

LEGENDS of the FEUDAL TIMES

**Lords, knights
and
men-at-arms
in the time of
Plantagenet and Capetian kings**



Legends of the Old West Variant

Legends of the Feudal Times

Rules

Legends of the Feudal Times is a skirmish ruleset in the feudal times (12th-13th centuries). It uses the mechanisms of Mark Latham's ruleset *Legends of the Old West* from Warhammer Historical. You need to have *Legends of the Old West* or *Legends of the High Seas* booklet in order to play.

This variant was originally published in the issue #104 of the french magazine *Vae Victis*.



<http://vaevictis.histoireetcollections.com/publication/2811/vaevictis-104-mai-2012.html>

CHARACTERISTICS

Main Characteristics

In *Legends of the Feudal Times*, the fighters have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics.

Each model is defined by the same set of characteristics than *Legends of the Old West*:

Fighting, Shooting, Strength, Grit, Wounds, Attacks and *Pluck*.

Other Characteristics

To represent their inspirational presence and pious ability to cheat death, Heroes have two extra characteristics on their profile that set them apart from other fighters – Power (PO) and Faith (FA). Power is LotOW's Fame and Faith is LotOW's Fortune.

FIGHTING PHASE

The fighting phase is the core of *Legends of the Feudal Times* so I decided to modify it in order to make it more important. This phase replaces the one of *Legends of the Old West*

Who can fight?

Any model at a distance one inch (2.5cm) or less from an enemy model is considered as engaged in a hand to hand fight.

The player who has the drop / Initiative decides the order of the fights. There is no facing for a model for the model is thrusting, slashing and parrying in movement. The models in a close combat cannot use weapons during the Shooting phase.

All the attacks and parries are simultaneous. A model attacking an enemy model already in a close combat gains an additional attack during his first round of Fighting.

If a model is fighting against several enemy models, he can decide the model or the models (if he has more than one attack) that he attacks.

Fighting on elevated positions

In some situations like fighting in a staircase, a model may have a benefit from a higher position. So a model on a terrain piece that is higher than an enemy model gains an additional attack.

Charge and counter-charge

A rider equipped with a lance can declare a charge against an enemy rider or footman at a distance of at least half of its movement. Half of this charge move must be in straight line. If the enemy model is also a rider with lance who has not moved yet, he can declare a counter-charge if the distance is greater than half of its opponent movement. Both opponents meet at half of the distance between them.

If during the charge, the rider moved more than half of his movement he gains a +1 in Strength and can throw his opponent out of his saddle. If he used his whole movement, he gains +2.

If it is charge/counter-charge, each opponent gains a +1 in Strength regardless of the distance.

Hit his opponent

Each player checks the number of attacks for each model involved in the close combat. If a model carries a shield, he has a parry that may negate a successful hit. A D6 is rolled for every attack and/or parry. It is helpful to use dices of different colours for attacks and parry.

An attack or a parry is a success if the D6 result is greater or equal to the Fighting value of the model. Only the successful rolls are taken into account and they are compared to the ones of the opposite player.

A successful parry negates an opponent's successful attack. A successful attack cancels an opponent's successful attack the remaining successful attacks are compared and the player with the greater number wins the close combat otherwise it is a draw.

All the remaining successful attacks are considered as a 'Hit' that can wound the enemy model.

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Example:

*A knight with three attacks and one parry (shield) is opposed to a serjeant with two attacks and one parry (shield). The knight **Fighting** value is 4+; he rolls 2, 4 and 5 for the attacks and 3 for the parry. The serjeant **Fighting** value is 5+ and rolls 3 and 5 for the attacks, 6 for the parry.*

So the knight has two successful attacks while the serjeant has one successful attack and one successful parry. The serjeant parry negates one of the knight's attacks. Each opponent has the same number of successful attack remaining so it is a draw. If the knight's parry roll had been successful it would have negated the serjeant attack and the knight would have won the close combat with one Hit.

Win the combat

The model that wins the close combat can push the enemy model(s) away to 1" (2.5cm). If the model pushed away is in a staircase, it has to roll a D6. On 1, 2 or 3, it stumbles and falls down to the bottom of the stairs with a concussion.

