Age of the Trebuchet

Draft number 2 – 6th October 2005

Special thanks to Dave Smith (lotrhithero), Paul Mullis(Osbad), Richard Heath (Yith) and Tony Barnes for comments on Draft 1. For those of you who saw Draft , there a number of corrections and updates. The principle changes are

- *Warriors are now split into elite, normal and peasant with different fight and courage values.*
- *Shooting is normal as LOTR rules.*

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Best regards
Mick Farnworth

Introduction

Age of the Trebuchet is a set of supplementary rules for Lord of the Rings (LOTR) which covers skirmishes and sieges in the period from 800AD to 1450 AD.

This supplement is intended as a crossover from the popular LOTR rules into historically based warfare. Scenarios from the LOTR games will generally work quite well with historical armies. It enables the player to experiment with Dark Ages and Medieval warfare. It is also interesting to pitch real armies against LOTR favourites such as Isengard.

The rules are based on European and Middle Eastern conflicts. Far Eastern warfare developed along different lines and cannot be covered by this supplement. There is already "**Sengoku Jidai**" by David Smith (Lotrhithero) covering Japanese warfare.

This is simply an introduction. It is intended as a kit of parts to get you started.   I hope that others will develop the concept and create detailed army lists and tactical notes for a variety of historical armies. It is also a great start to create scenarios from some popular films such as Jean of Arc, Kingdom of Heaven and Excalibur.

Contents

Military Developments 800 AD to 1450 AD

Between 500 AD and 1000 AD most armies used similar weapons and armour.

Armour
Round or Oval Shield
Conical Helmet
Quilted Armour
Chain Mail
Lamellar Armour (Plate Mail or Scale Armour)

Weapons
Sword
Axe
Two Handed Axe
Thrusting Spear
Javelin or Light Throwing Spear
Long Spear or Lance for cavalry
Bow
Sling
Staff Sling

Several new weapons were developed and adopted between 800 AD and 1450 AD. Some like the Crossbow and Pike date back to 400 BC but were reintroduced during this period. These dates show the approximate introduction of new weapons on the battlefield. It is worth noting that improvements in armour originate in Europe but innovations in heavy weapons and gunpowder weapons appear first in the Middle East. Middle Eastern armies did not adopt Plate Armour, Pavises, Halberds, Pikes or Longbows.

Tension Trebuchets appeared in warfare in Europe in about 550 AD. Counterweight Trebuchets started in the Middle East in about 1130, during the Crusades and came to Europe about 1200. Gunpowder weapons appeared in Europe in 1325 and by 1450 started to change the balance of warfare.

Armour	Middle East	Europe
Kite shield	1050	1000
Full Face Barrel Helmet	----	1200
Horse Armour – Padded		1200
Heater Shield	----	1250
Breastplate over Mail	1300	1250
Partial Plate armour	----	1300
Pavise (Mantlet)	----	1300
Full Plate armour	----	1400

Weapons	Middle East	Europe
Mace	900	1000
Crossbow	1096	1050
Halberd	----	1275
Pike	----	1300
Longbow	----	1300
Handgun	1280	1385

Heavy Weapons	Middle East	Europe
Tension trebuchet	550	850
Espringal	1000	1200
Counterweight Trebuchet	1130	1210
Cannon	1325	1340
Giant Cannon	1450	1440

Wargames Rules for Infantry and Cavalry

Movement

Movement is the same as normal LOTR rules.

	Normal	Difficult terrain
Horse	10"	2.5"
Man	6"	3"

Shooting

Shooting ranges are the same as normal LOTR rules. There are additional weapons including slings, staff slings and handguns.   Bows and Longbows can volley fire as with normal LOTR rules.

Maximum Weapon Ranges

Weapon	Max Range	Range"	Strength	Move Penalty
Longbow	240 paces	24"	3	50%
Crossbow	240 paces	24"	4	100%
Bow	180 paces	18"	2	50%
Staff Sling	150 paces	30"	3	50%
Sling	120 paces	24"	2	50%
Handgun (circa 1450)	80 paces	16"	4	200%
Javelin or Light Spear	40 paces	6"	3	50%
Grenade	40 paces	6"	Special	50%

Hand to Hand Combat

Hand to Hand combat is the same as normal LOTR rules.

There is one new weapon category - Halberds.

