

Might Of Arms

Modified for the Great Italian Wars

Turn Sequence

Initiative – Lower 2D6 moves first
 1st side manoeuvre moves (not breakoff) then shooting
 2nd side checks morale for shooting, seeing leader hit, routs
 2nd side movement then shooting
 1st side checks morale for shooting, seeing leader hit, routs
 Delayed shooting for 1st side and 2nd side morale checks
 Charge declarations and charge morale checks
 Charge response declarations and morale checks
 Evade, countercharge, and charge moves
 Melee
 Morale checks for seeing leader melee hit within 8" (12")
 Melee morale checks
 Morale checks for seeing routs from melee
 Remove routed units
 Break-off moves
 Recover from shaken

Movement Distances (Inches)

25mm		Troop Type	15mm	
Basic	Charge		Basic	Charge
16	8	Light Cavalry	10	5
12	8	Medium / heavy / elite cavalry	8	5
12	8	Light / scythe chariots	8	5
12	8	Cataphract / knight cavalry	8	5
10	8	Other camelry	7	5
10	8	Heavy chariots / elephants	7	5
10	8	Skirmish / light / medium infantry	5	4
8	6	Heavy / subheavy / knight	4	3
6	4	infantry	2	-
3	-	Artillery	4	-
6	-	Wagons, transport	8	-
12	-	Leader on foot	16	-
24	-	Mounted leader		

Types of Moves (Inches)

Basic move: Manoeuvre forward move
 Charge move: Charge, countercharge, evade
 Forward: 45 degree zone to front, change facing 45 degrees
 Reverse facing: If eligible, turn 180 degrees, move ahead
 Fall Back: If eligible, move backwards up to ½ basic move
 Break off from melee: If eligible, turn 180°, move 1–2X charge
 Skirmish move: ½ basic move with facing changes
 Double: Up to 2X basic if > 12" [19"] from enemy
 Evade: If eligible, turn 180 degrees, move charge distance
 Cannot both move and change formation
 Cath evaders ending movement within 1½" [2"] on 1 on D6
 Mounted catch foot evading on 1–5 on D6

Effect of Rough Terrain on Movement

Skirmish / Light / Medium Infantry	Heavy / Sub-Heavy Knight Infantry	Mounted Troops / Artillery
No effect	½ movement	¼ movement

Shaken

Become shaken if contacted by enemy after making any move
 Besides manoeuvre forward or skirmish – see text for exceptions
 Become shaken if broken through by elephants (and receive 1 FP)
 May not advance towards enemy
 Recover by standing 1 turn, no contact, may only shoot

Charge Restrictions

May not charge or countercharge if shaken, charged on flank, or made any move besides manoeuvre forward
 Foot or mounted may not charge same target on same turn
 Foot may not charge both foot and mounted on same turn
 Light cavalry/camelry (unless fierce) may only charge enemy that is shaken, in melee, or is skirmish unit
 Light cavalry/camelry may countercharge any enemy
 Skirmish foot may charge/countercharge only skirmish infantry, elephants, and scythe chariots
 Skirmish foot may only receive at the halt a charge by skirmishers, elephants, or scythe chariots

Charge & Charge Response Checks

Dicing is not required (disregard other circumstances) for:

- ❖ Formed troops to charge flank or rear
- ❖ Fierce troops to charge or countercharge
- ❖ Foot defending fieldworks

Otherwise, dicing is required if any of the following apply:

- ❖ No leader in line of command within 8" (12")
- ❖ Charged on flank or rear
- ❖ Shaken (no advance) or surprised
- ❖ Cavalry or camelry, except knight cavalry, to contact fully supported formed foot
- ❖ Any except elephants to contact elephants
- ❖ Formed troops when attempting to evade a charge
- ❖ Formed foot to contact chariots
- ❖ Formed foot, > ⅓ missile (not javelin) charged by mounted
- ❖ Skirmishers unless evading (ignore leader to evade)
- ❖ Unit is worn

Morale Check Pass on 2D6 ≤ Base ± Modifiers to base

Morale Bases A: 11 B: 10 C: 9 D: 8 E: 7

Causes for Checking Morale

Cause	Result Of Failure To Pass
Charge	Can't charge. If charged by fierce troops, become shaken.
Countercharge	Cannot countercharge. If charged by fierce troops, become shaken
Receive charge halted	Become shaken. Rout if already shaken
Evade	Become shaken. Rout if already shaken
Shooting	No charge/countercharge this turn. If unit has > 1 FP, become shaken For any FP, rout if already shaken
Melee <i>Formed foot</i>	Rout if any apply this turn: ❖ Already shaken ❖ Charged by mounted or fierce ❖ Contacted on flank or rear Otherwise, become shaken
Melee <i>Other troops</i>	Rout
See leader wounded	Become shaken
See friendly rout	Become shaken. Rout if already shaken

Morale Modifiers

+2	Leader attached to unit
+1	Foot defending fieldworks, not charging
-1	Each 2 FP, checking for charge/charge responses
-1	Each FP, checking for other causes
-1	Formed foot, each flank unsupported, melee only
-1	Formed foot, > ⅓ missile (not javelin), melee only
-2	Shaken and/or surprised
-3	Charged or contacted on flank/rear