Blocked

A model that loses his close combat and cannot retreat because of a terrain piece or because it is surrounded by at least three enemy models suffers the double amount of Hits. If the model is close to a wall/roof/cliff edge he may decide to stay and suffer a double amount of Hits or fall down. In this case he suffers one Strength 3 Hit for each inch of the falling height.

Knocked to the ground

If a rider wins a close combat against a footman, the defeated model is knocked to the ground regardless of any wound he may have suffered.

Wounds

A model that wins a close combat can attempt to wound the enemy model rolling a D6 for each successful hit.

Ransom

At the beginning of a close combat that includes a baron/lord/knight from each side, one of the players feeling that the model is in a pretty bad situation can shout "Ransom".

His opponent can refuse answering "Death" and the close combat takes place normally. If the opponent decides to accept answering "Ransom" the close combat is ended this way: the model has to be escorted (on foot) by the enemy baron/lord/knight or at least two henchmen up to one of the table edges controlled by his opponent. The prisoner and the guards use the guard's movement and have their bases have to be in contact. If the guards are attacked (shooting or fighting) the prisoner can try to escape (but he cannot ask for mercy anymore during the game).

At the end of the game, the player shall pay the ransom 6+1D6 Pounds for a knight or 6+2D6 Pounds for a

lord/baron. If the player does not have enough money, the character stays a prisoner and cannot play the next scenario (until the ransom is paid).

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ARMOURY

Hand weapons	Range	Strength	Special rules	Cost
Fists	Close combat	Model -1		-
Dagger	Close combat	Model -1	-	1
Mace, Flail, etc.	Close combat	Model	<i>Concussion</i>	2
Axe	Close combat	Model	-	2
Sword	Close combat	Model	-	2
Falchion	Close combat	Model + 1	-	4
Two-handed sword	Close combat	Model +1	<i>2-Handed weapon, Cumbersome</i>	4
Battle axe				
Spear	Close combat	Model	<i>Support</i>	4
Pike	Close combat	Model +1	<i>2-Handed weapon, Support, Cumbersome</i>	5
Polearm	Close combat	Model +1	<i>2-Handed weapon, Support, Thrown rider</i>	7
Lance	Close combat	Model +1 or 2	<i>Charge only, Thrown rider</i>	7

Shooting weapons	Range	Strength	Special rules	Cost
Stone	Strength x 2"	Model-1	<i>Concussion</i>	-
Sling	12" / 30 cm	Model-1	<i>Concussion, Reduced movement</i>	2
Javelin	Strength x 2 "	Model	<i>Reduced movement</i>	3
Bow	20" / 50 cm	3		6
Crossbow	24" / 60 cm	4	<i>Shooting or Moving</i>	8

Armour	Special rules	Cost
Shield	A model using a shield gains a parry in close combat. It also requires a "in the way" test at 4+ during the opponent Shooting phase.	2
Light Armour (gambeson/hauberk)	A model wearing a Light Armour gains a +1 in Grit	4
Heavy Armour (Full chainmail)	A model wearing a Heavy Armour gains a +2 in Grit. However there is a -1 to all the Jumping, Climbing and Thrown rider rolls. The movement is reduced by 1" (2.5cm). No shooting weapons can be used.	8
Barding	A horse with a Barding gains a +1 in Grit. However there is a -1 to all the Jumping rolls. The movement is reduced by 2" (5cm)	4

Special rules	
<i>Standard</i>	Every model at 3" (7.5cm) or less may re-roll one die during a close combat. If the bearer is put out-of-action, the banner can be picked up by a friendly model later. Otherwise at the end of the game a D6 is rolled: 1-3 Banner is lost and 4-6 Banner is found.
<i>Concussion</i>	Any successful hit puts the opponent unconscious on a '6' even if the warrior isn't wounded.
<i>Cumbersome</i>	There is a -1 to all the 'to hit' rolls
<i>2-Handed weapon</i>	A 2-Handed weapon forbids the use of a shield in a close combat
<i>Support</i>	A model equipped with a support weapon can fight behind a friendly model already in a close combat. The friendly model gains an additional attack.
<i>Thrown rider</i>	On a successful 'to hit' roll by an enemy model the rider must test for Thrown rider.
<i>Moving or Shooting</i>	The model cannot move and shoot during the same turn. However rotate the model or put the model back on his feet is allowed.
<i>Reduced movement</i>	The model may use only half of his movement if he wants to shoot with a weapon during the same turn.
<i>Charge only</i>	The gain of '+1' in Strength and the Thrown rider rules are only activated if a cavalry charge is performed i.e. At least half of the movement in straight line. The gain is '+2' if the full movement is used.