Halberds count as both a two handed cutting weapon and a thrusting spear. Therefore, they are used as a two handed weapon in "one to one" combat, but can also be used as a thrusting spear in a "two on one" situation. A shield cannot be used with a Halberd in Hand to Hand combat. This category also includes similar pole weapons such as English Bills.

Support in Hand to Hand combat

A warrior with a Thrusting Spear or a Halberd can support a warrior in combat.
Two warriors with Pikes can support a warrior in combat.
A warrior with a Pike and a warrior with a Halberd or Thrusting spear can support a third warrior in combat.

Shields

LOTR rules restrict the use of shields with archers and two handed weapons. New rules for shields are proposed to allow historically accurate deployment of warriors.   Players will have to note that these troops have two different Defence Values.

- Warriors with Two Handed Weapon, Halberd or Pike and Shield only count the Shield against missile fire, not in Hand to Hand Combat.
- Warriors with Bow, Longbow, Staff Sling, Handgun or Crossbow and Shield only count the Shield when not using the missile weapon, i.e. in Hand to Hand Combat.
- A Pavise can be used to shelter any warrior. When placed, this is treated as a scenery piece and the soldier is firing from behind cover (Enemy fire has only 50% chance to hit the soldier). A warrior carrying a Pavise counts the +1 Defence Value as if it were a shield.

Bases

The system is designed to work with the LOTR convention of human warriors on 25mm round bases and cavalry on 40mm round bases.

There should be no need to rebase figures for the first few games. Other systems of bases can be used with the following comments.

- Single figures are easier to manage than groups on a single base.
- Movement and Shooting will work with most base systems.
- Hand to Hand combat is resolved in LOTR by splitting combats into groups of "1 on 1", "2 on 1" or "3 on 1". This can be difficult to resolve with figures on different base systems. In difficult situations, a few counters 25mm diameter and 40 mm diameter in two different colours will be sufficient to help sort out who is fighting who.

Army Lists

A skirmish game involves a small number of figures so an army list is almost irrelevant. However, it is important to use relevant types of troops to get a proper historical feel. Below are a few examples of core troops for various historical armies.

There are many good army lists published for Warhammer and other wargames which can easily be adapted. Players should ensure that the troops fielded were available to the nation at that time.

These troop types were built using WRG 6th Edition Army lists from about 1982 and from the excellent series of WRG books from the early 1980s Armies of the Crusades, Dark Ages, and Medieval Periods, all written by Ian Heath. Some additional information came from Osprey books.

Mongols and Byzantines are not included here as they are probably similar to "Tribes of the East" that GW will launch in the near future.

Viking   800 AD – 1100 AD

Troops	See Listing
Huscarles	European Heavy Infantry 800 AD – 1300 AD
Bondi	Light Infantry 800 AD – 1300 AD
Archers	Archers 800AD to 1500AD
Slingers	Slingers 800 AD – 1300 AD
Berserkers	Viking Berserkers 800 AD to 1200 AD

Note Vikings often used horses as transport to the battlefield but rarely fought as cavalry.

Saxon   800 AD – 1100 AD

Troops	See Listing
Huscarles	European Heavy Infantry 800 AD – 1300 AD
Bondi	Light Infantry 800 AD – 1300 AD
Archers	Archers 800AD to 1500AD
Slingers	Slingers 800 AD – 1300 AD

Note Saxons often used horses as transport to the battlefield but rarely fought as cavalry.

Norman   1000 AD – 1100 AD

Troops	See Listing
Cavalry	European Heavy Cavalry and Knights 900 AD – 1400 AD
Infantry	European Heavy Infantry 800 AD – 1300 AD
Infantry	Light Infantry 800 AD – 1300 AD
Crossbowmen	Crossbowmen 1000 AD - 1500AD
Archers	Archers 800AD to 1500AD
Staff Slingers	Staff Slingers 800 AD – 1300 AD

Frankish Crusaders   1000 AD – 1200 AD

Troops	See Listing
Templars	European Heavy Cavalry and Knights 900 AD – 1400 AD
Hospitalers	European Heavy Cavalry and Knights 900 AD – 1400 AD
Turcouples	Medium Cavalry 1100-1500 AD
Infantry	European Heavy Infantry 800 AD – 1300 AD
Crossbowmen	Crossbowmen 1000 AD - 1500AD
Archers	Archers 800AD to 1500AD
Pilgrims	Peasants and Pilgrims 800 AD – 1500 AD

Note There is scope for special rules for Templars who tended to attack Moslem forces simply because "God wills it!" even if it was not a good idea. For later Crusades, upgrade the Knights and Infantry.

