ARGUING WHEN CULTURES CLASH: THE WARRIOR

A supplement to Der Söldner for miniature wargames telling the tales of battles from ancient to medieval times

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CONTENTS

INTRODUCTION

If you can say "this happens, for the following reasons…"
you can play a MATRIX wargame

Arguing when Cultures Clash: The Warrior is a supplement to *Arguing when money talks: Der Söldner*. It is the second publication in the series *Arguing When…* wargame rules.

The Warrior spans the period from the earliest battle in recorded history to the use of firearms in substantial numbers in the 15th century. There is an overlap with Der Söldner at the end. It is left to the reader to decide what to use if this is the case. Either The Warrior or Der Söldner will work. The latter providing an early pike & shot feel to game, the former medieval.

The armies and battles of this period are covered generically. The aim is to provide a document that helps you design scenarios for the armies and battles of your interest. *Arguing When…* wargames are meant to be played based on your preferences, insights, and interpretation of the historical record. Not mine.

Arguing When… are tabletop miniature wargame rules for small, large, and epic-scale battles. They are an adaptation of the strategic-level MATRIX wargaming concept developed by Chris Engle in the late 1980s. Today these are on the rise outside the hobby community. For example in the military where they are used for analysis and training purposes. The name of this type of wargame is derived from the list of keywords (the MATRIX) that describes what is relevant in a particular scenario.

Arguing when… wargames do not use a turn-based I-Go-You-Go system. They use a narrative of events that is built by the players. Together. An event is proposed by the so-called narrator and resolved by argument-counterargument exchange, judgment, and a pass-fail dice roll. But only when called for. It is a fast-flowing game that provides for detail when required. But not objective detail. Subjective and descriptive keywords are used rather than precise numeric factors. Time is variable, distances inexact, and detailed casualty reports unavailable. All dice rolls are to the point, pass or fail, and for determining what happens, or not. There are no modifiers, no saving rolls, no re-rolls.

The Warrior is a free supplement that requires a copy of Der Söldner for the complete ruleset. This document only contains the MATRIX and references for time checks and combat lineups, adding brief explanations and nuance when needed. Some examples of play and five scenarios illustrate and elaborate. A quick reference sheet (QRS) is also included.

THE MATRIX

Battlefield & tactical situation	Unit quality & condition	Leadership & other keywords
TERRAIN	TRAINED	COMMANDER ORDERED
VISIBILITY	DISCIPLINE	HEROIC LEADERSHIP
WEATHER	WEAPON	OPPORTUNITY/THREAT
TIME OF DAY	ARMOUR	PREVIOUS COMBAT
OUTNUMBERED	UNIT SIZE	PREVIOUS ACTION
OPEN FLANK/REAR	EXPERIENCE	DISTANCE
CHARGING	MORALE	DURATION
SKIRMISHING	FATIGUE	THE BIG PICTURE
SURPRISED	FORMATION	STRATAGEM
	COHESION	

The MATRIX of The Warrior is that of the Der Söldner with a few adaptations. Game-masters are invited to further adapt, change, delete or add keywords to better capture the specifics of a scenario.

Some keywords have been regrouped, but grouping is for clarity reasons only. Any keyword can be used for any reason, argument or counterargument, and in combination with any other.

The reader is referred to Der Söldner for the description of most keywords. Only those that have been added, adapted, or when adding nuance are described below.

Trained

Marks how well prepared the men are for battle, or lack of it.

The level of training can be indicated with subjective terms like: untrained, poorly, good, very well, or excellent.

It relates to the amount of training they received in handling their weapons, how much they know about what an enemy might use, and how to defend themselves against it. And the extent to which they have been prepared mentally for the use of lethal force and be themselves in mortal danger.

Men could be trained individually, as a group, or take that responsibility personally. Many ancient and medieval societies expected their warriors to skill themselves in martial arts. Often from boyhood onwards. Or expected their citizens to spend part of their wealth on equipment and part of their time on its use. Civilian skills too linked well to those needed in battle. In particular hunting and equestrian skills.

Some cultures went further and glorified battle with a promise for Walhalla, a place next to Ahura Mazda, 72 virgins, or similar benefits to those that fell. This generated many fierce men but also made them difficult to control.

Note how the keyword EXPERIENCE (see Der Söldner) links to the keyword TRAINED by adding actual wartime experience.

Discipline

Marks how able the men are to fight together as a cohesive unit rather than as a group of individual warriors. It also relates to the level of control officers have on the unit.

Discipline ranges from absent in units from cultures emphasising individual prowess to, for example, fully drilled like the Macedonian phalanx that depended on discipline and cohesion for success and survival.

Some societies brought the men together regularly to exercise as a unit. The frequency of this varied. A few went further by creating units of professional soldiers who trained, drilled, and exercised regularly. Often full-time, although sometimes during extended periods of peace, the men were sent home to engage in other trades for making a living.

This keyword correlates to the keywords TRAINED and MORALE. It takes training to create disciplined men. And men training together learn to rely on each other which improves morale. But not always. A unit consisting of well-trained men can be very undisciplined and lack an *esprit de corps*. Mercenaries may fall into this category, if only before or after battle.

Morale

Marks how willing the men are to fight, or not.

A unit's morale at game start can be indicated with subjective terms like: low, poor, fragile, good, excellent, or fanatic.

Within the period covered, morale ranged from units being utterly unwilling to fight to fearless fanatics. In some armies, it was common to boost morale before engaging the enemy by extensive posturing, boasting, shouting, swearing, and throwing insults at the enemy. Sometimes, the eagerness of the men was stimulated by the use of psychedelic substances or alcohol.

Charging

Marks the final advance to hand-to-hand combat where a unit uses speed, posturing, and shouting to create a mental and physical impact on its target.

It also marks any specific use of weaponry related to that final moment before contact. For example, using a couched lance versus using it as a long spear held overhead or otherwise. Or any weapons that are thrown just before contact, such as Roman *pilum* or *plumbata*, javelins and Frankish *francisca*.

Cohesion

Marks the same five levels of cohesion a unit may have as in Der Söldner. However, a correlation with the keywords TRAINED and DISCIPLINE can be used. For example, poorly trained men, thus also lacking discipline, are less able to deploy into a cohesive formation. Such a unit will, at best, have a cohesion level of being disturbed. Trained men without the necessary discipline will find it hard to align their ranks and files. Such a unit will, at best, be misaligned.

Formation

Marks the unit being in its battlefield formation or march column. Units typically fought in a single type of formation for the duration of the battle. This includes skirmishing.

Most units cannot change formation during the game. Exceptions are those entering the battlefield in march column, and that still need to deploy. Also those capable of skirmishing as well as fighting as a formed unit (see Dual Purpose troops below).

This keyword also marks characteristics of specific formations. For example, wedge-like formations used by some units, the Roman testudo, specific skirmishing formations like the cantabrian circle, or deep formations like the Macedonian phalanx.

Skirmishing

Marks if the unit is skirmishing or not. Some units could fight as a formed unit as well as spread out as skirmishers. Most others able to skirmish as skirmishers only. More so than in the period and region covered by Der Söldner, light units fought exclusively as skirmishers.

Skirmishing is regarded as a deliberate form of being unformed. Skirmishing units are never formed, misaligned, or disturbed. Any result including a change in cohesion does apply, but not the change in cohesion of that result. The exception being a flee result and becoming panic-stricken. Note, however, how skirmishers react differently to suffering such a result in ranged combat (see Der Söldner and the QRS on page 46).

A unit that is also able to fight as a formed unit (see Dual Purpose troops below) must reform from being unformed when it stops skirmishing and intends to continue as a formed unit. This takes time and is resolved with a time check. Often a risky endeavour when enemy units are near.

Stratagem

Replaces the keyword WILDCARD and marks anything not already part of the MATRIX as a keyword. In The Warrior, it is also used to mark units and tactics best described as stratagems. For example, flaming pigs used by the ancient Greeks, camels disguised as elephants, scythed chariots, chaining slaves pressed into service to the ground, deploying camp followers armed with sticks to suggest large reserves, special tactics for engaging enemy elephants, etc.

Example of play

A scenario is developed for a hypothetical battle at the time of Caesar's war in Gaul. A Roman legion (red) faces several Gallic tribes (blue).

The legion consists of ten cohorts of Close Combat foot (see below). The legionaries are armed with *pilum*, *gladius*, and use a *scutum* and wear *lorica hamata* for protection. Each cohort can be classified as well-trained and disciplined. Morale would be good, unless the scenario includes special circumstances. The *pilum* can be used in a reason with the keyword CHARGING in a combat argument. Also when charged. The size of a cohort is the actual number of men, which on paper would be 480. All are of the same size, except the double-sized *Prima Cohort*.

The Gallic tribes are also Close Combat foot units. They consist of men bringing their own weapons and armour. Most would have at least a shield and javelins. Those who could afford it added a sword and the truly rich wearing chainmail armour for protection. The latter making up the front ranks. All would be trained, but given the nature of Gallic society, the degree varied within a tribe. Discipline would be considerably less than that of a Roman cohort. Classifying the units as undisciplined captures this difference. And adding the keyword COHESION to mark the unit forming up as misaligned at best. Given the Gallic bravery noted by the Romans themselves, the morale of the units can be classed as very good but fickle. Perhaps even eager or in some cases fanatic. Because the Gauls lacked a formal army organisation, the size of the units is best varied ranging from a few to several hundred men. The units are shown with varying frontage and depth for that reason.
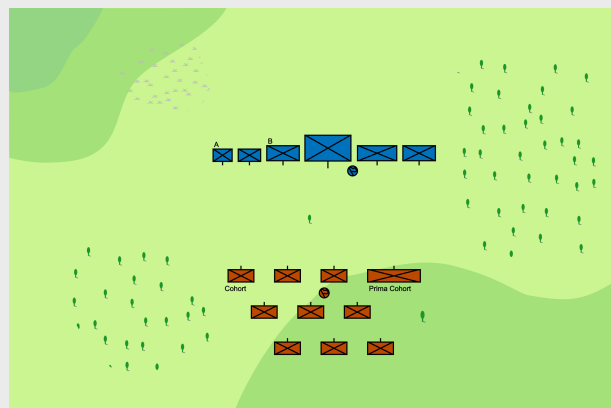
A unit army roster could look like this:

GALLIC & ROMAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Gallic tribe	CC ft	Varied	Absent	Javelins, few swords	Shield, some chainmail	MORALE, COHESION
Roman cohort	CC ft	Good	Good	Pilum, sword	Shield, chainmail	

Note that only keywords and descriptions that are distinctive are listed. For example, if the morale of all units in the scenario is good then this keyword can be omitted as it provides little differentiation. Or if all men in all units carry a sword this can be omitted. In this way, players can focus on what truly matters for a given scenario.

Not listing a keyword in an army roster doesn't mean the keyword cannot be used. It can. For example to mark a unit that has been in many combats and, as a result, can be argued to be more fatigued than others.

FLANKS, REAR & SUPPORT

The MATRIX does not contain the keyword support. *Arguing when…* wargame rules focus on reasons in arguments that propose how circumstances may lead to a result. In this case, how do the men in a unit feel supported or not?

Units being supported, or not, is the result of circumstances marked with other keywords. Typically: OPEN FLANK, OPEN REAR, and THREAT. The keyword OUTNUMBERED can also be used. An open flank, rear, or being outnumbered is something the men and officers of a unit will be nervous about. Full descriptions of these keywords can be found in Der Söldner.
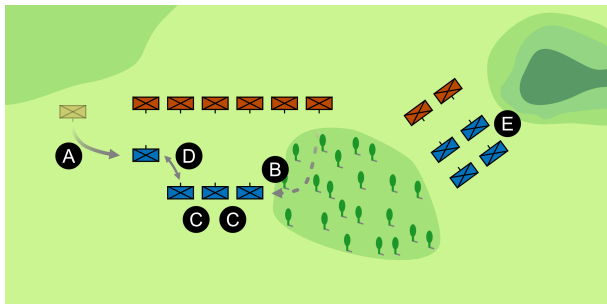
A flank or rear is considered open if an enemy unit would be able to engage it without interference (**A**). When that enemy unit is not present the flank or rear is still considered open. If the enemy is present the keyword THREAT can add an extra reason to mark the increased impact of the flank or rear being open.

The flank or rear of a unit can be covered by terrain that hinders or blocks an enemy from engaging it (**B**). Often this will be difficult terrain such as woods, rivers, swamps, steep hills, etc. For enemy close combat troops (see below) rough terrain also presents an obstacle. Note that covering terrain must be considered safe. In other words, the unit must regard it, real or perceived, as being unoccupied by the enemy.

A flank or rear can also be covered by another friendly unit. For example by being right next to it (**C**), and another one next to the flank of that unit, etc., and so form a line of battle of which the flanks may rest on difficult or rough terrain (**B**).