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EXPERIENCE

The experience follows the basic rules of *Legends of the Old West* but the upgrades and skills charts are different!

UPGRADES

2D6	Heroes	1D6	Henchmen
2-4	Roll for a new skill	1	+1 Strength <i>or</i> +1 Grit
5	-1 Shooting <i>or</i> -1 Fighting	2	-1 Shooting <i>or</i> +1 Wound
6	-1 Fighting	3	+1 Attack
7	+1 Attack <i>or</i> +1 Strength	4	-1 Fighting
8	+1 Grit	5	+1 Pluck
9	+1 Wound	6	Becomes a hero
10	+1 Pluck		
11	+1 Power <i>or</i> +1 Faith		
12	Choose any new skill		

SKILLS

1D6	Moving Skills
1	Expert rider May re-roll any Thrown Rider test
2	Nimble May re-roll any Passing over and Climbing dice roll
3	Stealthy May not be targeted or charged if 6" away from an enemy model
4	Fast May move 1D6" in the Firing phase if not firing or fighting
5	Dodge May ignore any firing wound if he scores a 6 on a D6.
6	Ranger Ignore difficult terrain penalty

1D6	Fighting Skills
1	Experienced fighter Wins any draw in close combat. The results are the same (Pushing away, Thrown rider, Knocked to the ground) but no wound can be inflicted.
2	Colossus Cancel the Cumbersome penalty of a weapon.
3	Furious This fighter gains an additional attack for the turn when he initiates a close combat. This attack can be cancelled if one or more enemy models joined the close combat later in the same turn.
4	Vicious This fighter surprises his opponents with tricks and vicious attacks. Every time he rolls a 6 in a close combat, he immediately gains an additional attack.
5	Sword Master This fighter masters the swordplay. When he uses a sword in a close combat he may re-roll one 'to Hit' die if the result is '1'. The result of the re-roll must be kept.
6	Powerful This fighter hits so hard that the armour is useless. He never has to roll more than 4+ to wound an opponent in close combat regardless of his opponent's Grit.

1D6	Firing Skills
1	Sharpshooter Add +1 when firing at someone
2	Fast shooter If the model owns a loaded flintlock pistol, it may fire once if charged in a close combat
3	Seasoned crossbowman The model may re-roll to hit dice if he uses a crossbow
4	Deadeye Add +1 to any wound roll in firing phase.
5	Trick reloader May reload a weapon while moving
6	Expert bowman May fire twice in the same shooting phase if the model owns a bow

1D6	General Skills
1	True Grit May re-roll the first Pluck test
2	Seasoned warrior If an enemy hero at less than 6" (15cm) performs an Heroic action, he can immediately do the same type of action without spending a Power point. This skill does not work if the model is engaged in a close combat.
3	Faithful Before a game, the model tests his Pluck. If he passes he gains one extra point of Faith for this game.
4	Repartee Opponent must pass a Pluck test in order to wound the model
5	Wealthy Extra Income 1D6 Pounds
6	Fearsome Reputation Opponent must pass a Pluck test to charge the model

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Warbands

A warband is divided in two categories, the Heroes and the Henchmen. Each model has a basic cost then you add the equipment is using. The standard amount for a classic game is about 250 to 300 Pounds.

French Lord and his retinue

This warband is led by a lord loyal to the king of France. The maximum size of the warband is 25 Models.

Preferred skills: Fighting, General and Shooting

Heroes

All the Heroes have a horse without barding. The horse cost is 10 Pounds.