Moslem Armies of the Crusades 1000 AD – 1400 AD

Troops	See Listing
Cavalry	Moslem Heavy Cavalry 900 AD – 1400 AD
Cavalry	Medium Cavalry 1100-1500 AD
Cavalry	Horse Archers 800-1500 AD
Infantry	Light Infantry 800 AD – 1300 AD
Crossbowmen	Crossbowmen 1000 AD - 1500AD
Archers	Archers 800AD to 1500AD
Staff Slingers	Staff Slingers 800 AD – 1300 AD

Note Staff Slingers can use incendiaries

French 1330-1450

Troops	See Listing
Knights	Mounted Men at Arms 1350 AD -1500 AD
Sergeants	European Heavy Cavalry and Knights 900 AD – 1400 AD
Foot Knights	Dismounted Men at Arms 1300 AD -1500 AD
Infantry	European Heavy Infantry 1300 – 1500 AD
Bidets	Light Infantry 800 AD – 1300 AD
Crossbowmen	Crossbowmen 1000 AD - 1500AD
Archers	Archers 800AD to 1500AD
Handgunners	Handgunners 1385 – 1500 AD
Peasants	Peasants and Pilgrims 800 AD – 1500 AD

English 1330-1450

Troops	See Listing
Knights	Mounted Men at Arms 1350 AD -1500 AD
Hobiliars	Medium Cavalry 1100-1500 AD
Foot Knights	Dismounted Men at Arms 1300 AD -1500 AD
Billmen	European Heavy Infantry 1300 – 1500 AD
Welsh and Irish	Light Infantry 800 AD – 1300 AD
Longbows	English and Welsh Longbow Archers 1300AD - 1500 AD

Note Frequently, Longbows made up 50% of an English army but the normal LOTR rule of "maximum one third missile troops" should be used unless specified in a scenario.

Swiss 1330-1450

Troops	See Listing
Knights	Mounted Men at Arms 1350 AD -1500 AD
Pikes	European Heavy Infantry 1300 – 1500 AD
Halberdiers	European Heavy Infantry 1300 – 1500 AD
Alliance Foot	Light Infantry 800 AD – 1300 AD
Crossbowmen	Crossbowmen 1000 AD - 1500AD
Handgunners	Handgunners 1385 – 1500 AD

Note 20% of Swiss Pikemen and Halberdiers should be upgraded to elite troops. Add 2 points to the cost and increase the Fight value to 4 and Courage to 4. Elite troops can use the Bodyguard rule.

Low Countries 1330-1450

Troops	See Listing
Knights	Mounted Men at Arms 1350 AD -1500 AD
Burghers	European Heavy Cavalry and Knights 900 AD – 1400 AD
Pikes	European Heavy Infantry 1300 – 1500 AD
Halberdiers	European Heavy Infantry 1300 – 1500 AD
Longbows	English and Welsh Longbow Archers 1300AD - 1500 AD
Crossbowmen	Crossbowmen 1000 AD - 1500AD
Handgunners	Handgunners 1385 – 1500 AD

Warriors of the Medieval Period

Mounted Men at Arms 1350 AD -1500 AD   Points Value: 17

	F	S	D	A	W	C
Human	4	3	6	1	1	4
Horse in housing	0	3	5	0	1	3

Men at Arms were highly trained and the best equipped soldiers on the medieval battlefield. Those with title would be actual "Knights" but many more would be paid soldiers in the service of a Knight.

Men at Arms would frequently dismount to fight and would often use a two handed weapon on foot.

Wargear

The base profile includes heavy armour, warhorse with housing, lance and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Shield	*1 pt*
Full Plate Armour	*1 pt*
Two Handed Weapon	*1 pt*

Horse Part Plate Armour   *2 pts (i.e... plus 1 pt)*

Banner   *25 pts**
  *(maximum one per Hero included in same force)

Full Plate Armour upgrades defence value to 7.

Plate horse armour upgrades the defence of the horse to D6

Shield upgrades Defence value to 7 but cannot be used with Two Handed Weapon.