A unit can also cover and support the flank or rear of another friendly unit by being in its vicinity (**D**). In this case, the unit is not right next to it, but in a position that allows it to move and intercept an enemy. For example, obliquely

to the rear at a distance that ensures it can engage an enemy before it reaches the unit being supported. Note how the supporting unit in the example is itself directly supported to its right flank (**C**).

A third form of support is units being near and adding numbers compared to the enemy (**E**). The keyword OUTNUMBERED can be used to mark this. Units with other fairly sized friendly units behind them will feel supported when facing enemy units of similar size.

Note that arguments and counterarguments include up to three reasons. Not more. The keywords OPEN FLANK, OPEN REAR, THREAT and OUTNUMBERED may be used, but it can happen that others are more relevant, differentiating, or carry more weight in a given situation. This doesn't mean that support is not present. It may well be. It means that the support situation is less of a determining factor for that argument as assessed by the players and game-master.

The options for a unit to respond to a threat to a flank or rear are limited. It can fall back voluntarily, if allowed, and reform facing the threat. It can also make a forward wheel towards it. A fallback plus reform takes time and is risky in the presence of the enemy. A forward wheel may open the battle line.

Deployed, formed, and sufficiently disciplined foot can make a 1/4 turn in place and reform to face to either of their flanks or a 1/2 turn to face to the rear. If the unit is misaligned, disturbed, etc. it first needs to reform before making such a turn in place. Both these actions can be combined into a single time check by simply combining all the D6 as a single dice roll. Note that a unit in march column is considered unformed and cannot make a 1/4 turn to face a flank. It must first form up, which it can do by facing a flank. Any skirmishing unit can make a 1/4 or 1/2 turn in place.

REFERENCES - COMBAT

Engaging unit	Eff. range	CC mtd.	DP mtd.	Eleph.	CC ft.	DP ft.	Skirm.	Catap.
Target unit								
CC mounted	- -	50-50	L	NI	VU	U	NC	NC
DP mounted	- -	U	50-50	NI	VU	U	VL	NC
Elephants	- -	NC	NC	50-50	L	U	NC	NC
CC foot	- -	n.a.	n.a.	n.a.	50-50	L	NC	NC
DP foot	- -	n.a.	n.a.	n.a.	U	50-50	NC	NC
All skirmishers	- -	n.a.	n.a.	n.a.	n.a.	n.a.	50-50	VL
Shooting unit								
Ranged weapons	100	L	VL	L	U	50-50	L	L
Catapults	200	L	L	VL	L	L	NI	VU
All skirmishers	25/100	VU	U	L	VU	U	50-50	L

The troop categories used in The Warrior are based on how units were used on the battlefield, not their weapons or armour.

Within a category the diversity throughout the period covered is large. Less so within a sub-period or region. For example, Roman *equites* versus classic Greek citizen *hippeus* is seen as comparable to late-medieval knights fighting their peers. Both are considered as a close combat mounted (CC mtd.) engagement.

The keywords listed in the MATRIX under the header "Unit quality & condition" are used to emphasise differences between categories and how that affects a listed probability. Moreover, these keywords mark differences and their effects on combat probabilities within a category. For example, Alexander the Great's companions engaging Persian cavalry are both close combat mounted but use different weapons, or use them differently, and have a different level of training, morale, etc. Any of these can be used to argue why the probability of winning for either side is not 50-50 as listed. Even more than in Der Söldner, the listed reference probabilities represent starting points for combat arguments. Not endpoints.

The reader is referred to Der Söldner and the QRS (page 46) for the abbreviations in the table. Entries listed as "n.a." are rare, but not impossible, and are allowed. if it happens the combat will depend on the situation. Keywords like: terrain, cohesion, fatigue, surprise, open flank, etc. will better mark which side has the advantage.

Note that players may only add up to three reasons to any combat argument or counter-argument. For a given combat it is possible that factors other than weapons and armour are more important for determining which unit has the advantage and to what extent. Keywords like training, discipline, experience, and morale come to mind.

Close Combat mounted (CC mtd)

Cavalry, camelry and chariots whose main purpose is to engage the enemy in hand-to-hand combat.

The men often wear armour, a helmet, carry a shield, etc. Some are fully armoured such as medieval knights. Full or partial horse armour

might also used. For example, Roman *cataphractarii*, Persian *clibanarii*, or late-medieval knights.

Weapons used are mostly javelins, spears or lances supplemented with a sidearm such as a sword or similar. Sometimes bows are also carried, or selected men in the unit are bow-armed. These range weapons are used in support of the ensuing or ongoing hand-to-hand fight, not ranged combat.

Dual Purpose mounted (DP mtd)

Cavalry, camelry, and chariots capable of engaging an enemy unit in close combat, as well as at a distance by skirmishing. The balance between these two options may differ per unit. Some prefer to skirmish combined with being prepared to not miss an opportunity requiring hand-to-hand combat. Others carry additional weapons for situations where skirmishing is the better or safer option.

The men typically wear less armour than close combat mounted. Sometimes even using little if any protection. Horses are unprotected.

Weapons used are mostly javelins and spears. Lance to a much lower extent than close combat mounted, but bows more so.

When skirmishing Dual Purpose mounted behave as skirmishers.

The reference value against close combat mounted is primarily based on the preferred style of fighting. Less on any difference in weapons or armour. Still, close combat mounted are often better equipped for hand-to-hand

Example of play

A clash between Crusaders knights (blue) and Ayyubid mamluks (red) in the late 12th century. The knights charge. The skirmishers evade. The Ayyibid mamluks in the second line countercharge. A close combat begins and a reference value is looked up to start the argument and counterargument exchange.

Before the game began the different units were classified. For the crusader knights, it is straightforward: Close Combat mounted. For the mamluks, there are two options.

Ayyubid mamluks were well equipped for close combat. They didn't shy away from it. But they also carried bows. Some only bows, yet wearing chainmail, carry a shield and were well trained in using their sword. Others add a lance. They can either be classified as Dual Purpose or Close Combat mounted. Assume Dual Purpose in this case.

The reference value for close combat of the knights against the mamluks is then Likely (L) for the knights to win (CC mounted versus DP mtd. in the table). The Ayyubid player can, however, propose that lance-armed mamluks have better odds because they also use a lance (keyword WEAPON), like the knights. For example, bringing the odds to 50-50. Alternatively, the crusader player may argue that the odds of the knights against the bow-only mamluks are better than the reference. For example, bringing it to Very Likely (VL), and in this case leaving the combat of the lance-armed mamluks at Likely (L). These are all valid lines of reasoning.
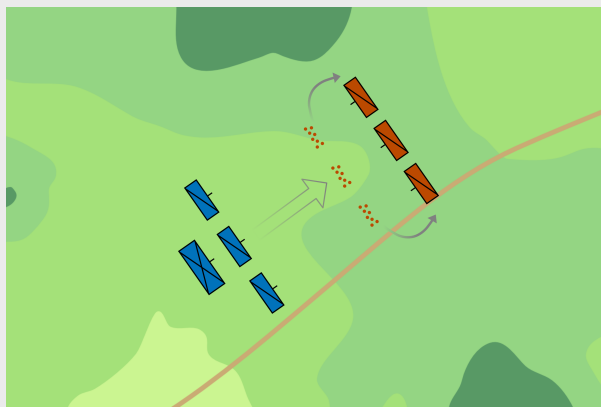
If, on the other hand, the mamluks are classified as Close Combat mounted then the reference would be 50-50 for the knights to win. In this case, other circumstances marked with different keywords might be used to argue if and how the probability for the knights to win is different from the reference, or not. The crusader player can still propose that the knights have the edge over the lance-armed mamluks, and even more so over the bow-only units, for reasons of better armour, morale, close combat training, etc., or something completely different. After the game-master has judged the argument and counterargument, this may also result in the same probability for the knights to win as in the case of the mamluks being Dual Purpose.

Note how this example also illustrates that there is no single fixed way of playing an *Arguing when…* wargame and that there is room for your own opinion, insights and preferences.

fighting. But the opposite might occur. This may further affect, for better or worse to either side, how the overall probability of a win is judged in a given combat argument.

Elephants

Groups of roughly 20 elephants, and any supporting skirmishing infantry if present. It includes both the Indian species and the now-extinct African forest elephants used, for example, by the Carthaginians. Players are pointed to the keyword WEAPON for marking different types of weapons used by the crew. Noting, however, that the main effect of the group is the elephants. The nearby presence of elephants, for example, has an unnerving effect on horses. Some crews were bow or javelin-armed. Any shooting by such crews is resolved like that of skirmishers.

Elephants are grouped, not formed into units. They ignore all levels of cohesion other than panic-stricken. If panic-stricken the reference for rallying is Nearly Impossible (NI) instead of Very Unlikely (VU). Panic-stricken elephants burst through all units they encounter, friend or foe. Such a burst-through is resolved as a close combat of the elephants against the unit being broken through.

Elephants move as other foot. For combat results, they use the mounted columns. For elephants a Fall Back (FB) result is a Flee (FL).

Catapults

Includes all crew-operated shooting engines used in battle. Not those primarily used for siege operations that take too much time to operate effectively on a battlefield.

Most engines worked on the basis of tension, torsion or counterweights and projectiles were either heavy bolts or stones.

The reference value is for a unit consisting of 4 or 5 weapons.

Catapults are immobile once deployed. Before that, they move as close order foot.

Close Combat foot (CC ft)

All units on foot whose main purpose is to engage the enemy in hand-to-hand combat. The unit would be closely formed up, the men often being armoured and carrying a shield, but not always, and armed with close-combat weapons such as swords, battle axes, any type of pole-arms, etc. These can be supplemented with thrown weapons such as javelins, Roman *pilum* or *plumbata*, or Frankish *francisca*. The men could also carry bows, or selected men in the unit being bow-armed. These are used in support of the ensuing or ongoing hand-to-hand fight, not in ranged combat.

Examples include Greek hoplites, Roman legionnaires, tribal warbands, and late-medieval pikemen.

Dual Purpose foot (DP ft)

Units on foot that prefer to engage an enemy by shooting at a distance, but also effective in hand-to-hand combat.

The men are mostly unarmored but might wear some light armour. Weapons are often javelins plus one suitable for hand-to-hand combat. Sometimes of a most fearsome type or for protection against mounted troops.

Dual Purpose foot is at its best in rough and difficult terrain, but to some extent also able to stand up against close combat troops in the open. Against mounted troops in particular when armed with spears.

Dual Purpose foot also includes archers deployed in close order. Often capable of defending themselves, or engaging, in close combat if need be. For example when the frontmost men are armed with large shields and spears or use stakes as a protective barrier. Such units are only able to skirmish when all men are armed with ranged weapons.

Like Dual Purpose mounted the reference value versus Close Combat foot depicts primarily the difference in preferred style of fighting. Less any differences in weapons or armour, that may nevertheless be there and affect the overall probability of a win for either side.

When skirmishing Dual Purpose foot behave as skirmishers.

Examples are Thracian peltasts, Persian *sparabara*, Greek *thureophoroi*, and English longbowmen.

Example of play

Continuing with the example of the Roman legion facing the Gallic tribes. The Gallic rightmost tribes have, against the odds, successfully been proposed and argued by the Roman player to be impatient and surge forward without waiting for a signal. They advance and eagerly charge the leftmost Roman cohort.

The result is a close combat sub-event that must be resolved with an argument and counterargument exchange. This is from the Roman player's perspective since that player made the proposal that resulted in this combat.

The reference value for a close combat between these units is 50-50. Roman legionaries and Gallic tribes are both Close Combat foot.

However…

The Roman player argues that the advantage is with the legionnaires because the *pila* thrown just before the CHARGING tribes contact them hampers the Gauls in using their shields effectively. In addition, the superior DISCIPLINE of the Romans allows them to absorb the charge and nullify its impact.

The Gallic player's counterargument states that the advantage is with them because the total number of men in the two tribes OUTNUMBER the single cohort. The unit next to tribe-A is somewhat larger and so the total number of men is more than the 480 in the Roman cohort. Secondly, they have been argued to be impatient which means they are very eager and their MORALE therefore better than that of the Romans. Thirdly, the men do not suffer from FATIGUE. It is their first charge and their impact will be very high and not to be nullified.
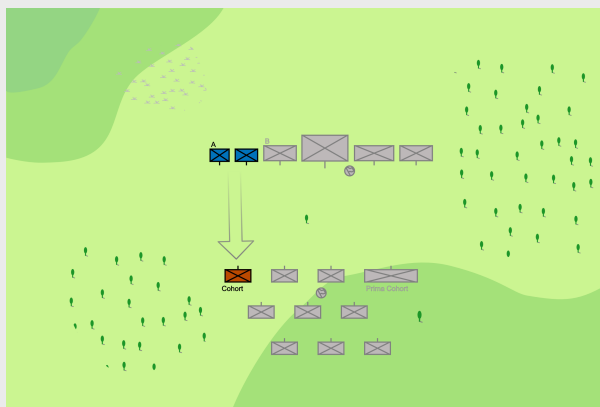
Now the argument and counterargument need to be judged and translated into a probability for the Roman unit to win this combat. This I do not provide for this example and leave that to the reader. Which reasons do you think are the most relevant and strongest? Which side has the advantage and by how much?