D6 Shooting Factors																					
Missile Weapon	Cavalry & Camelry							Infantry													
	Heavy Knight	Medium Knight	Cata-phract	Elite	Heavy	Medium Light	Chariots Elephants	Knights	Heavy	Sub-Heavy	Medium Light	Skirmishers Artillery									
All Bow, Javelin, Sling, Staff Sling	1	2	1	2	2	3	2	1	2	3	3	2									
Longbow	3	3	3	3	3	3	2	2	3	3	3	2									
Arquebus, Musket	3	3	3	3	3	3	3	3	3	3	3	2									
Crossbow, Hand Gun, Artillery	2	2	2	2	2	2	2	2	2	2	2	1									
Shooting		Shooting Modifiers				25mm	Shooting Ranges (Inches)					15mm									
ID6 per stand or artillery crewman		- 1/3 dice	Target in cover			4	Foot or mounted javelin					3									
Formed foot: 2 ranks shoot		- 1/3 dice	Shooters shaken and/or surprised			8	Sling, mounted missiles other than javelin					5									
All others: 1 rank shoots		Check morale if 1st hit; for each new FP; if hit when surprised				12	Foot bow, staff sling, arquebus, organ gun					8									
Hits on D6 ≤ Shooting Factor						18	Foot longbow, crossbow, musket					12									
								30	Artillery					20							
Troop Type Melee Factors																					
Attacking Troops	Cavalry & Camelry							Infantry													
	Heavy Knight	Medium Knight	Cata-phract	Elite	Heavy	Medium	Light	Char -iots	Ele-phants	Heavy Knight	Med Knight	Heavy	Sub-Heavy	Medium Light	Skirmish Arty						
Knight cavalry	4	3	4	5	5	6	7	6	2	5	6	6	7	7							
Cataphract & elite cavalry	3	3	4	4	5	6	7	6	2	4	5	5	6	6							
Heavy & medium cavalry	2	3	3	4	4	5	7	6	2	3	4	4	5	5							
Light cavalry & light camels	1	2	2	3	4	4	5	6	2	2	3	3	4	4	5						
Other camelry	4	5	5	6	6	7	7	7	3	3	4	4	4	5							
Heavy chariots	3	4	4	4	5	6	6	6	2	5	6	7	7	7							
Light & scythe chariots	3	4	4	4	4	5	6	4	3	4	5	6	6	4							
Elephants	5	5	5	5	5	5	4	5	5	4	5	5	5	6							
Knight infantry	3	4	3	4	4	4	4	3	2	3	4	5	6	6							
Heavy & sub-heavy infantry	3	4	3	4	4	4	4	3	2	2	3	5	6	6							
Medium & light infantry	3	3	3	3	4	4	4	2	3	2	3	4	5	6							
Skirmish infantry								5	6	5						8					
Melee Modifiers							Melee Morale Check Precedence														
Roll 1D6 for each unit, counts vs all enemy units. Formed Foot: Count all stands in first 2 ranks Other troops: Count all stands in first rank +3 Mounted charging in clear terrain (not vs pikes) +2 Any vs pikes or mounted troops in rough terrain +1 Foot charging foot in clear terrain, not defending fieldworks +1 Pike Column with halberds in second or subsequent round of melee -1 Any vs pikes frontally in clear terrain -1 Foot vs elite foot -1 Knight, heavy, or subheavy infantry in rough terrain -1 Any vs foot defending higher ground and/or fieldworks -2 Any vs medium, light, or skirmish foot in rough terrain -2 Shaken and/or surprised							Units check morale in order given if hit and any applies: Contacted on flank or rear > Shaken > Contacted by fierce troops 1st turn > Foot with 1 or more FP charged by mounted troops > Knight, heavy, or subheavy infantry counting as fighting in rough terrain > Worn unit contacting enemy not worn Then check hostile worn units in contact in the order: Skirmisher > Formed foot vs elephants > Cavalry or camelry contacting formed foot > Lower adjusted morale If all fail, then only unit with highest dice fails Unit not required to check if enemy checks first and fails														
Hit Table (Sum of Melee Factor + Modifiers + D6)																					
Stands	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-	-	-	-	-	-	-	1	1	1	1	1	2	2	3	3	4	5	7	8	10
2	-	-	-	-	1	1	1	1	1	2	2	3	3	4	5	7	8	11	13	17	21
3	-	-	1	1	1	1	1	2	2	2	3	4	5	6	8	10	13	16	20	25	32
4	-	1	1	1	1	1	2	2	3	3	4	5	7	8	11	13	17	21	27	33	43
5	1	1	1	1	1	2	2	2	3	4	5	6	8	10	13	17	21	27	33	43	53
6	1	1	1	1	2	2	2	3	4	5	6	8	10	13	16	20	25	32	40	50	61
7	1	1	1	2	2	2	3	4	5	6	7	9	12	15	19	23	29	37	47	59	73
8	1	1	1	2	2	3	3	4	5	7	8	11	13	17	21	27	33	43	53	66	86
Attached Leader										Fatigue and Becoming Worn											
Minimum die roll is 3 (melee only) Leader wounded on 1 on D6 when units receives any FPs Check only once per phase										When hits add up to 1 hit/stand, exchange for 1 FP Unit is worn when it has the following FPs: A: 2 B: 2 C: 2 D: 1 E: 0											