Note Defence Value is a maximum of 7 with or without shield

European Heavy Knight 1200 AD – 1350 AD   Points Value: 16

	F	S	D	A	W	C
Human	4	3	5	1	1	4
Horse in Housing	0	3	5	0	1	3

During this period, armour improved with the introduction of more complete Chainmail and the first items of Plate Armour. Shields changed from Kite designs to Heater shapes.

Men at Arms were highly trained and the best equipped soldiers on the medieval battlefield. Those with title would be actual "Knights" but many more would be paid soldiers in the service of a Knight.

European Knights were typically armed with a lance and a shield.

Horse armour of this period was a padded housing.

Wargear

The base profile includes Part Plate / part Chainmail heavy armour and a sword or single handed axe (hand weapon). Any warrior can be given additional items at the following extra cost:

Lance	*1 pt*
Shield	*1 pt*

A **Shield** upgrades the Defence Value by 1 point**.**

Heavy Cavalry and Knights 900 AD – 1400 AD   Points Value: 14

	F	S	D	A	W	C
Human	4	3	5	1	1	4
Horse	0	3	4	0	1	3

Norman Heavy Cavalry 1000 AD – 1100 AD were typically armed with a lance and a shield.

Frankish Crusader Knights 1100 - 1200 AD were typically armed with a lance and a shield.

oslem cavalry in the Crusades including Mamluks, were equipped with a bow as well as a lance and a shield.

French Sergeants 1200 - 1400 AD were equipped with Shields and either Lances or later Javelins.
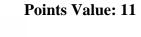
Wargear

The base profile includes Chainmail heavy armour and a sword or single handed axe (hand weapon) and an unarmoured horse. Any warrior can be given additional items at the following extra cost:

Spear	*1 pt*
Throwing Spear or Javelin	*1 pt*
Lance	*1 pt*
Shield	*1 pt*

A **Shield** upgrades the Defence Value by 1 point**.**

Medium Cavalry 1100-1500 AD   Points Value: 11

	F	S	D	A	W	C
Human	3/4+	3	4	1	1	3
Horse	0	3	4	0	1	3

Turcoples were lightly armoured cavalry, usually wearing padded armour on unarmoured horses. Turcoples usually carried shield, bow and lance. (14 points). They could also be armed with Shield and Javelins (13 points).

Hobilars were lightly armoured cavalry, usually wearing padded armour on unarmoured horses. They usually carried a lance. (12 points)

Wargear

The base profile includes light padded armour and a hand weapon (sword or mace) and an unarmoured horse. Any warrior can be given additional items at the following extra cost:

Heavy armour	*1pt*
Throwing Spear or Javelin	*1 pt*
Shield	*1 pt*
Lance	*1 pt*
Banner	*25 pts**

*(maximum one per Hero included in same force)

Heavy Armour (chain mail or partial plate) increases the Defence Value to 5.

A **Shield** upgrades the Defence Value by 1 point**.**

Horse Archers 800-1500 AD — Points Value: 10

	F	S	D	A	W	C
Human	3/4+	3	4	1	1	3
Horse	0	3	4	0	1	3

Unarmoured horse archers were used by many nations. They had no armour and carried a bow. (11 points)

Other light cavalry carried javelins and shields. (12 points)

Wargear

The base profile includes no armour and a hand weapon (sword or mace) and an unarmoured horse. Any warrior can be given additional items at the following extra cost:

Shield   *1 pt*

Padded Armour (D5)	*1pt*
Bow	*1 pt*
Throwing Spear or Javelin	*1 pt*
Lance	*1 pt*
Banner	*25 pts**

  *(maximum one per Hero included in same force)

Padded Armour increases the Defence Value to 5.

A **Shield** upgrades the Defence Value by 1 point**.**

Viking Berserkers 800 AD – 1200 AD — Points Value: 14

	F	S	D	A	W	C
Human	4	3	5	2	1	5

Viking Berserkers were elite warriors who became frenzied and attacked the nearest enemy.

Wargear

The base profile includes no armour and either two swords or a two handed axe:

Special Rule

Berserkers will always attack the nearest enemy unit within 12". If no enemy is within 12" they behave normally.