Note that the players could also have used other reasons and keywords. For example, the Roman player could have pointed at the two units being exposed because the rest of the Gallic army was still at their starting position. At least one of their flanks is open. Keywords like OPEN FLANK or THREAT could mark this

Skirmishers

Foot and mounted units that engaged the enemy only by skirmishing. Evading when charged, hardly if at all charging themselves.

The men could wear armour protection, but little compared to other units, have a side-arm and carry a small shield. Weapons used were either javelins or bows in the case of mounted units. Skirmishers on foot using a wide assortment of weapons.

Shooting in ranged combat

Consists of projectiles being thrown by hand and those being shot with a dedicated weapon. Examples include rocks, javelins, nafta bombs, bows, longbows, crossbows, slingshots, staff slings, primitive handguns, catapults, etc.

Mounted troops only engage in ranged combat when skirmishing. Dual Purpose foot can shoot in ranged combat if bow-armed or when skirmishing.

Two ranges for skirmishers are given. One for thrown (25 paces) projectiles, the other for those shot with a weapon (100 paces). Note that these are effective ranges. Not maximum ranges. The current world record javelin throw is at 104.80 metres (= 137.53 paces). Modern tests with replica long-, and crossbows show they reach as far as roughly 400 paces. Hitting a target effectively at such ranges is most unlikely, but that target may get the message of being in

the range of somebody. No distinction is made between the effective ranges of mounted or units on foot.

The reference values are based on javelins for thrown weapons and bows for others. These are the most common throughout the period covered. It is assumed that the effect of other types is not substantially different. Nevertheless, players can use the keywords WEAPON and ARMOUR to mark how others may differ in their probability of having an impact on a target.

Shooting does not include weapons thrown prior to, and in support of, close combat. These are part of a close combat argument. Examples are javelins, Roman *pilum* or *plumbata*, or Frankish *francisca*. Likewise, close combat troops armed with any type of bow only use these as part of a close combat argument.

For catapults, the shooting rate is limited by the time needed to prepare the weapon. After having engaged in ranged combat catapults must first reload before doing so again. This takes time and is resolved with a time check (see below).

Shooting systems

What system units use to shoot is open to interpretation, preferences and opinions. Hollywood-style showers of arrows that darken the sky and deliver a single blow to the target can be envisioned. Or units use some form of generic countermarch system. Men move to the front, throw or shoot and then rotate back to the rear and let others have a go at it. I prefer the latter. For the former shooting from a rear rank might be hard because of poor visibility and the need to shoot overhead. Tests with modern replicas show that when shooting up at an angle and full throttle distances are reached that are well beyond what was considered effective. But

you may have a different view. And perhaps units used either one depending on the situation. The rules allow you to propose or argue for both. The references for shooting are based on each man in the shooting unit having been able to shoot once. This will take a certain amount of time depending on the situation and system used. A ROSE might be of such length that a unit could potentially shoot more than once. Players may refer to this by marking it with the keyword DURATION as part of their argument or counterargument. For example when arguing for different odds than those listed against a target that is not shooting back. Alternatively, a game-master may decide to split the shooting event into multiple sub-events, depending on what is practical or preferred.

Shooting by all men in a unit might also take more time than is available. Such situations can be resolved with a time check (see below), depending on what is practical or preferred.

REFERENCES - TIME

Movement (100 paces)	Time Check
Foot	3D6
Mounted walk	2D6
Mounted trotting	1D6
Horses galloping 50 paces	1D6

Reforming	Time Check
Misaligned	1D6
Disturbed/turn in place	2D6
Disturbed undisciplined	3D6
Unformed	3D6
Unformed undisciplined	6D6
Panic-stricken	Ref: VU

Typical time = number of D6/2

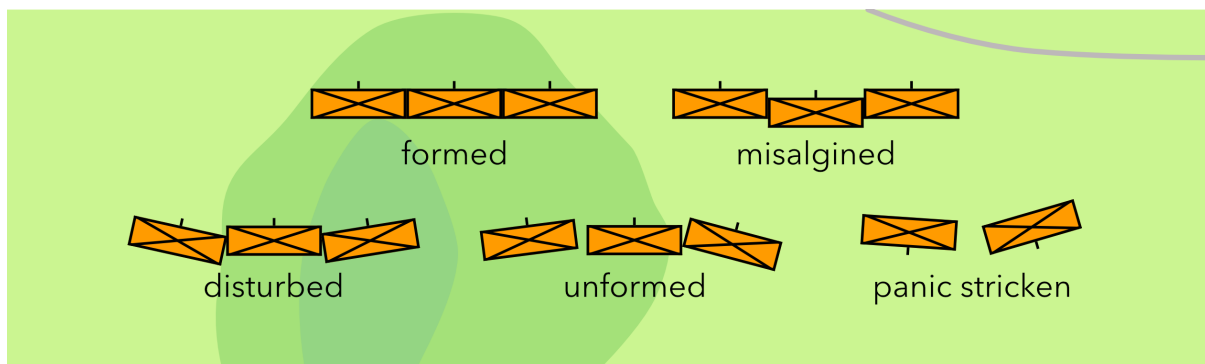| Combat	Time Check
DP foot shooting	2D6
Skirmishers shooting	1D6
Catapult reloading	4D6

The typical time required for a given action is the number of D6, listed in the table, divided by two. For example, reforming an unformed unit (3D6) takes an average of 1.5 minutes.

For reforming it is assumed that unit sizes range from a few hundred to not more than a thousand men. It is also assumed that the officer-to-men ratio is independent of unit size. Hence the number of D6 is independent of unit size for reforming attempts. When a unit is larger than 1000 men, or the officer-to-men ratio is very low, the game-master can double the number of D6 for reforming an unformed unit, and for reforming disturbed undisciplined units.

The number of D6 required for reforming depends on the cohesion of the unit before the reforming attempt. Not the end state. For example, reforming an unformed unit that is untrained and undisciplined requires 6D6. The unit will end up being disturbed if the attempt is successful. If it is trained and undisciplined it also requires 6D6 but will end up being misaligned instead.

Units in march column use the unformed undisciplined number of D6 when deploying into battle formation. This reflects the long length of the column and its looser formation. Discipline kicks in once the men are in formation.

The number of D6 for shooting relates to units using a countermarch system and all men in the unit having had the time to shoot. The open formation of skirmishers is assumed to allow this process to operate at a quicker rate. Hails of arrows would be similarly quick but also fatigue the men and empty their quivers faster.

HISTORIC BATTLES

Foot	
Phalanx	
Mounted	
Elephants	
Scythed Chariots	
Commander	
Skirmishers	

high

low

Elevation

Low & boggy

Woods

Rough ground

Wheat field

Vineyard

Roads

Stream
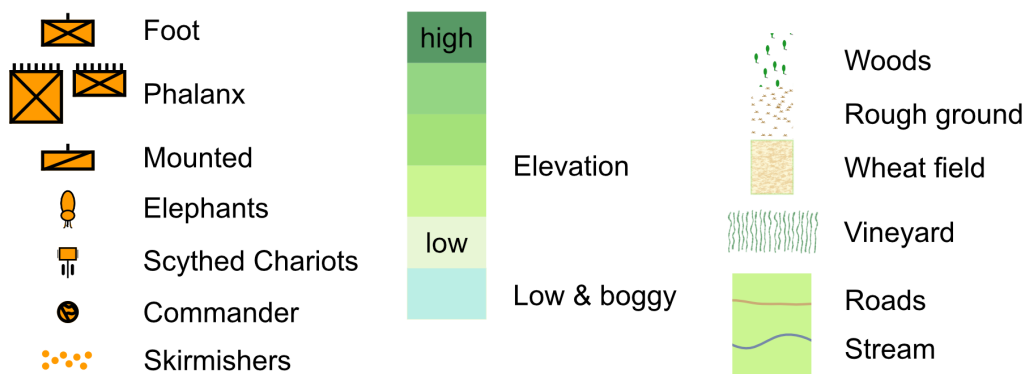
Five scenarios are included as examples to illustrate The Warrior's possibilities and how to use them. These are suggestions for preparing your own scenarios. The emphasis is on suggestions as they represent my interpretation of the information I have. And not much is available for these battles. For example the Macedonian army at Gaugamela. We have a list of units and their commanders. For some, the type indication is clear, for others not. Unit numbers and strength are very unclear, in particular for the second line. Total army strengths have been handed down, but they are at best estimates. In particular for the Persian army. In other words, my guess is as good as yours. You may have other information or different preferences.

In each scenario, the different types of units are listed and classified by type and keywords from the "unit quality & condition" part of the MATRIX. The column headings are firstly those that most differentiate a unit: TRAINED, DISCIPLINE, WEAPON & ARMOUR. Other relevant keywords are listed in the column "other keywords". Any keyword not listed is regarded as non-differentiating at the start of the scenario.

Indications on how a keyword listed in the "other keywords" column distinguishes the unit are given in the notes section.

Every scenario contains a section with a few extra keywords added to the MATRIX. These are specific to the scenario and mark characteristic features of that particular battle.

Some scenarios have units start off-table. An indication is provided on how far away these are, either in terms of distance or time. Bringing such units on-table is done with a proposal. This can then be accepted or disputed. The proposal does not need to be made at the exact indicated time point. It can be done earlier or later, in each case providing possibilities for formulating disputes, reasons and game-master judgement.

For more information on what to consider when developing a scenario, I refer to Der Söldner.

MEGIDDO - 1479 BC
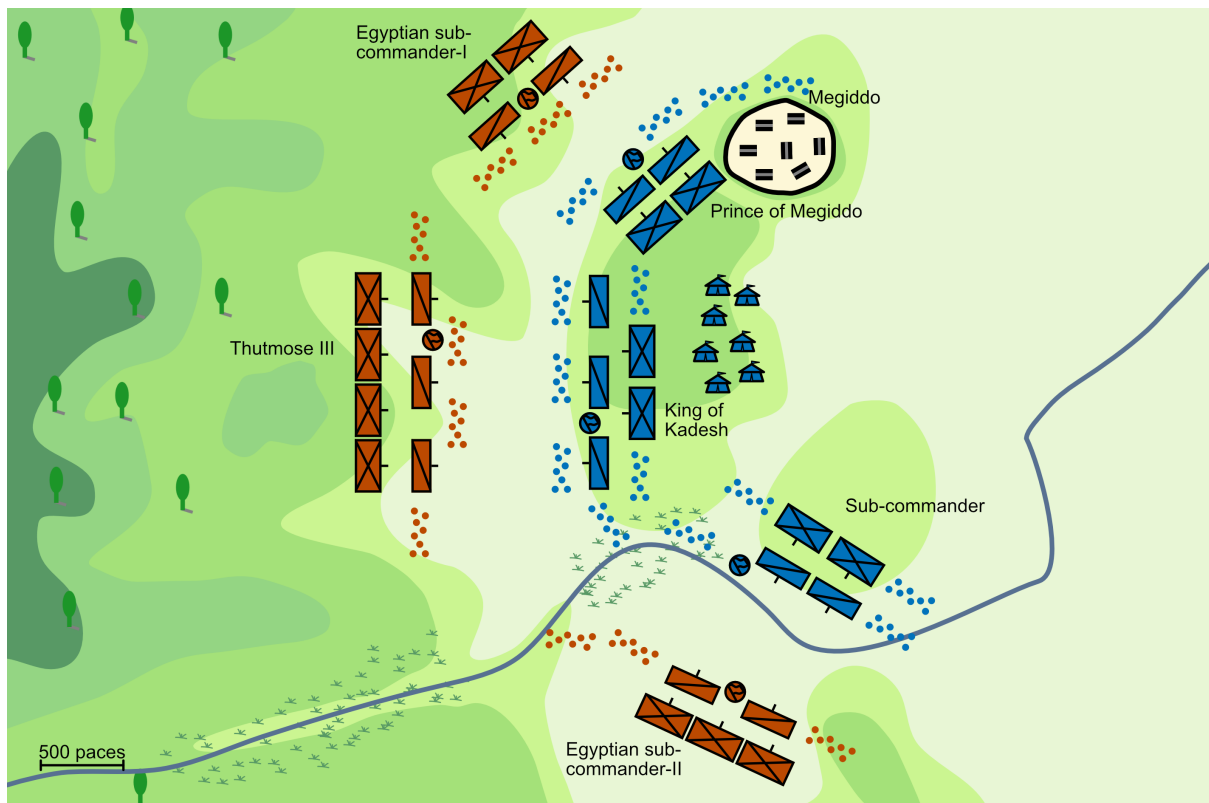
The writing on a wall of the Temple of Amun-Re at Karnak, Thebes (Today's Luxor) contains a narrative of the first recorded battle in history: the battle of Megiddo.