Lord (1)

Cost: 36 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
4+	4+	3	4	2	2	4	2	1

Knight (0-1)

Cost: 24 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
5+	4+	3	4	2	1	4	0	1

Mounted Serjeants (0-2)

Cost: 20 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
5+	4+	3	3	1	1	3	1	0

Heroes Equipment	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Lance	7
Shield	2
Light Armour	4
Heavy Armour	8
Barding (*)	4
Lord 's banner	12

(*) Lord and knight only

Henchmen

Serjeants (0-5)

Cost: 10 Pounds

Sh	Fi	S	G	A	W	P
5+	5+	3	3	1	1	3

Men-at-arms (0-6)

Cost: 7 Pounds

Sh	Fi	S	G	A	W	P
6+	5+	3	3	1	1	3

Crossbowmen (0-6)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	2

Bowmen (0-4)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	2

Serfs

Cost: 3 Pounds

Sh	Fi	S	G	A	W	P
6+	6+	3	3	1	1	2

Equipment Henchmen	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Spear/Pike	5
Polearm	7
Sling	2
Crossbow	8
Bow	6
Javelin	3
Shield	2
Light Armour	4
Heavy Armour(*)	8

(*) Serjeants only

English baron and his retinue

This warband is led by a English baron. The maximum size of the warband is 25 Models.

Preferred skills: Fighting, General and Shooting

Heroes

All the Heroes have a horse without barding. The horse cost is 10 Pounds.

Baron (1)

Cost: 36 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
4+	4+	3	4	2	2	4	2	1

Knight (0-1)

Cost: 24 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
5+	4+	3	4	2	1	4	0	1

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Mounted Serjeants (0-2)

Cost: 20 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
5+	4+	3	3	1	1	3	1	0

Heroes Equipment	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Lance	7
Shield	2
Light Armour	4
Heavy Armour	8
Barding (*)	4
Baron's banner	12

(*) Baron and knight only

Henchmen

Serjeants (0-4)

Cost: 10 Pounds

Sh	Fi	S	G	A	W	P
5+	5+	3	3	1	1	3

Men-at-arms (0-8)

Cost: 7 Pounds

Sh	Fi	S	G	A	W	P
6+	5+	3	3	1	1	3

Crossbowmen (0-4)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	2

Bowmen (0-6)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	2

Serfs

Cost: 3 Pounds

Sh	Fi	S	G	A	W	P
6+	6+	3	3	1	1	2

Equipment Henchmen	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Spear/Pike	5
Polearm	7
Sling	2
Crossbow	8
Bow	6
Javelin	3

Shield	2
Light Armour	4
Heavy Armour(*)	8

(*) Serjeants only

Routiers, escorcheurs and brigands

This is a warband of mercenaries commanded by a captain that plunders the countryside. The maximum size of the warband is 25 Models. This warband follows the special rule "Life is cheap".

Preferred skills: Fighting, Shooting and Moving

Heroes

All the Heroes have a horse without barding. The horse cost is 10 Pounds.

Captain (1)

Cost: 36 Pounds

Sh	Fi	S	G	A	W	P	PA	FA
4+	4+	3	4	2	2	4	2	1

Escorcheurs (0-3)

Cost: 26 Pounds

Sh	Fi	S	G	A	W	P	PA	FA
5+	4+	3	4	1	1	3	1	0

Heroes Equipment	Cost
One handed weapons	2
Falchion, 2-Handed weapon	4
Lance (*)	7
Shield	2
Light Armour	4
Heavy Armour	8
Barding (*)	4

(*) Captain only

Henchmen

Routiers (0-4)

Cost: 12 Pounds

Sh	Fi	S	G	A	W	P
5+	5+	3	4	1	1	3

Brigands (0-8)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
6+	5+	3	3	1	1	2

Crossbowmen (0-6)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	2

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Bowmen (0-8)

Cost: 5 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	2

Villains

Cost: 3 Pounds

Sh	Fi	S	G	A	W	P
6+	6+	3	3	1	1	2

Equipment Henchmen	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Spear/Pike	5
Polearm	7
Sling	2
Javelin	3
Crossbow	8
Bow	6
Shield	2
Light Armour	4
Heavy Armour(*)	8

(*) routiers only

Religious military order

This warband is a religious military order like the Hospitaller or the Templar. The maximum size of the warband is 25 models.

Preferred skills: General, Fighting and Moving

Heroes

All the Heroes have a horse without barding. The horse cost is 10 Pounds.