Dismounted Men at Arms 1300 AD -1500 AD   Points Value: 10

	F	**S**	**D**	**A**	**W**	**C**
Human	4	3	6	1	1	4

Men at Arms were among the best equipped troops. They often fought on foot with two handed weapons and no shield or with a shield and single handed weapons such as maces or swords.

A variety of two handed weapons including axes, hammers and picks were used.

Wargear
The base profile includes heavy armour and a hand weapon (sword or mace). Any warrior can be given additional items at the following extra cost:

Shield	*1 pt*

Full Plate Armour	*1 pt*
Spear	*1pt*
Two Handed Weapon	*1 pt*

Banner	*25 pts**

  *(maximum one per Hero included in same force)

Heavy Armour upgrades defence value to 7.

Shield upgrades Defence value to 7 but cannot be used with Two Handed Weapon.

Note Defence Value is a maximum of 7 with or without shield

European Heavy Infantry 800 AD – 1300 AD   Points Value: 8

	F	**S**	**D**	**A**	**W**	**C**
Human	4	3	5	1	1	4

Until 1300 AD, heavily armoured infantry were usually elite troops.

Viking and Saxon Huscarls were typically armed with a two handed axe and a shield (11 points).

Norman Heavy Infantry were typically armed with a thrusting spear and a shield (11 points).

Frankish Crusader Infantry were typically armed with a thrusting spear and a shield (11 points).

Wargear
The base profile includes Chainmail heavy armour and a sword or single handed axe (hand weapon). Any warrior can be given additional items at the following extra cost:

Spear	*1 pt*
Two Handed Axe or Sword	*1 pt*
Shield	*1 pt*

Banner	*25 pts**

  *(maximum one per Hero included in same force)

A **Shield** upgrades the Defence Value by 1 point**.**

European Heavy Infantry 1300 – 1500 AD   Points Value: 6

	F	S	D	A	W	C
Human	3	3	4	1	1	3

The bulk of medieval armies used infantry armed with spear, two handed weapons or Halberds. (7 points or 8 with heavy armour)

Swiss, Scottish and Low Countries armies had Long Spears or Pikes. (7 points or 8 with heavy armour)

Wargear
The base profile includes light armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Spear	*1 pt*
Pike	*1 pt*

Halberd	*1 pt*
Two Handed Weapon	*1 pt*
Heavy Armour	*1 pt*
Shield	*1 pt*
Horse	*6 pts*
Banner	25 pts*

 *(maximum one per Hero included in same force)

Heavy Armour upgrades Defence Value to 5.

Shield upgrades Defence value by 1 but has restricted use with Pike, Halberd or Two Handed Weapon. These warriors only count the shield against missile fire, not in hand to hand combat.

Light Infantry 800 AD – 1300 AD   Points Value: 5

	F	S	D	A	W	C
Human	3	3	4	1	1	3

Viking Bondi were typically armed with a thrusting spear and a shield (8 points). Some would have had Chainmail Heavy armour (9 points).

Saxon Fryd were typically armed with a thrusting spear and a shield. Some would have had Chainmail Heavy armour (9 points).

Bidowers were typically unarmoured with javelins and a shield (7 points).

Irish Kerns were typically unarmoured with javelins and a shield (7 points).

Scottish Ribaulds were typically unarmoured with a thrusting spear and a shield (7 points).

Welsh Infantry were typically unarmoured with a thrusting spear and a shield (7 points).

Wargear
The base profile includes no armour and a sword or single handed axe (hand weapon). Any warrior can be given additional items at the following extra cost:

Light Armour	*1 pt*
Heavy Armour	*2 pts*
Spear	*1 pt*
Throwing Spear or Javelin	*1 pt*
Shield	*1 pt*

A **Shield** upgrades the Defence Value by 1 point.

Light Armour upgrades Defence Value to by 1 point.

Heavy Armour upgrades Defence Value to by 2 points.

Peasants and Pilgrims 800 AD – 1500 AD   Points Value: 3

	F	S	D	A	W	C
Human	2/5+	3	3	1	1	2

Many medieval armies included a huge quantity of peasants pressed into service. Many would have a simple farm implement which is counted as a two handed weapon.

During the Crusades, lightly armed Pilgrims often accompanied armies. These were often rmed with slings or staff slings.