Prelude

When Thutmose III came of age, and sole ruler of Egypt, he faced Canaanite rebels in the Levant. It centred on the King of Kadesh, who had successfully allied with other local rulers and had gathered a force at the city of Megiddo. Thutmose III decided to bring the rebels under Egyptian control again, and do so personally.

Thutmose III assembled his army at Tjaru and then advanced via Gaza to Yemma. Between Yemma and Megiddo lies the Carmel Ridge. Three routes lead from Yemma to Megiddo: a northern route, a southern route and one cutting straight across. The central route was by far the most dangerous, but shortest. Thutmose's commanders strongly advised against it. But he decided to take it. Reasoning that when his commanders advised against it, the enemy would likewise not expect it. And so it was.

Situation

It is the morning of May 15, 1479 BC. The weather is fair. The Egyptian army has deployed. Taking up a concave line facing the Canaanite army that is deployed on a ridge next to Megiddo.

Both armies may give pre-battle orders.

the MATRIX

The following keywords are added to the MATRIX:

- PHARAOH HIMSELF

- CHARIOTS

- OUTMANOEUVRED

- PLUNDER

PHARAOH HIMSELF: Thutmose III was the first Pharaoh in a long time to lead an Egyptian army in person. This greatly boosted morale. Also, he led from the front, taking risks.

In addition, it sent a strong message to the rebels, once they realised the Pharaoh himself was present. The force they faced was not some weak detachment. No, Egypt meant business!

CHARIOTS: The cavalry of the time was dominated by chariots. Mounted scouts were used, but not in a main battle role.

Being a piece of equipment, chariots could also break down. This effectively meant a loss in battle. Obstacles in particular could cause the breakage of a wheel, axle, etc. A chariot driver would try to avoid this, but at speed and with other chariots close this was not always be possible.

A unit of chariots can cross rough ground, including streams, but becomes unformed instead of disturbed. When crossing at speeds faster than walking the probability of suffering significant losses is Likely (L). The keyword PREVIOUS ACTION can be used in a combat argument to mark when this has happened.

OUTMANOEUVRED: Thutmose's assessment at Yemma was correct. The Canaanites did not expect him to take the route straight across the Carmel Ridge. They had positioned significant forces facing the other routes, and these would need to be recalled. Although unknown, some parts of the Canaanite army may have just arrived in haste and suffered from fatigue accordingly. In addition, the realisation of having been outmanoeuvred may have impacted Canaanite morale and resolve.

PLUNDER: The amounts of plunder are listed at great length and detail in the Egyptian descriptions of Thutmose's wars. Plunder was important! The Egyptian troops went on to plunder the Canaanite camp rather than pursue their fleeing foe and prevent them from entering Megiddo.

Notes

Megiddo is the first battle of which a reliable description has survived. But the level of detail is limited. The list of unit types, the army organisations, and deployment have therefore been kept short, simple, and to the point. The deployment shown on the map is indicative at best. All we know is that the Egyptian army formed a concave line with Thutmose III leading the centre.

Unit strengths likewise are simple. There are no indications that this was a major factor during the battle. Chariot units and skirmishers

are set at 200 each. Infantry units are set at 500 each.

The morale of the Egyptian guards is excellent.

The commanders of the Egyptian right and left wing are unknown. On the Canaanite side, the King of Kadesh and the Prince of Megiddo are mentioned. Other commanders are not. The Unknown commanders have simply been named sub-commander and numbered.

The number of player control dice is different between the two armies. The Canaanite player has less to reflect the allied nature of the army and the defensive position it took.

Keeping the setup simple, as just mentioned, allows focussing the scenario on creating narratives. Different ones. Different from one game to another. Different, perhaps, even from history. The keywords PHARAOH HIMSELF, OUTMANOEUVRED and PLUNDER have been created to support this and stimulate creating what-if… storylines.

For example…

Thutmose III took an operational gamble by choosing the route through the hills. It paid off. The rebel army collapsed. One of the suggested reasons was the rebels realising that the Pharaoh himself was present. But what if the they were not impressed by his presence? What if something else caused them to collapse?

Because Thutmose's gamble paid off the Canaanites were taken off guard and may have had to scramble all they could to face the Egyptians. But there is no mention of this having happened. Perhaps the Canaanites managed to get all their troops to Megiddo. But how fatigued were they? What if they were? What if not?

And when the Canaanite army collapsed the Egyptian troops chose to plunder the Canaanite camp instead of preventing them from fleeing into Megiddo. But could the Egyptians indeed have prevented enough Canaanite troops from entering the city and made it surrender immediately?

And finally, Megiddo was Thutmose's first battle. What if he had lost, perhaps been captured, or even killed? How different would history have been? This scenario allows you to recreate any of these narratives.

EGYPTIAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Egyptian chariots	DP mtd	Good	High	Bow	Cuirass	CHARIOTS
Egyptian guards	CC ft	Excellent	High	Spear	Shield	MORALE
Egyptian spearmen	CC ft	Good	Good	Spear	Shield	
Egyptian archers	Sk ft	Good	Good	Bow	none	

CANAANITE UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Canaanite chariots	DP mtd	Good	Good	Bow	Cuirass	CHARIOTS
Canaanite spearmen	CC ft	Good	Good	Spear	Shield	
Canaanite javelinmen	Sk ft	Good	Good	Javelin	None	
Canaanite archers	Sk ft	Good	Good	Bow	None	

The Egyptian army

Victory conditions: Rout the Canaanite army and force it away from Megiddo, which may then fall without a siege.

Player control dice: 9D6

Left wing: Sub-commander-I, Competent, Trusted

- 2 units of Egyptian chariots
- 2 units of Egyptian spearmen
- 3 units of Egyptian archers

Centre: Thutmose III, Commander-in-Chief, Gifted, Inspiring

- 3 units of Egyptian chariots
- 2 units of Egyptian guards
- 2 units of Egyptian spearmen
- 4 units of Egyptian archers

Right wing: Sub-commander-II, Competent, Trusted

- 2 units of Egyptian chariots
- 2 units of Egyptian spearmen
- 3 units of Egyptian archers

The Canaanite army

Victory conditions: Successfully defend Megiddo by withstanding the Egyptian army.

Player control dice: 7D6

Left wing: Sub-commander, Competent, Trusted

- 2 units of Canaanite chariots
- 2 units of Canaanite spearmen
- 3 units of Canaanite javelinmen
- 1 units of Canaanite archers

Centre: King of Kadesh, Commander-in-Chief, Competent, Trusted

- 3 units of Canaanite chariots
- 2 units of Canaanite spearmen
- 4 units of Canaanite javelinmen
- 2 units of Canaanite archers

Right wing: Prince of Megiddo, Competent, Trusted

- 2 units of Canaanite chariots
- 2 units of Canaanite spearmen
- 3 units of Canaanite javelinmen
- 1 units of Canaanite archers

GAUGAMELA - 331 BC

Mazaeus

Darius

Bessos

Parmenion

Krateros

Alexander

500 paces
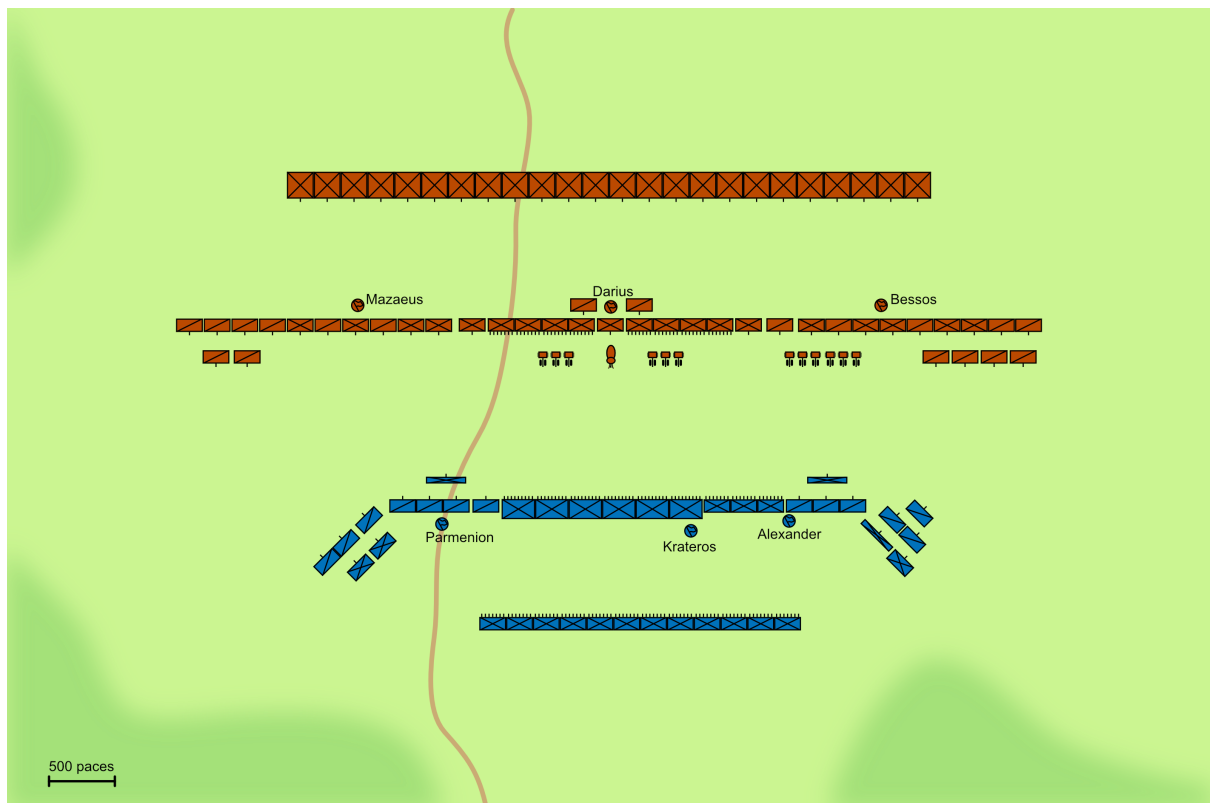
Gaugamela was the second time Alexander met Darius III, the King of Kings, in battle. The outcome determined the future of Darius and his empire.

This scenario features nearly all troop types as defined in The Warrior. Including one that is part of the STRATAGEM keyword. It is a battle between two distinctively different armies. A true clash of cultures. It features Alexander the Great and Darius III. What more to desire for a wargamer!

Prelude

After his victory at the battle of Issus Alexander first secured the western part of the Persian empire, including Egypt. In the summer of 331 BC, he moved East again. Going North after crossing the river Euphrates instead of straight towards Babylon. Four days after crossing the Tigris he learned of the presence of Darius and his army.

Situation

It is October 1st, 331 BC. It is well past sunrise. Alexander slept in. The Persians have been kept on alert all night long.

Two armies face each other across a wide, flat, open plain. A large part of the area between the armies has been cleared of all obstacles by the Persians. The weather is fair.

Both armies may give pre-battle orders.

the MATRIX

The following keywords are added to the MATRIX:

- KING OF KINGS

- PHALANX

- SCYTHED CHARIOT

- SECOND LINE

KING OF KINGS: The empire of Darius III was as vast as it was diverse. In him, it was all connected. On him it all depended. He must have realised this. When Alexander moved out of Egypt Darius had sent a peace proposal. It was rejected. Alexander's aim for the battle was to unhinge the Persian empire. Darius was a focal point for all Macedonian efforts.

In this battle Darius needs to be brave. He must better Alexander. He must deliver a hero King. His men must see in him the true King of Kings.

PHALANX: The Macedonian phalanx was perhaps the zenith of ancient Greek infantry warfare. Sixteen ranks deep, closely packed files and multiple pikes pointing forwards. Hard to push back, nearly unstoppable in its advance. But all depended on the intactness of the formation and discipline of the men. A disturbed or unformed phalanx was helpless.

A unit with the keyword PHALANX moves steadily and with discipline. Any rate faster than normal puts the cohesion of the formation at risk. In game terms, a move rate indicated as amber disturbs the formation instead of misaligning it. A rate indicated as red unforms the unit instead of disturbing it.

In combat, a winning unit with the keyword PHALANX will follow up (FU) instead of pursuit (PU), and maintain position (MP) instead of follow up.

A losing unit with the keyword PHALANX that is formed or misaligned will treat a fallback (FB) result as disentangle (Di). If disturbed or unformed the unit will treat a fallback as a flee (Fl) result.

Units with the keyword PHALANX cannot voluntarily fall back. It can make a 1/4 or 1/2 turn.

SCYTHED CHARIOTS: Darius deployed 200 scythed chariots. He aimed to provide these with a smooth runway and ordered the battlefield to be cleared of any obstacles.

Anybody trying to envision what it would be to witness such a device charging into tightly packed men will see a picture of utter mayhem and horror. On the other hand, the scythed chariots were unsupported and apart from any armour for horses and the driver unprotected.