Brother Commander (1)

Cost: 36 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
4+	4+	3	4	2	2	4	1	2

Brother Knight (0-1)

Cost: 24 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
5+	4+	3	4	2	1	4	0	1

Brother serjeant (0-3)

Cost: 20 Pounds

Sh	Fi	S	G	A	W	P	PO	FA
5+	4+	3	4	1	1	3	0	1

Heroes Equipment	Cost
One handed weapons	2
Falchion, 2-Handed weapon	4
Lance	7
Shield	2
Light Armour	4
Heavy Armour	8
Barding	4
Order standard	12

Henchmen

Men-at-arms (0-8)

Cost: 7 Pounds

Sh	Fi	S	G	A	W	P
6+	5+	3	3	1	1	3

Crossbowmen (0-8)

Cost: 7 Pounds

Sh	Fi	S	G	A	W	P
5+	6+	3	3	1	1	3

Peasants

Cost: 3 Pounds

Sh	Fi	S	G	A	W	P
6+	6+	3	3	1	1	2

Equipment Henchmen	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Spear/Pike	5
Polearm	7
Sling	2
Crossbow	8
Shield	4
Light Armour	4

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Hiremen

Bishop's envoy

Recruiting fee: 24 Pounds – **Retainer:** 10 Pounds

The bishop's envoy is here to support the defenders of the Holy Roman Church. He will hunt down the heretics and will punish the sinners.

Sh	Fi	S	G	A	W	P	PO	FA
6+	6+	2	3	1	1	5	0	3

Special rules:

- *Holy writings:* During the Moving phase the Bishop's envoy may recite an extract of Holy writings to an enemy model within 8" (20cm). On a result of 4+, the enemy model loses one point of Pluck for the game.
- *The Lord's word:* During the Moving phase the Bishop's envoy can spur the friendly models within 4" (10cm) to action. On a result of 4+, the models will automatically pass their next Pluck test.
- *The Bishop's envoy cannot be hired by warbands of routiers.*
- *The Bishop's envoy adds 15 points to the Infamy rating.*

Equipment	Cost
Club	2
Mule / Donkey	8

Weapons Master

Recruiting fee: 28 Pounds – **Retainer:** 13 Pounds

This former serjeant is a seasoned warrior who fought on numerous battlefields. He follows his own path but sometimes he joins a warband for a campaign.

Sh	Fi	S	G	A	W	P	PA	FA
4+	4+	4	4	2	2	4	1	1

Special rules:

- *Mockery:* During the Moving phase the Weapons Master may support his companions by mocking his opponents. On a result of 4+, all the friendly models at less than 4" (10cm) will automatically pass their next morale test this turn.
- *The Weapons Master adds 15 points to the Infamy rating.*

Equipment	Cost
Dagger	1
One handed weapons	2
Falchion, 2-Handed weapon	4
Crossbow	8
Shield	2
Light Armour	4
Heavy Armour	8
Horse	10

Minstrel

Recruiting fee: 20 Pounds – **Retainer:** 8 Pounds

The minstrel supports his fellows playing lively music and singing heroic poems.

Sh	Fi	S	G	A	W	P	PO	FA
5+	5+	3	3	1	1	4	0	1

Special rules:

- *Support:* Once a game the Minstrel may play a supporting tune during the Moving phase. Each friendly model in a 6" radius (15cm) can move with him as long as he ends his movement at less than 6" (15cm) of the musician.
- *Bravery:* When the Minstrel plays music during the Fighting phase, every friendly model in a 6" radius (15cm) will have a special save of 5+. The Minstrel stops playing music if someone shoots at him or if he is involved in a hand o hand fight.
- *The Minstrel cannot be hired by a religious warband.*
- *The Minstrel adds 7 points to the Infamy rating.*

Equipment	Cost
Dagger	1
One handed weapons	2
Crossbow	8
Shield	4
Light Armour	4

Welsh bowman

Recruiting fee: 24 Pounds – **Retainer:** 10 Pounds

This welsh forester has been trained to use a long bow. He followed English barons and knights in their armies.