Wargear

The base profile includes no armour and a sword or single handed axe (hand weapon). Any warrior can be given additional items at the following extra cost:

Two handed weapon	**1pt**
Spear	1 pt
Throwing Spear or Javelin	1 pt
Sling	1 pt
Staff Sling	1 pt

English and Welsh Longbow Archers 1300AD - 1500 AD   Points Value: 10

	F	S	D	A	W	C
Human	4/3+	3	4	1**	1	3

The Longbow was one of the most significant weapons of the medieval period. However, it was the combination of the powerful weapon with years of training that made the English and Welsh archers devastating on the battlefield. English medieval armies often included 50% archers.

English and Welsh archers often carried a Maul (two handed hammer) for fixing stakes or for hand to hand combat.

Welsh and English archers also served as mercenaries in other armies, notably Burgundy. Other nations can have longbows as a weapon but do not benefit from the Two Shots rule.

Archers can ride horses but do not train to shoot from horseback. Generally the horses are simply used to enable rapid movement and the archers dismount to fight. When shooting from horseback, they hit on 5+.

Wargear

The base profile includes a longbow, light armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Heavy Armour	*1pt*
Stakes	1 pt
Maul or Hammer (2HW)	1 pt
Horse	6 pts

Heavy Armour (chain mail or partial plate) adds 1 point to the Defence value making 5

Special Rules

**Two Shots. English and Welsh archers were highly trained. When operating from behind a prepared defensive position of pits or stakes, they can fire two shots per round. Two shots mean that they cannot move and shoot.

Prepared Defences – English and Welsh archers carry stakes to prepare a defensive position. These take three full turns to prepare. During the preparation phase, the archers cannot move or fire. Once laid, stakes form a linear obstacle to cavalry and attacking infantry. Defending infantry and archers can move through stakes unimpeded. If stakes are not available, small circular pits can be dug in front of the archers. This also takes three full turns to prepare but simply acts as difficult ground 2" wide for attacker and defender.

Archers 800AD to 1500AD   Points Value: 6

	F	S	D	A	W	C
Human	3/4+	3	3	1	1	3

Most armies up until 1300 had many warriors with standard bows.

After 1300, Peasant militias would often be armed with a standard bow.

Other nations with longbows as a weapon do not benefit from the special rules for English and Welsh.

Irish archers had no armour and standard bows.

Archers can ride horses but do not train to shoot from horseback. Generally the horses are simply used to enable rapid movement and the archers dismount to fight. When shooting from horseback, they hit on 6.

A **Bow** has a Missile Strength of 2 and a range of 18".
A **Longbow** has a Missile Strength of 3 and a range of 24".
Both use 50% of the movement allowance. Therefore an archer can move 3" and shoot in the same turn.

Wargear
The base profile includes no armour, hand weapon and a standard bow. Any warrior can be given additional items at the following extra cost:
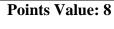
Longbow	*2 pts (i.e….plus 1 pt)*
Shield	*1 pt*
Light Armour	*1 pt*
Heavy Armour	*2 ps*
Horse	*6 pts*

Light Armour makes the Defence Value 4

Heavy Armour (chain mail or partial plate) increases the Defence Value to 5.

Shield upgrades Defence value by 1. Warriors only count the Shield when not using the missile weapon, i.e. in Hand to Hand Combat.

Crossbowmen 1000 AD - 1500AD   Points Value: 8

	F	S	D	A	W	C
Human	3/4+	3	4	1	1	3

Crossbows were an important part of continental armies. English and Welsh armies had virtually none.

In some armies Crossbowmen were equipped with a Pavise. This is a large portable heavy shield which can shelter a man.

Crossbowmen can ride horses but do not train to shoot from horseback. Generally the horses are simply used to enable rapid movement and the soldiers dismount to fight. When shooting from horseback, they hit on 6.

A **Crossbow** has a Missile Strength of 4 and a range of 24" but uses the full movement allowance. Therefore a crossbowman cannot move and shoot in the same turn.

Wargear
The base profile includes a crossbow (value 2 pts), light armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Heavy Armour	*1 pt*
Pavise	*2 pts*
Horse	*6 pts*

Pavise. A Pavise is a very large shield. It can be carried by one man at normal but he cannot shoot whilst carrying it. When firing from behind the Pavise treat the soldier as if he was behind cover.

Heavy Armour upgrades defence value to 5.