Scythed chariots are vulnerable to and hardly effective against skirmishers. Against others, they can be highly effective if, and only if, they can break in. Horses tend not to burst into a formed body of men, provided the men don't panic and remain steady.

A charge of scythed chariots against non-skirmishing units is resolved as a charge by close combat mounted. A win by any margin inflicts a flee result on the target. After close combat, the scythed chariot is destroyed irrespective of the result. Any loss resulting in ranged combat destroys them.

Scythed chariots are grouped, not formed into units. Such a group ignores all levels of cohesion. Scythed chariots move as close order mounted. They cannot voluntarily fall back.

SECOND LINE: Both armies deployed many units in a second line. Alexander reputedly to protect his rear, expecting to be outflanked.

Overall command of these second lines is unclear. The Persian bulk infantry deployed to the rear did not participate in the battle. The Macedonian second line did react to Persians breaking through but seemed unable to prevent the Macedonian camp from being looted.

The keyword SECOND LINE proposes that all these units were deployed with a reactive role in mind, and hence not assigned a clear commander. The players are pointed at the keywords OPPORTUNITY and THREAT for arguing if, when and how these units act, or not.

Notes on army and unit strengths

I have taken a lot of liberty in creating this scenario. Also to illustrate how *Arguing when…* wargames are designed for setting up and playing scenarios based on one's personal views.

There is a lot of room for interpretation and opinion when it comes to setting unit and army strengths. There is a list of named units or contingents and how they were deployed. The size of a few contingents is given. We also have the overall army sizes. But for the Persians, the numbers vary widely. To a million men. The most commonly given numbers are 40,000 infantry and 7,000 cavalry for Alexander's army and between 50,000 and 250,000 men for Darius. The Persian cavalry estimates range from 13,000 to 47,000. Most towards the higher number. I went for a lower number. The reason is the fight between Alexander and Bessos.

We read how Alexander acted first. He moved his cavalry further to the right. Bessos reacts. The narrative is that Alexander planned to lure Bessos along and so create a gap in the Persian line. It works. But Bessos wouldn't have known that. From his point of view, he may have concluded that Alexander was trying to move around his flank. And he responds to prevent that. Apparently by mirroring Alexander's move. Not a simple advance by a line that reputedly outflanked the Macedonians by a wide margin.

And a gap opens in the Persian line. This suggests that on that side of the engagement, the Persians did not outflank the Macedonians. We also read how on the other side the Greek mercenaries under Menidas are beaten by Bactrians and Scythians. In other words, the forward, rightmost units of Alexander engage Bessos' forward, leftmost units. The tips of both armies meet. *Prodromoi* are sent and stabilise the situation. Bessos then sends units around the flank. The Macedonians counter. There may have been an overlap on that side, the Macedonian line may have bent inwards, but no outflanking, no encirclement.

Taking it all together indicates to me that any difference in frontage of this cavalry engagement wasn't very large. It could be that Bessos had only sent in his Bactrians and Scythians, but then the numbers are difficult to match. Alexander's men are said to have been greatly outnumbered. The Bactrians are mentioned at 1,000 strong. Alexander's rightwing cavalry could have been 3,500 strong. We need to add a lot of Scythians to turn the balance in numbers into favouring Bessos. And there may have been lots of Scythians, or Bessos had been sending in other units. Those named in the deployment but, for reasons lost in the mists of time, not being named during the fight. We just don't know. What we do know is that the fight was tough for both sides until Alexander saw the opportunity and took it.

What I have done is start with Alexander's army and match the Persian numbers and units to get a tough fight for both sides. Also, the Macedonian left where Parmenion was hard pressed.

Unit sizes are not mentioned. I have taken a pragmatic approach. All cavalry and skirmishers are at roughly 250 men per unit. Peltasts, Persian regional infantry, and Mardian archers at about 500 men. Hoplites, hypaspists, Carian

infantry, and apple bearers at 1,000. *Pezetaroi* at some 1500 men per unit. The Persian general levy is simply put at lots and lots.

Other notes

By late September 331 BC, many of Alexander's men had been at war for more than three years. The battles at the Granicus and Issus were a thing of the past. Reinforcements had arrived, but many of Alexander's men at Gaugamela had been in those previous battles. The army of Darius III, on the other hand, was recently brought together. Scraped together perhaps. This difference is reflected by marking many units in the Macedonian army as highly experienced.

The morale of most units is marked as good. That of Alexander's companions and hypaspists is high, as is that of Darius's guard cavalry and apple bearers.

The *xyston* is a long spear reputedly used by the companions. At ±3.5 metres distinctively longer than that used by the Persians and many other cavalry. Although it has been suggested that Darius had aimed to rearm his cavalry, with perhaps at best his guard having been so. The *prodromoi* and Paeonians are also marked as being armed with the *xyston*. This is uncertain but used to indicate they may have used a longer spear than others. Likewise, close combat mounted is marked as spear-armed to differentiate from dual-purpose units using javelins for throwing when skirmishing.

The *sarissa* is the Macedonian pike. Its exact length is unclear, but would be somewhere between 4.5 and 5.5 metres. Longer than anything else on the battlefield!

The Thracian *rhomphaia* is a large fearsome-looking cutting weapon used by Thracian peltasts. There is no mention of it being used at Gaugamela, but one might allow for it.

No distinction is made between bronze or linen armour. It is assumed that, despite it perhaps being weaker yet being used, multiple layers of glued linen were a sufficiently effective alternative to bronze.

Darius is said to have 15 elephants with him. These are, however, not mentioned in any description of the actual battle. Perhaps the decision was taken at the last moment not to deploy them. It has been suggested that they were too fatigued.

The type and equipment of the Persian general levy are unclear. Their morale was probably very fragile. Training is poor and cohesion is disturbed at best. The possibility of a few having some type of ranged weapon is marked by a few having a bow. Use the skirmishers line in ranged combat for reference values to reflect the limited number of men with bows.

The Macedonian army

Victory conditions: Take the Persian King Darius III prisoner, or kill him, in order to end his rule and gain control over Persia.

Player control dice: 12D6.

Right wing: Alexander the Great: Commander-in-Chief, Hawk eyed, Inspiring

  - 7 units of companions

  - 4 units of prodromoi

  - 1 unit of Paeonian cavalry

  - 2 units of Greek mercenary cavalry

  - 2 units of Greek or Macedonian archers

  - 2 units of Agrianians

  - 2 units of veteran peltasts

Phalanx: Krateros: Competent, Trusted, ordered to advance and pin down the opposition

  - 6 units of pezetairoi

  - 3 units of hypaspists

Second line: none, ordered to protect the rear by reacting to any threats

  - 9 units mercenary and allied hoplites

Left wing: Parmenion: Competent, Trusted

  - 6 units of Thessalian cavalry

  - 4 units of Greek allies cavalry

  - 4 units of Thracian cavalry

  - 2 units of Thracian peltasts

  - 2 units of veteran peltasts

  - 2 unit of Cretan archers

The Persian army

Victory conditions: Defeat the Macedonians such that they are forced to retreat westward.

Player control dice: 9D6.

Right wing: Mazaeus: Competent, Trusted

  - 2 units of Armenian cavalry

  - 2 units of Cappadocian cavalry

  - 5 units of Persian cavalry

  - 6 units of Regional cavalry

  - 2 units of Parthian or Sakae horse archers

  - 4 units of Regional infantry

Centre: Darius III: Commander-in-Chief, Competent, Inspiring

  - 2 units of guard cavalry

  - 1 unit of apple bearers

  - 4 units of Greek hoplites

  - 4 units of Cardian infantry

  - 2 units of Mardian archers

  - 2 units of Indian cavalry

  - 1 group of 15 elephants(?)

  - 2 groups of 50 scythed chariots

Left wing: Bessos: Competent, Trusted

  - 2 units of Scythian cavalry

  - 2 units of Scythian horse archers

  - 2 units of Bactrian cavalry

  - 2 units of Bactrian horse archers

  - 2 units of Dahai horse archers

  - 3 units of Persian cavalry

  - 4 units of Regional cavalry

  - 5 units of Regional infantry

  - 1 group of 100 scythed chariots

The Persian army (cont.)

Second line: none

- Dozens of large, deep units of the general levy

MACEDONIAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Companions	CC mtd	Good	High	Xyston	Cuirass	EXPERIENCE, MORALE
Thessalian cavalry	CC mtd	Good	Good	Spear	Cuirass	EXPERIENCE
Greek cavalry	CC mtd	Good	Good	Spear	Cuirass	EXPERIENCE
Prodromoi	DP mtd	Good	Good	Xyston	None	EXPERIENCE
Thracian cavalry	DP mtd	Good	Good	Javelins	None	EXPERIENCE
Pezetaroi	CC ft	Good	Fully drilled	Sarissa	Shield, cuirass	EXPERIENCE, PHALANX
Hypaspists	CC ft	Good	Fully drilled	Spear	Shield, cuirass	EXPERIENCE, MORALE, PHALANX
Greek hoplites	CC ft	Good	Good	Spear	Shield, cuirass	PHALANX
Veteran peltasts	DP ft	Good	Good	Javelins	Small shield	EXPERIENCE
Other peltasts	DP ft	Good	Good	Javelins	Small shield	
Thracian peltasts	DP ft	Good	Good	Javelins, rhomphaia(?)	Small shield	EXPERIENCE
Archers	Sk ft	Good	Good	Bow	None	EXPERIENCE
Agrianians	Sk ft	Good	Good	Javelins	Small shield	EXPERIENCE

PERSIAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Guard cavalry	CC mtd	Good	High	Xyston	Cuirass	MORALE
Persian cavalry	CC mtd	Good	Good	Spear	Cuirass	
Indian cavalry	CC mtd	Good	Good	Spear	Shield	
Regional cavalry	DP mtd	Good	Good	Javelins	None	
Cappadocian/Armenian cav.	CC mtd	Good	Good	Spear	Cuirass, horse armour	
Bactrian/Skythian cavalry	CC mtd	Good	Good	Spear, bow	Cuirass, horse armour	
Bactrian horse archers	Sk mtd	Good	Good	Bow, javelins	None	
Other horse archers	Sk mtd	Good	Good	Bow	None	
Elephants	El	Good	Good	Javelins	None	FATIGUE
Skythed chariots	- -	- -	- -	- -	- -	SKYTHED CHARIOT
Apple bearers	CC ft	Good	Fully drilled	Spear	Shield, cuirass	MORALE
Mercenary hoplites	CC ft	High	Good	Spear	Shield, cuirass	PHALANX
Carian foot	CC ft	Good	Good	Spear	Shield, cuirass	
Mardian archers	DP ft	High	Good	Bow	None	
Regional infantry	DP ft	Good	Good	Javelins	Shield	
General levy	DP ft	Poor	Absent	Spear, few bows	Shield	MORALE, COHESION

ARGENTORATUM - 357 AD

Serapio

Chnodomar

Julian

Severus

200 paces
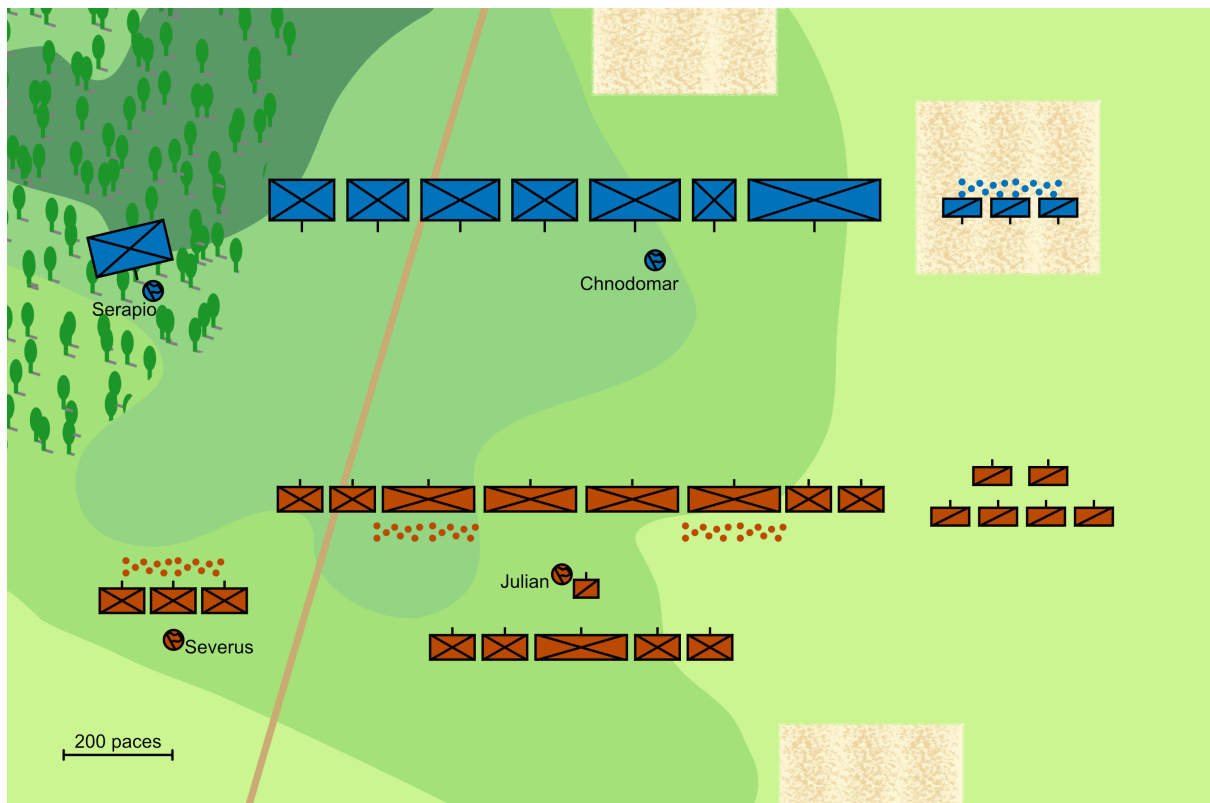
A classic miniature wargame lineup: Roman legions against barbarian warriors. But these tribes had some cunning tricks up their sleeve. Some worked, some didn't.