Sh	Fi	S	G	A	W	P	PA	FA
4+	5+	4	3	1	2	4	1	0

Special rules:

- *Long Bow:* It has a range of 24" (60cm) and a Strength of 4. It follows the *Reduced Moving* rule
- *The Welsh bowman can be recruited by the warband of an English baron or Routiers.*
- *The Welsh bowman adds 15 points to the Infamy rating.*

Equipment	Cost
Dagger	1
One handed weapons	2
Long Bow	8
Light Armour	4

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Healer

Recruiting fee: 16 Pounds – **Retainer:** 6 Pounds

The Healer knows the secrets of the plants and old healing methods.

Sh	Fi	S	G	A	W	P	PO	FA
6+	6+	3	3	1	1	3	0	1

Special rules:

- *Gonna fix that:* The Healer allows re-rolling the dice determining the serious wounds for the models that were out of actions after a game.
- *The Healer adds 5 points to the Infamy rating.*

Equipment	Cost
Dagger	1
One handed weapons	2

Whore

Recruiting fee: 18 Pounds – **Retainer:** 7 Pounds

When the Whore joins the warband she mends the clothes, the bodies and the hearts.

Sh	Fi	S	G	A	W	P	PO	FA
5+	6+	2	3	1	1	4	0	1

Special rules:

- *Distraction:* No enemy model may attack the Whore until she herself attacks.
- *Supplies:* The warband may have one additional model than the warband maximum number.
- *The Whore cannot be hired by a religious warband.*
- *The Whore adds 6 points to the Infamy rating.*

Equipment	Cost
Dagger	1
One handed weapons	2
Crossbow	8

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Scenarios

Save the village

A group of soldiers in arms was spotted near a village. One of the villagers asked for the protection of their lord.

Gaming area

The gaming area is a 4'x 4'square (120 x 120cm) with some buildings in the centre and fields, woods, hedgerows and walls around the village.

Starting positions

The player controlling the raiders positions his models in the village within 4" (10cm) of a building. He marks one of the sides as his withdrawing area. Then the other player positions his models up to 4" (10cm) of the edge of any of the other sides of the board.

The drop / Initiative

The players roll a D6 or use a cards deck to determine who play first. The higher result wins.

Winning the game

The game ends when one warband either failed its Head for the hills test or has been wiped out. The side that flees or is wiped out loses.

Experience

Survival Any Survival model after the game wins one Experience Point. This applies even if the model is taken out of action but survives.

Leadership The leader of the winning warband gains one experience point.

Kills Models gain one experience point for every enemy model they personally put out of action.

Loot

The winning warband may roll 2D6 as Extra Loot.

The crossroads

Two former rivals and their retinue meet at a crossroads in the countryside. Old disagreements surface and it is now the time to sort out everyone's affairs

Gaming area

The gaming area is a 4'x 4' square (120 x 120cm) with a hamlet of several buildings on one edge, two dirt roads linking opposing edges with a crossroads in the centre of the table. Add woods and fields closed with stonewalls or hedgerows.

Starting positions

One of the players selects an edge and his opponent takes this opposing one. Each player positions his models up to 12" (30cm) from his edge.

The drop / Initiative

The players roll a D6 or use a cards deck to determine who play first. The higher result wins.

Winning the game

The game ends when one warband either failed its Head for the hills test or has been wiped out. The side that flees or is wiped out loses.

Experience

Survival Each model who survives the game gains one experience point. This applies even if the model is taken out of action but survives to fight another day.

Leadership The leader of the winning warband gains one experience point.

Kills Models gain one experience point for every enemy model they personally put out of action.

Loot

The winning warband may roll 2D6 as Extra Loot.

Protect the mill

A lord ordered the building of a new mill on his lands in order to increase his income. When he learns that a neighbour has decided to burn the mill for he seeks revenge, the lord gathers a small warband to protect the mill.

Gaming area

The gaming area is a 4'x 4'square (120 x 120cm) with a windmill or a watermill in the centre. You can add another building close to the mill and fields, woods, hedgerows and stonewalls around the mill.

If you use a watermill, a river must flows between two edges of the table. This river must have at least two crossings (bridge or ford).

Starting positions

The player controlling the defenders positions his models around the mill within 4" (10cm) of the buildings. He marks one of the sides as his withdrawing area. Then the other player positions his models up to 4" (10cm) of the edge of any of the other sides of the board.

The drop / Initiative

The players roll a D6 or use a cards deck to determine who play first. The higher result wins.

Winning the game

The game ends when one warband either failed its Head for the hills test or has been wiped out. The side that flees or is wiped out loses.