Staff Slingers 800 AD – 1300 AD   Points Value: 6

	F	S	D	A	W	C
Human	3/4+	3	3	1	1	3

Staff Slings are simply a sling mounted on a long pole. They were a Roman weapon which remained in use with Byzantine and Spanish armies and peasant militias throughout the medieval period.

Staff slings were also used to launch incendiary Naptha Grenades.

A **Staff Sling** has a Missile Strength of 3 and a range of 30" and uses 50% of the movement allowance. Therefore a staff slinger can move 3" and shoot in the same turn. When launching incendiary Naphtha grenades, the full movement allowance is required.

Wargear

The base profile includes a staff sling (value 1 pts), no armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Light Armour	*1 pt*
Naptha Grenades	*1 pt each*

Light Armour upgrades defence value to 4.

Naphtha Grenades – Naphtha grenades are petrol bombs. They have an explosive area effect of 2" radius. Everyone in the explosion zone takes a Strength 5 hit.

Dangerous Weapon - On a roll of 1 during the shoot phase the grenade explodes as it is being launched killing the slinger and wounding anybody in a 1" radius.

Slingers 800 AD – 1300 AD   Points Value: 6

	F	S	D	A	W	C
Human	3/4+	3	3	1	1	3

Slings were widely used in the Dark Ages and early medieval armies. They remained in use by Spanish armies and peasant militias throughout the medieval period.

A **Sling** has a Missile Strength of 2 and a range of 24" and uses 50% of the movement allowance. Therefore a slinger can move 3" and shoot in the same turn.

Wargear

The base profile includes a sling (value 1 pt), no armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Light Armour	*1 pt*
Shield	*1 pt*

Shield upgrades Defence value by 1.

Light Armour upgrades defence value to 4.

Handgunners 1385 – 1500 AD   Points Value: 7

	F	S	D	A	W	C
Human	3/4+	3	4	1	1	3

Handguns were cheap weapons in the sense that they cost little and troops were very quickly trained. However until the late 15th Century they had a very short range and long reloading time.

In some armies handgunners were equipped with a Pavise. This is a large portable heavy shield which can shelter a man. Handgunners were sometimes mounted. When shooting from horseback, they hit on 6.

A **Handgun** has a Missile Strength of 4 and a range of 16" but uses the full movement allowance of two turns to reload and shoot. Handguns are a "dangerous weapon" – see special rules.

The easiest way to play handgunners is to have two sets of colours e.g. trouser colouring. In even turns, blue soldiers fire and in odd turns, red soldiers fire. Alternatively, half of the figures can have a rock on the base.

Wargear

The base profile includes a handgun (value 1 pt), light armour and a sword (hand weapon). Any warrior can be given additional items at the following extra cost:

Heavy Armour	*1 pt*
Pavise	*1 pt*
Horse	*6 pts*

Pavise. A Pavise is a very large shield. It can be carried by one man at normal but he cannot shoot whilst carrying it. When firing from behind the Pavise treat the soldier as if he was behind cover.

Heavy Armour upgrades defence value to 5.

Dangerous Weapon – On a roll of 1 during the shoot phase the gun explodes as it is being fired. Roll to wound as an S4 strike on the gunner.

Captains and Heroes

Here are some examples to start. Use the appendix to build further characters. Each hero should be given a name and the figure should have a distinctive identity.

Viking Chieftain   Points 55
¾ Chainmail Hauberk, Sword, Shield

	F	S	D	A	W	C	Might	Will	Fate
Human 4/4+	4	7	2	2	4	2	1	1	

Crusader Knight circa 1200 AD   Points 70
3/4 Chainmail Armour, Sword, Shield, Lance, Horse without Armour

	F	S	D	A	W	C	Might	Will	Fate
Human 4/--	4	7	2	2	4	2	1	1	
Horse	0	3	4	0	1	3			

Moslem "Knight" circa 1200 AD   Points 75
3/4 Chainmail Armour, Sword, Bow, Shield, Lance, Horse without Armour

	F	S	D	A	W	C	Might	Will	Fate
Human 4/--	4	7	2	2	4	2	1	1	
Horse	0	3	4	0	1	3			

European Knight circa 1300   AD   Points 80
¾ Plate Armour, Sword, Shield, Lance, Horse with Housing

	F	S	D	A	W	C	Might	Will	Fate
Human 4/--	4	8	2	2	4	2	1	1	
Horse & Housing	0	3	5	0	1	3			

European Knight circa 1450   AD   Points 90
15th C Plate Armour, Sword, Lance, Horse with Plate Armour, additional Two Handed Weapon for fighting when dismounted.