The battle of Argentoratum is a good example showing how casualties in combat were relatively light, with the butcher's bill being mostly filled once one side broke and fled. This means that increasing fatigue and the degradation of morale are more important factors for determining which unit has the upper hand in any given combat.

Prelude

The Roman civil war of 350-53 AD destroyed many fortifications along the Rhine. The various tribes of *Germania libera* took the opportunity to raid, plunder and claim territory West of the river.

In the years that followed intrigue and political murder continued. In 355 AD the paranoid Roman emperor Constantius appointed Julian as Caesar of the three Gauls. One of the main reasons was that Julian was the last male member of his own family after he had put to death two of his uncles and seven cousins.

Julian took up the assignment. In early 357 a grand strategic plan was made. Two forces would advance on the Alemanni via a pincer movement and trap them in the southern parts of *Germania I* (Alsace). Julian would move Eastward from Reims while a force under *magister peditum* Barbatio would advance via Raetia to the North.

It did not work as planned. Julian took Tres Tabernae (Saverne), a fortress claimed by the Alemanni high King Chnodomar by right of conquest. But Barbatio's advance guard was defeated by the Alemanni, and he then decided to withdraw into winter quarters at a suspiciously early moment. Julian was on his own.

Chnodomar had assembled a large Alamanni force, possibly including several other German tribes. He crossed the Rhine at Argentoratum (Strasbourg) and headed towards Tres Tabernae looking to destroy Julian's army in battle. Normally the Alamanni would try to avoid pitched battles with Roman forces, as they usually lost them. But Chnodomar decided to

seek glory in battle, emboldened by recent success and information suggesting he outnumbered Julian's army.

Julian now faced a dilemma: stay in the safety of the fortress or advance and confront Chnodomar. Despite knowing he was outnumbered, Julian decided to face the Alamanni in battle.

Situation

It is late in the afternoon at an unknown date in August 357 AD. It is assumed the scenario starts at around 17:00. Sunset is around 20:30. The weather is fair. The battlefield is a good two-hour walk from Argentoratum and the Rhine.

Both armies may give pre-battle orders.

the MATRIX

The following keywords are added to the MATRIX:

- EAGER

- RIPE WHEAT

- CAPUT PORCINUM

EAGER: Just before the start of the battle a large and loud uproar was heard from the German ranks: the warriors demanded Chnodomar to dismount and fight alongside them in the front rank. He did.

Chnodomar was tall, strong, and wore a marvellous, gold-lined helmet and armour. He was well visible to his men. And seeing him in the front rank boosted morale. It also meant, however, that his control over the battle would be diminished.

If Chnodomar dismounts and joins the front ranks all German warriors able to see him are considered eager. This also applies to Serapio and the men under his command.

Once Chnodomar has joined a unit the number of player control dice of the German player is reduced to 6D6. If only Serapio dismounts the number of control dice is unaffected.

The *coup d'oeil* of a German commander who joins his men is set as incompetent to account for his inability to get a good overview.

If a German commander does not join his men their morale is fragile, meaning good until the first setback.

RIPE WHEAT: The battle probably took place in August. Wheat fields were present in the area, and the wheat was ripe and standing tall. Tall enough to hide men on foot hunkering amongst cavalry.

Probably in anticipation of a clash between the lighter armored German cavalry and the heavily armored *cataphractarii* Chnodomar put infantry skirmishers amongst his cavalry. And all deployed in a wheat field on the German left flank.

The German skirmishers were not seen by the approaching Romans. In the ensuing combat, they reputedly tipped many Roman riders from their horses and dispatched them when these were lying helplessly on the ground.

CAPUT PORCINUM: The Germans formed a formation that is described as a *caput porcinum* (boars head) after the initial onslaughts did not succeed in breaking the Romans. It is sometimes described as a wedge-like formation, but in this case may have been more of a dense square.

The German chiefs and best warriors formed the formation and engaged the Roman line. Possibly at a steady pace for maintaining formation rather than a wild charge.

At least four German warrior units may form a single *caput porcinum* formation. The best warriors of these units are combined. Each of the donor units contributes about 10% of their total. Forming the *caput porcinum* is considered as reforming all the involved units, but is resolved with a single time check. The *caput porcinum* consists of highly trained, experienced, and well-armoured warriors.

This hurts the donor units more than just the 10% reduction in strength. With their front rank warriors removed the rest are mostly unprotected levies armed with a shield and javelin at best.

Notes

The size of the individual German warrior units is unknown. They were organised based on tribal structures. Each is led by its chief, king, or similar. In the battle map, the units are depicted with varying frontage. The average unit is 2,000 men. Some might have been as small as 1,000, others as large as 4,000. The total is estimated at 16,000 plus the 2,000 under Serapio.

Within a tribal unit, the front ranks would be made up of the nobles and full-time warriors, who would be well-equipped and armoured. Most of the unit, however, consisted of poorly armed levies carrying only a shield and some javelins.

The German cavalry units are 500 men strong. The supporting infantry are also set at 500 each. Roman legions are 1,000 men each. Auxilia at 500 men. The *equites vexillationes* are at 500 men, except the *Scholares* who are 200 strong.

Roman *comitatus* units are highly trained, disciplined, and experienced. The *Scholares* are an elite unit of high experience and morale.

The weapons used by the Roman infantry at this time varied per source. For this scenario, the choice has been made to arm both the legions and auxiliary with spears (*hasta*) supplemented with *plumbata*.

The cohesion of German warrior units and mounted nobles is at best misaligned.

GERMAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Warrior units	CC ft	Varied	Poor	Javelins, few swords	Shield, few chainmail	EAGER, COHESION
Mounted nobles	CC mtd	Good	Poor	Javelins	Shield, chainmail	COHESION
Skirmishers	Sk ft	Good	Poor	Javelins	Shield	
Caput porcinum	CC ft	Very well	Good	Javelins, sword	Shield, Chainmail	EAGER, CAPUT PORCINUM

The Romans

Victory conditions: Break the German army and destroy it in pursuit.

Player control dice: 9D6.

Rightwing: Severus, Competent, Trusted

- 3 units of comitatus auxilia
- 1 unit of auxilia sagittarii

Centre and left wing: Julian, Commander-in-Chief, Competent, Inspiring

- 5 units of comitatus legiones
- 6 units of comitatus auxilia
- 4 units of auxilia sagattarii
- 1 unit of equites dalmatea
- 1 unit of equites sagittarii
- 1 unit of equites gentiles
- 1 unit of equites scutarii
- 2 units of equites cataphractarii

The Germans

Victory conditions: Force the Roman army to retreat in order to be able to advance to Tres Tabernae and retake it.

Player control dice: 9D6.

Rightwing: Serapio, Competent, Trusted

- 1 warrior unit of 2,000 men

Centre and left wing: Chnodomar, Commander-in-Chief, Competent, Trusted

- 7 warrior units of varying size
- 3 units of mounted nobles
- 2 units of skirmishers

ROMAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Comitatus legiones	CC ft	Excellent	Fully drilled	Spear, plumbata	Chainmail, shield	EXPERIENCE
Comitatus auxilia	CC ft	Excellent	Fully drilled	Spear, plumbata	Spear, plumbata	EXPERIENCE
Auxilia sagittarii	DP ft	Good	Good	Bow	Chainmail	
Equites cataphractarii	CC mtd	Good	Good	Kontos	Full armour	
Equites gentiles or scutarii	CC mtd	Good	Good	Javelins	Chainmail, shield	
Equites dalmatae	Sk mtd	Good	Good	Javelins	Shield	
Equites sagittarii	Sk mtd	Good	Good	Bow	None	
Scholares	CC mtd	Excellent	Fully drilled	Javelins	Chainmail, shield	EXPERIENCE, MORALE

AIN JALUT - 1260 AD

Mamluk entry point

Baybars

Ketbugha

Ilkhanid entry point

500 paces
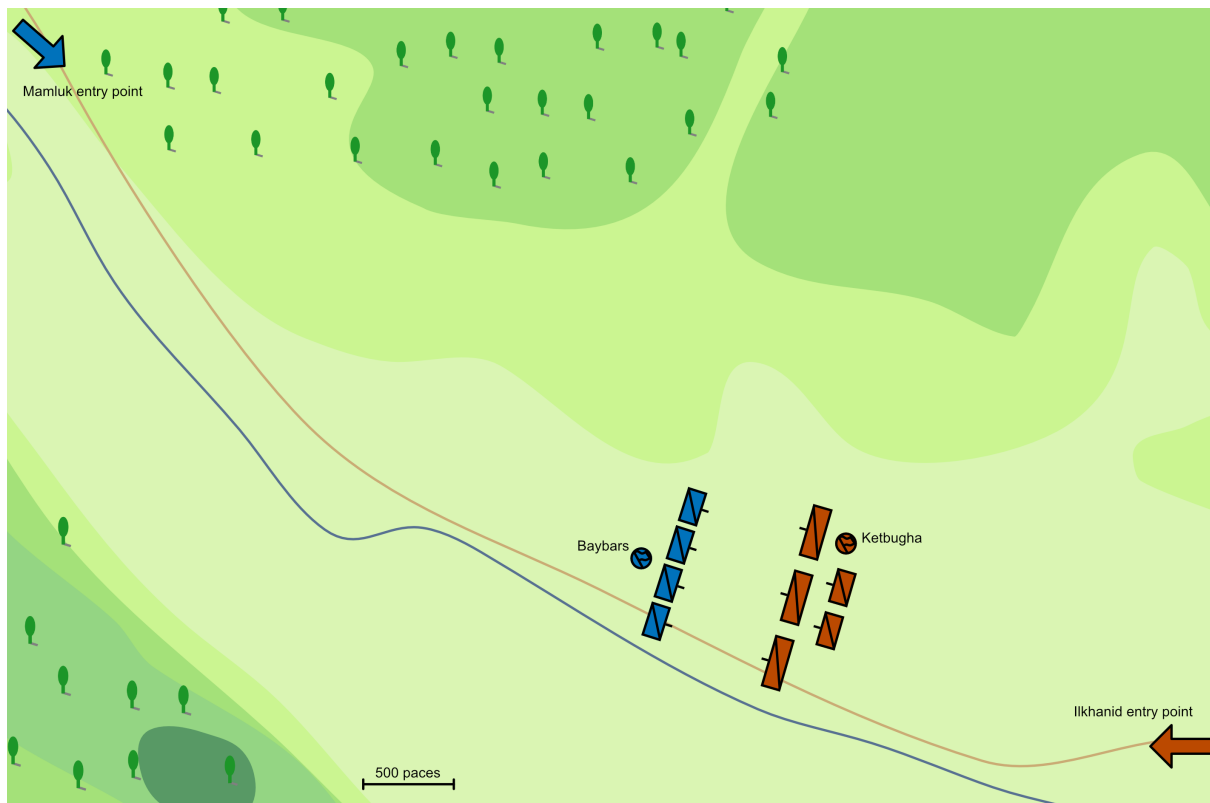
This represents the first time the Mongols were bettered in battle. How exactly is open to debate. Superior numbers? An in-battle ambush? Both? All that seems certain is that it was a tough fight for both sides. Historically the Mamluks won. But will they do so again?

This scenario illustrates how a keyword allows the game-master to capture and prepare for several possibilities without the players knowing the exact situation.

Prelude

In late 1259/early 1260 an Ilkhanid army under Hülegü crossed the Euphrates westwards deeper into Syria. Reputedly to take control instead of raiding and looting. But in mid-spring Hülegü left Syria for Azerbaijan, leaving part of the army in Syria under his trusted subordinate Ketbugha. The common explanation for the withdrawal of the main Mongol army is the death of Möngke Khan, Hülegü's brother, and the subsequent struggle over the succession.