Experience

Survival Any Survival model after the game wins one Experience Point. This applies even if the model is taken out of action but survives.

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Leadership The leader of the winning warband gains one experience point.

Kills Models gain one experience point for every enemy model they personally put out of action.

Loot

The winning warband may roll 2D6 as Extra Loot.

Plunder the Priory

A warband learns that a priory piled up a small treasure with the taxes. This looks like a good way to pick up some easy money. Unfortunately for them, another party is on the way to visit the Prior, a revered man. It is an excellent opportunity to ingratiate the Clergy by protecting the priory and the monks.

Gaming area

The gaming area is a 4'x 4' square (120 x 120cm) with a priory (One chapel and three buildings) in the centre and fields, woods, hedgerows and stonewalls around the priory.

Starting positions

The player controlling the raiders positions his models in the priory within 4" (10cm) of a building. He marks one of the sides as his withdrawing area. His opponent divides his warband in two groups of equal size. He positions the first group up to 4" (10cm) of the edge opposite of the withdrawing area. The second group enters the table by the same edge the next turn.

The drop / Initiative

The players roll a D6 or use a cards deck to determine who play first. The higher result wins.

Winning the game

The game ends when one warband either failed its Head for the hills test or has been wiped out. The side that flees or is wiped out loses.

Experience

Survival Each model who survives the game gains one experience point. This applies even if the model is taken out of action but survives to fight another day.

Leadership The leader of the winning warband gains one experience point.

Kills Models gain one experience point for every enemy model they personally put out of action.

Loot

The winning warband may roll 2D6 as Extra Loot.

Special rules

If one of the warband is a Religious Order, they must be the protector of the priory.

You have to prepare four markers (tokens, chests, etc.) with the values 2, 1, 1 and 0. When a raider enters a building he picks up the marker and keeps it with him. The model

carrying a marker moves at half speed and cannot fire. If he manages to reach the withdrawing area with a marker, the raiding warband gains the number of D6 of Extra Loot regardless of the result of the game (e.g. a chest with a value of 2 gives 2D6 of loot).

If at the end of the game, two or more markers are still on the table, the protecting party gains 1D6 of additional loot.

Monks: The priory is inhabited with monks who panicked during the raid. The monks try to stay where they are but the player with the drop / Initiative may move up to three of them during his Moving phase. The monks move at 6" (15cm). The monks cannot engage a model in close combat and have no equipment other than their fists. However they desperately defend themselves if they are attacked.

A monk has the following basic profile:

Sh	Fi	S	G	A	W	P
6+	6+	2	3	1	1	3

The Abduction

A lord abducted the daughter or the goddaughter of a neighbour. This lord is raging mad and sets off in pursuit of the abductors with his men-at-arms. The abductors just stopped in a hamlet to rest the horses and are joined by a retinue. Unfortunately, the rescue party arrives and they hide their captive in a building.

Gaming area

The gaming area is a 4'x 4' square (120 x 120cm) with a hamlet of three or four buildings in the centre and fields, woods, hedgerows and stonewalls around the hamlet.

Starting positions

The player controlling the abductors positions his models within 4" (10cm) of a building. He marks one of the sides as his withdrawing area. Then the other player positions his models up to 4" (10cm) of the edge of any of the other sides of the board.

The drop / Initiative

The players roll a D6 or use a cards deck to determine who play first. The higher result wins.

Winning the game

The game ends when one warband either failed its Head for the hills test or has been wiped out. The side that flees or is wiped out loses.

Experience

Survival Each model who survives the game gains one experience point. This applies even if the model is taken out of action but survives to fight another day.

Leadership The leader of the winning warband gains one experience point.

Kills Models gain one experience point for every enemy model they personally put out of action.

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Loot

The winning warband may roll 1D6 as Extra Loot. The warband controlling the captive rolls 2D6 as Exceptional Loot.

Special rules

The player controlling the abductors secretly writes the location of the captive in one of the buildings on a piece of paper. When an enemy model enters a building, he has to tell him if the captive is inside or not. If the captive is here, the model is now under control of the rescuers until the friendly model loses a Fighting.

The captive can not be targeted or attacked. She moves at 4" (10cm) a turn.