	F	S	D	A	W	C	Might	Will	Fate
Human 4/--	4	8	2	2	4	2	1	1	
Horse in Plate	0	3	6	0	1	3			

Appendix 1 - Army Builder

1. Building Heroes, Captains and Knights

From the base score, weapons and armour are added. Further modification of Fight, Might, Will and Fate values is also possible.

Base Statistics for Hero, Captain or Knight   Points Cost 40

	F	S	D	A	W	C	Might	Will	Fate
Human	4/4+	4	4	2	2	4	2	1	1

Defence Value	Armour Description	Points Cost
D5	Leather or Padded Armour	5
D6	¾ Chainmail Hauberk	10
D7	¾ Plate armour or Full Chainmail	15
D8	Full 15th C Plate Armour	20
D+1	Shield	5

Note – Maximum Defence Value is 8 with or without shield.

Weapons and Equipment	Points Cost
Side arm - Sword or Axe or Mace	Free
Thrusting Spear	5
Lance	5
Two Handed Axe or Two Handed Sword	5
Pike	5
Halberd	5
Bow	5
Staff Sling	5
Sling	5
Handgun (circa 1450)	5
Javelins or Light Throwing Spears	5 (1 point for unlimited supply)
Longbow	10
Crossbow	10
Horse, D4 Unarmoured	10
Horse, D5 in Padded Housing	15
Horse, D6 with Plate Armour	20

Extra Might, Will and Fate

Might is used to influence dice rolls in Shooting and Combat. **Will** is used to defend against magic and can be used to influence Courage Tests. **Fate** is used to recover wounds. To keep things sensible, the total of Might, Will and Fate points should be between 4 and 7. See LOTR Rulebook for detailed explanations.

Upgrade Might from 2 to 3	5 points
Upgrade Might from 3 to 4	5 Points
Upgrade Will from 2 to 3	5 points
Upgrade Fate from 2 to 3	5 points

Modified Fight Values

Reduce F (shoot) value to 5+	Subtract 5 points.
Upgrade F (shoot) value to 3+	5 points.
Upgrade F (combat) value 4 to 5	5 points.
Upgrade F (combat) value 5 to 6	10 points.

2. Building Soldiers

Standard or Elite

In most cases, 80% of soldiers will be standard warriors. Up to 20% of the field army may be classed as elite warriors. Some scenarios may involve a small group of Elite warriors facing a numerically superior enemy.

Base Statistics

Three classes of warrior are proposed. When converting troop types from other rules systems A and B troops are elite, C are standard warriors and D are peasants.

Elite warrior – Points Cost = 8

	F	S	D	A	W	C
Human	4/3+	3	3	1	1	4

Elite Warriors also can make use of the Bodyguard rule.

Standard warrior – Points Cost = 5

	F	S	D	A	W	C
Human	3/4+	3	3	1	1	3

Peasant, Slave or Pilgrim warrior – Points Cost = 4

	F	S	D	A	W	C
Human	2/5+	3	3	1	1	2

From this base score, weapons and armour are added.

Armour

Defence Value	Description	Points Cost
D4	Leather or Padded Armour	1
D5	¾ Chainmail Hauberk	2
D6	¾ Plate armour or Full Chainmail	3
D7	Full 15th C Plate Armour	4
D+1	Shield	1

Note – Maximum Defence Value is 7 with or without shield.

Weapons

Description	Points Cost
Side arm - Sword or Axe or Mace	Free
Improvised Peasant Weapon	Free
Thrusting Spear	1
Two Handed Axe or Two Handed Sword	1
Pike	1
Lance	1
Halberd	1
Bow	1
Staff Sling	1
Sling	1
Handgun (circa 1450)	1
Javelins or Light Throwing Spears	1 (1 point for unlimited supply)
Longbow	2
Crossbow	2
Grenade	2 pts each
Horse, D4 Unarmoured	5
Horse, D5 in Padded Housing	7
Horse, D6 with Plate Armour	9