The exact assignment given to Ketbugha is unknown. However, some time during the period preceding the battle of Ain Jalut Hülegü had sent a letter to Sultan Qutuz, demanding the Mamluks to submit or face destruction. The Mamluks decided not to submit, executed the Mongol envoys and prepared for war. Once Ketbugha learned of the Mamluk advance he gathered his army and moved to face the Mamluks. The armies met at Ain Jalut.

Situation

It is dawn, Friday September 3rd in 1260. The weather is fair. The avant-garde from the Mamluks under Baybars faces that of the Ilkhanids. The other parts of both armies are still approaching. The Mamluks enter within 250 paces of the point indicated with "Mamluk entry point". The Ilkhanids within 250 paces of the point "Ilkhanid entry point".

The woods are relatively open but can hide units in ambush. Mounted units treat this type of terrain as roughgoing.

Both avant-gardes may be given pre-battle orders. All other units have been instructed to advance to the battlefield, but have not been given any further orders.

the MATRIX

The following keywords are added to the MATRIX:

- FIRST AT THE SCENE
- El OR BULGHA

FIRST AT THE SCENE: There are two major differences between the several narratives of the battle. One has Baybars first on the scene. The other has the Mongols were already at Ain Jalut. In the first, the descriptions of the ensuing battle mention an ambush by the Mamluks. The second does not.

This keyword assumes the Mamluks intended to set up an ambush in both cases. Baybars may not have known of Qutuz's plan to set an ambush. And in case he knew he wouldn't have known if the plan was indeed put into motion. The Sultan might have changed his mind. Qutuz, on the other hand, would know which units he sent out for the ambush. But he would only know it worked once they sprung it.

Before the game starts the game-master selects, randomly or otherwise, secretly which of the two avant-gardes was first at the scene.

When the first Mamluk units arrive the Mamluk player selects two units from both the Mamluk right and left wing, for a total of four units, and hands these to the game-master. If the Mamluks were first on the scene these units are in ambush in the woods on the respective flanks. The game-master decides when the ambushes are sprung. During a closing step of a ROSE the units are placed on the battlefield in the indicated woods by the game-master. They then have orders to attack the nearest Mongol units.

If the Mongols were first the four units are lost to delay, straggling, etc. on their way to the ambush position. The game-master does not mention this.

El OR BULGHA: Part of the Mongol imperial ideology was that Genghis Kahn had been given a divine mission to bring order to the world by bringing it under Mongol domination. All people in the world were either *el*, which means "to be at peace or in harmony" and in practise unconditionally loyal to the Mongols, or *bulgha*, meaning "to be in a confused or disordered state". There was no middle ground and those

that resisted were to be annihilated. This combined with the many victories might be part of the terror and fear the Mongols instilled in others. It influenced the internal politics in Egypt and Syria. Some taking a defeatist stand, others are more militant, and others still looking for opportunities to further their local interest with the help of the Ilkhanids.

But all feared the Mongols.

Qutuz had spent a lot of effort in keeping the amirs with him. At Acre, he gave a speech telling them they must protect their families and property, and the need to defend Islam against the infidels. The amirs wept and swore to drive the Mongols out of the country.

This keyword marks the fear of the Mongols and the efforts by Qutuz to inspire his men.

Notes

This scenario uses epic-scale armies. All units represent several tactical units. Each represents roughly 500 men.

Gaps are assumed between the composite parts of epic scale units. This allows units to interpenetrate from front to rear and vice versa. The interpenetrated unit must be stationary. The interpenetrating unit is unformed afterwards, and may then reform.

The types of units in each army have been kept limited. To create a different feel to the Mamluks as compared to the Mongols the former have been classified as Dual Purpose and the latter split into Close Combat cavalry and Skirmishers. Note that the Mamluks were equipped and armoured for hand-to-hand combat more than most other Dual Purpose cavalry. Turkomans and Bedouins are classified as Dual Purpose because of their equipment. Nevertheless, in a battle like this, their best use is in a skirmishing role.

The morale of the Sultan's guard is very good. The Armenian allied cavalry are heavily armoured knights using the couched lance in their charge.

Only named commanders are used. Ketbugha commands all parts of the Mongol army. On the Mamluk side, Baybars only commands the avant-garde, Qutuz all other parts. Additional, unnamed commanders may be added when desired. These are all classed as competent and trusted.

MAMLUK UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Sultan's guard	CC mtd	Good	Good	Lance, bow	Shield, cuirass	MORALE
Mamluk cavalry	DP mtd	Good	Good	Bow	Shield, cuirass	
Turkomans	DP mtd	Good	Good	Bow, javelins	Shield	
Bedouin cavalry	DP mtd	Good	Good	Javelins	Shield	

ILKHANID MONGOL UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Mongol cavalry	CC mtd	Good	Fully drilled	Lance, bow	Shield, cuirass	
Mongol horse archers	Sk mtd	Good	Fully drilled	bow	None	
Syrian Ayyubid allied cavalry	DP mtd	Good	Good	bow	Shield, cuirass	
Armenian allied cavalry	CC mtd	Good	Good	Lance	Full chainmail, shield	CHARGE

The Mamluks

Victory conditions: Stop the Mongol advance and by doing so defend the Sultanate.

Player control dice: 9D6.

Commander-in-Chief: Qutuz, Competent, inspiring, of-table

Avant-garde: Baybars, Competent, Trusted

- 2 units of Tukomans
- 2 units of Mamluk cavalry

Right wing: off-table

- 5 units of Mamluk cavalry
- 2 units of Turkomans

Centre: off-table

- 6 units of Mamluk cavalry

Left wing: off-table

- 5 units of Mamluk cavalry
- 2 units of Bedouin cavalry

Second line: off-table

- 1 unit of Sultan's guard
- 5 units of Mamluk cavalry
- 1 units of Turkomans
- 1 unit of Bedouin cavalry

The Ilkahnid Mongols

Victory conditions: Force the Mamluk army into retreat. Then destroy them in pursuit.

Player control dice: 9D6.

Avant-garde: Ketbugha: Commander-in-Chief, Competent, Trusted

- 3 units of Mongol horse archers
- 2 units of Mongol cavalry

Right wing: off-table

- 3 units of Mongol horse archers
- 2 units of Mongol cavalry
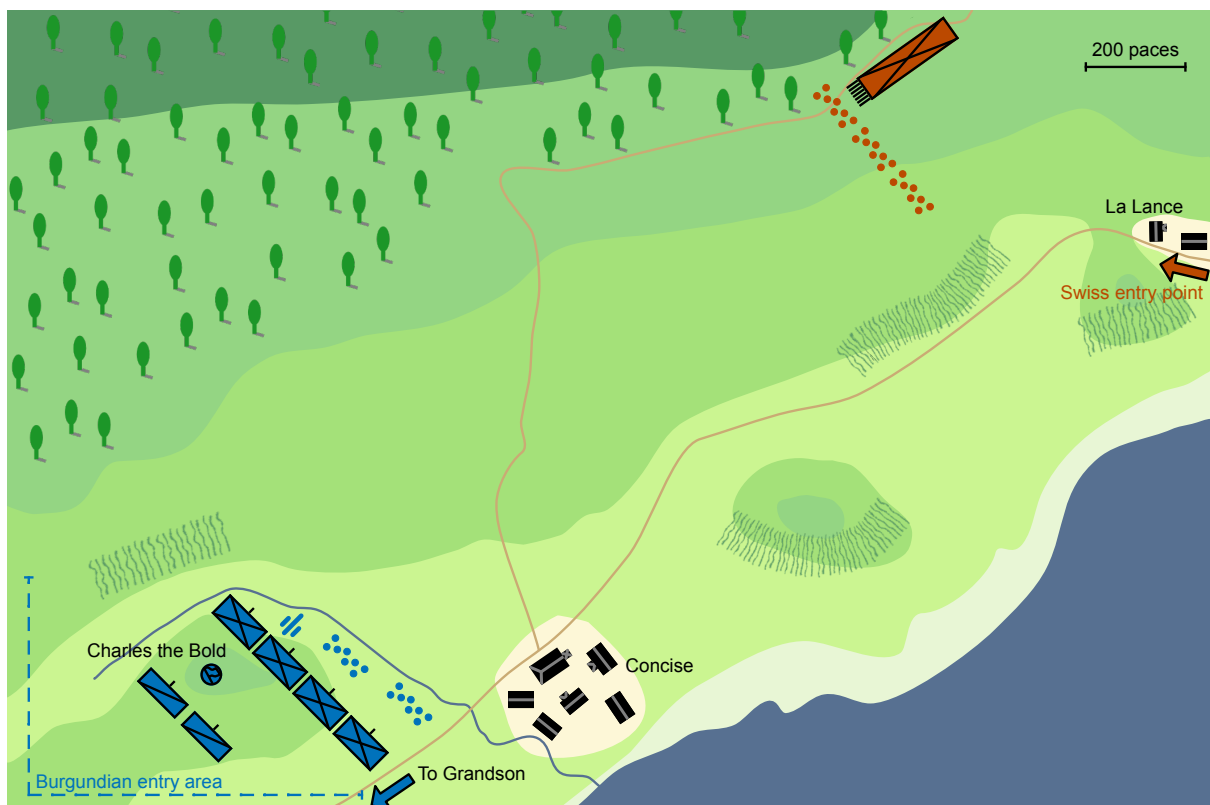
Centre: off-table

- 3 units of Mongol horse archers
- 2 units of Mongol cavalry
- 2 unit of Syrian Ayyubid allied cavalry
- 1 unit of Armenian allied cavalry

Left wing: off-table

- 3 units of Mongol horse archers
  2 units of Mongol cavalry

GRANDSON - 1476 AD

The year 1476 AD is well into the period covered by Der Söldner. This battle can be played with the original ruleset. But The Warrior also works, as illustrated by this scenario.

Prelude

In 1475 the Swiss canton of Bern captured the town of Grandson. Charles the Bold of Burgundy responded and advanced on Grandson in early 1476. After a brief siege, Charles took the town and then massacred the Swiss garrison.

In the meantime, the Swiss had been assembling a relief army. It took much time because some cantons had opposed the actions of Bern in 1475, and needed to be convinced. Too late the army arrived near Grandson. Hearing the fate of the garrison infuriated the Swiss.

Situation

It is March 2nd, 1476. The scenario assumes it is around noon. The exact weather is unknown, but may be assumed to be fair. On the other hand, early March is typically very cold near Grandson, with any snow not having melted yet.

Part of the Swiss *vorhut* has entered the battlefield in march column. The Swiss *gewalthut* and *nachhut* are still en route and enter at the point indicated by "Swiss entry point". It will take about an hour for them to reach it. They enter in march column.

The Burgundian *avant-garde* is near Concise. The *bataille* and *arrière-garde* are encamped towards Grandson. It will take between half an hour and an hour for them to reach the battlefield via the area marked "Burgundian entry area". The units may enter in formation.

Both armies may give pre-battle orders. For the Swiss *gewalthut* and *nachhut* this may only be done when they enter the battlefield.

the MATRIX

The following keywords are added to the MATRIX:

- MERCENARY

- GEWALTHAUFEN

- ARTILLERY

Note that these keywords are described in Der Söldner. The descriptions below are adaptations tuned to this scenario, but the reader is referred to those in Der Söldner.

MERCENARY: How Charles the Bold had put his army together can, in a way, best be seen as cherrypicking. He hired English longbowmen, German handgunners, pikemen from the Low Countries, Italians, Frenchmen, and so on. But as a result, the army lacked internal cohesion, as became painfully clear at Granson. It was in effect a mercenary army.

The Swiss, on the other hand, were more of a national army by the standards of the time. But not long after the Burgundian wars had ended they became highly sought after mercenaries. Even resulting in the words: *pas d'argent, pas de suisse*!

GEWALTHAUFEN: Swiss tactics were as simple as they were effective. The pikemen and halberdiers were deployed in large, dense, square blocks, the so-called *gevierte ordnung*. Once formed these went only one way, forwards, and were hard to stop.

A Swiss pike block cannot voluntarily fall back or step aside. It may, however, form an all-round defensive formation (*Igelstellung*) when stationary. The men on the flanks make a quarter turn, and those in the rear halve a turn. 2D6 for a time check.

A gewalthaufen can absorb casualties more than others and is resistant to pushback. It will only disentangle (Di) where other units fall back (FB) when losing a combat argument (see QRS).

ARTILLERY: Charles the Bold made extensive use of gunpowder artillery. These are not covered by the catapult troop type described in The Warrior. Separate combat reference values are listed in the table below. These are per 4 to 5 guns firing and refer to shooting at typical CC mtd, DP mtd, etc. units. Not necessarily the Swiss as present at Grandson. Players may argue for better or worse probabilities.

