat.

In turn, declare which Captains intend to charge. They must be within 4" of enemy to do so if foot, 8" if mounted. Any or all of a charging Captain's retinue within his command radius may follow the Captain to charge. Not all are obliged to do so.

Once declarations made by both sides, move charging men into contact. If both charging meet half way. Charging men must move into contact with closest opponent of equal rank. If none available then the next rank below in order: 1. knights, 2. billmen, 3. archers.

7. Resolve combat

Roll: **D10** Knight, **D8** Billman, **D6** Archer.

If a man is fighting two or more opponents, he must choose which one to engage.

6+ = Hit. -1 to roll if wounded, +1 if defending hill or woods. +1 if mounted charging except against stationary billmen.

Roll dice of death for each hit.

+1 to roll if fully armoured:

1-2= Killed.

3-4 = Wounded. May not move next turn. 2 wounds = killed.

5 = Retire 4" Foot, 8" Mounted. May not move next turn.

6 = No effect.

Morale check. Take for retinue in combat that had more men killed than enemy; or if leader killed or retiring.

Roll 1 D6:

1-3 = All men in the retinue must retire 2 D6

4-6 = carry on.

-1 to roll if leaderless or leader retiring this turn.

Pursuit.

If an enemy retinue retires, opponents may pursue 2 D6.

If a pursuer catches his opponent he gets an immediate **free hack** with his usual combat dice, killing his opponent on a result of 5-6. All other results no effect.

Victory Points.

Enemy Knight killed	+1
Enemy Captain killed	+2
Enemy Commander killed	+3

First side to gain 5 points wins the game