Charles the Bold's guns on the battlefield were relatively light and used a so-called Burgundian carriage. These were wheeled and had a rudimentary barrel elevation system. The guns are therefore considered light artillery, as described in Der Söldner, not bombards.

| | | | **Target** unit | | | | | |
Shooting unit	Eff. range	CC mtd.	DP mtd.	Eleph.	CC ft.	DP ft.	Skirm.	Catap.
Light artillery*	150	VL	L	VL	VL	L	NI	n.a.

Light artillery extreme range = 1000 paces

The Swiss reportedly also bring a few guns to the battlefield. These were of the culverin type, that are treated the same as the Burgundian artillery.

Given the size and wheeled carriages, the guns can be manhandled at halve speed of CC ft.

Like catapults, after firing artillery must reload before being able to fire again. This took more time (6D6 for a time check) than catapults, and when enemy units got close a crew might also withdraw to safety rather than firing that last point-blank shot.

The solid projectiles fired by artillery are not stopped by the first unit that is hit. Units directly beyond the first, friend or foe, are also engaged, but only when there is a clear and flat area behind the first that is targeted.

Notes

Both unit types and army listings have been kept simple.

The many different units and nationalities in the Burgundian army are not spelt out. Instead, the keyword MERCENARY is used to mark the heterogeneous nature of the army. The Burgundian infantry is assumed to be deployed in units combining pikemen, pavisiers, and longbowmen.

The Swiss infantry still used a considerable amount of halberts. These were deployed in the centre of the square formation (*gevierte ordnung*) and could come forward when needed.

The skirmishers of both sides used crossbows as well as handguns. It is assumed that by the time of Grandson, both sides were familiar with handguns and that the novelty has no longer an impact on target units. For ease of play, the weapons are mixed.

Classifying Swiss infantry is a challenge in itself. Many rules rate them top-notch in terms of training and discipline. But these were militias, not full-time professionals. For this scenario the difference is marked by the keyword MORALE: Swiss units are considered obstinate and aggressive.

The morale of Charles the Bold's household gendarmes is excellent.

The Swiss did not have a commander-in-chief but used committees to decide what to do. The arrival of the Swiss army parts at Grandson was more by accident than by design, and each seems to have decided by itself what to do when the Burgundians came into view. Because of that the Swiss may only give pre-battle orders. The lack of central control is also reflected in the low number of player control dice.

The infantry of the Swiss *vorhut* has only partially entered the battlefield at the start of the scenario. The second part takes another 5 to 10 minutes to arrive. Once on-table the two parts of the unit can be combined into a single unit. This is resolved as deploying a unit from march column. Alternatively, the Swiss are allowed to deploy each part separately, if so desired.

SWISS UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Infantry	CC ftf	Good	Good	Pikes & halberts	Front ranks plate armour	MORALE
Skirmishers	Sk ft	Good	Good	Crossbows & handguns	None	MORALE
Artillery	Art	Good	Good	- -	- -	ARTILLERY

The Swiss

Victory conditions: Breakthrough the Burgundian army, then continue to Grandson, and avenge the executed Swiss garrison.

Player control dice: 6D6.

Commander-in-Chief: none

Vorhut:

- 3 units of 500 skirmishers

- 1,000 infantry (first part)

- 6,000 off-table infantry (second part)

- 3 off-table units of 500 skirmishers

- 5 off-table guns

Gewalthut: off-table

- 1 unit of 500 skirmishers

- 1 unit of 2,000 infantry

Nachhut: off-table

- 2 units of 500 skirmishers

- 1 unit of 3,500 infantry

The Burgundians

Victory conditions: Push back the Swiss advance.

Player control dice: 8D6.

Avant-garde: Charles the Bold, Commander-in-Chief, Incompetent, trusted

- 4 units of 1,000 infantry

- 2 units of 500 skirmishers

- 1 unit of 500 household gendarmes

- 1 unit of 500 gendarmes

- 5 guns

Bataille: off-table, Louis de Chalon-Châtel-Guyon, Competent, Trusted

- 4 units of 1,000 infantry

- 2 units of 500 skirmishers

- 2 units of 500 gendarmes

- 5 guns

Arrière-garde: off-table, unnamed sub-commander, Competent, Trusted

- 4 units of 1,000 infantry

- 2 units of 500 skirmishers

- 2 units of 500 gendarmes

- 5 guns

BURGUNDIAN UNITS

Unit	Type	TRAINED	DISCIPLINE	WEAPON	ARMOUR	Other keywords
Household Gendarmes	CC mtd	Good	Good	Lance	Plate armour	MORALE
Gendarmes	CC mtd	Good	Sufficient	Lance	Plate armour	MERCENARY
Infantry	DP ft	Good	Sufficient	Pikes & longbows	Pavise	MERCENARY
Skirmishers	Sk ft	Good	Sufficient	Crossbows & handguns	None	MERCENARY
Artillery	Art	Good	Sufficient	- -	- -	ARTILLERY, MERCENARY

APPENDIX

- *OBTAINING DER SÖLDNER*
- *QRS*
- *MEASURING STICKS*
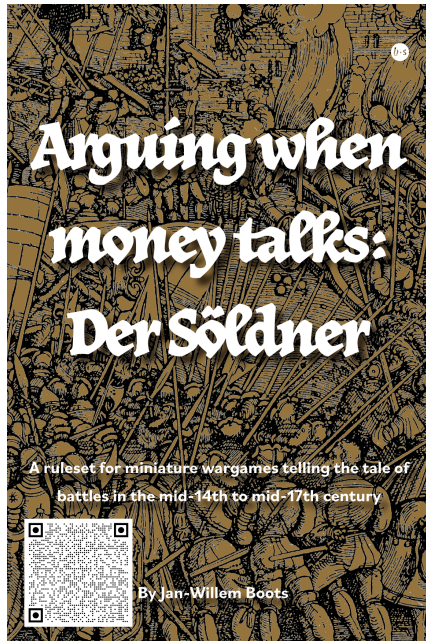
Paperback   Hardcover

Arguing when money talks: Der Söldner is available on-line and can be obtained at www.boekscout.nl or www.bol.com

The moment I designed the first test game I decided to start a blog: the Tabletop MATRIX wargames Blog.

REFERENCES

Round Of (near) Simultaneous Events (ROSE)

1) Mark ongoing events
2) **Select dice for next narrator**
   2.1) Highest D6 = narrator
      1st roll sets minutes
   2.2) Propose event
      2.2.1) If disputed
         2.2.2) Resolve argument(s)
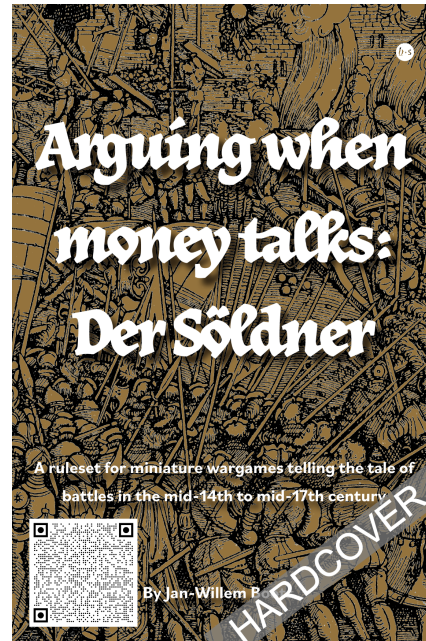   **2.2.3) Loop to 2.2.1**
   2.3) Event happens, scope is fixed
3) **Loop to 2, unless all dice spend**
4) Closing step.

Movement (100 paces)

	Time Check (TC)
Foot	3D6
Mounted walk	2D6
Mounted trotting	1D6
Horses galloping 50 paces	1D6

Reforming

	Time Check (TC)
Misaligned	1D6
Disturbed/turn in place	2D6
Disturbed undisciplined	3D6
Unformed	3D6
Unformed undisciplined	6D6
Panic-stricken	Reference: VU

Combat

	Time Check (TC)
CC or DP ft./mtd. Shooting	2D6
Skirmishers shooting	1D6
Catapult reloading	4D6

Typical time = number of D6/2

Engaging / Target unit

Engaging unit	Eff. range	CC mtd.	DP mtd.	Eleph.	CC ft.	DP ft.	Skim.	Cat.
CC mounted	- -	50-50	L	NI	VU	U	NC	NC
DP mounted	- -	U	50-50	NI	VU	U	VL	NC
Elephants	- -	NC	NC	50-50	L	U	NC	NC
CC foot	- -	n.a.	n.a.	n.a.	50-50	L	NC	NC
DP foot	- -	n.a.	n.a.	n.a.	U	50-50	NC	NC
All skirmishers	- -	n.a.	n.a.	n.a.	n.a.	n.a.	50-50	VL

Shooting unit	Eff. range	CC mtd.	DP mtd.	Eleph.	CC ft.	DP ft.	Skim.	Cat.
Ranged weapons	100	L	VL	L	U	50-50	L	L
Catapults	200	L	L	VL	L	L	NI	VU
All skirmishers	25/100	U	U	L	VU	U	50-50	L

outcomes & orders

Combat result

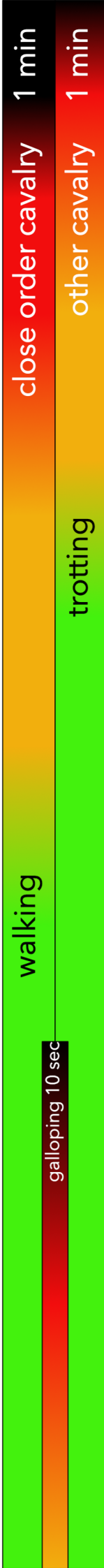| Net score 3D6	Shooting Eff.	Shooting long	Close combat*** Mtd.	Close combat*** Ft.	Close combat*** Cat.	Close combat Mtd.	Close combat Ft.	Close combat Cat.
	If unit loses it must.					*If unit wins it will.*		
Equal	Di*	- -	FB	Di	FL	FB	MP	MP
1 Diff.	Di*	- -	FB	FB	FL	FB	MP	MP
2 to 3 Diff.	FB	Di	FB	FB	FL	FU	FU	MP
4+ Diff.	FL**	FB	FL	FL	FL	Pu	Pu	MP

*Mtd: Di => FB. **Skirmishers: FL => FB. Elephants: FL => FB. FB=FL
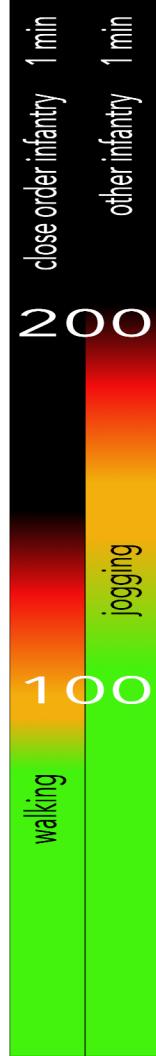***Keyword FATIGUE: Di => FB, FB => FL when both sides exhausted

- MP Maintain position. Disturbed in combat
- Di Disentangle. Disturbed
- FB Fall Back. Unformed
- FU Follow Up. Disturbed
- FL Flee. Panic stricken
- Pu Pursue. Unformed

Risk to commanders

Result of nearest friendly unit	Captured (HtH only)	Wounded	Killed
MP, Di, FU or Pu	16	17	18
FB	14	15 - 16	17 - 18
FL	12 - 13	14 - 16	17 - 18

Coup d'oeil

	Number of D6
Hawk eyed	0D6
Gifted	1D6
Competent	2D6
Slow witted	4D6
Incompetent	8D6
Has other talents	16D6

Giving orders: D6 = coup d'oeil + recipients/distance (+D6/action)

the MATRIX

Resolving disputed (sub-)events

probability of success		3D6 Score
Dead certain, but...	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly impossible	NI	16+
A daring attempt	DA	18+

Unit quality & condition

EXPERIENCE	TRAINED
MORALE	DISCIPLINE
FATIGUE	WEAPON
FORMATION	ARMOUR
COHESION	UNIT SIZE

Battlefield & tactical situation

TERRAIN	OPEN FLANK
VISIBILITY	OPEN REAR
WEATHER	CHARGING
TIME OF DAY	SKIRMISHING
OUTNUMBERED	SURPRISED

Leadership & others

ORDERED	PREV. COMBAT
HEROIC	PREV. ACTION
OPPORTUNITY	THE BIG PICTURE
THREAT	WILDCARD
DISTANCE	DURATION

Note any additional scenario specific keywords

1 cm = ± 10 paces

close order infantry 1 min

other infantry 1 min

close order cavalry 1 min

other cavalry 1 min

200

100

walking

jogging

walking

trotting

galloping 10 sec

1 cm = ± 20 paces

close order infantry 1 min

other infantry 1 min

close order cavalry 1 min

other cavalry 1 min

200

100

walking

jogging

walking

trotting

galloping 10 sec

1. Print on a sheet of A4-paper

2. Cut the strips from the paper

3. Cut 20mm strips from A4-sized foamboard

4. Use a Pritt stick-type glue to adhere the paper strips to the foamboard strips. One on each side.