

## **CHIVALROUS RUMPUS EXTRAORDINAIRE**

### **Rules Modifications for SI's 1250's Medieval Game at BLAM18 (untested; version 4)**

The following modifications will to be applied to the Fistful Of Lead: Horse & Musket rules by Jaye Wiley of Wiley Game Design (any page references are to the published rule book):

#### **General**

Counters are used to monitor a mini's state:

Black = ACTIVATED | White = RELOAD | Green = CREEP | Yellow = SHAKEN | Red = WOUND

The 'Prone' state is not used, as instead of being lain on their side minis are just issued a 'Wound' marker. The 'Out of Ammo' state is not used.

Each Force comprises a Knight (D12) with an agreed Retinue (all D10). The Knight is rated as a LEADER (p. 13) and as a HARDENED VETERAN (p.14). The Force composition is detailed on a play sheet that also holds the counters awarded to each mini. Counters are not placed on the terrain table.

The two Jokers are included in the shuffled pack. A player that is dealt a joker must reveal that card last (ie, after any 2s are played). When activated with a Joker, any mini that represents a Knight is played in the normal way but any other mini must forgo its entire activation. Should two players have been dealt Jokers, then they dice for order of play.

#### **Game Start**

The terrain table will have 7 designated start points. After the composition of each Force has been approved, players will each be dealt a numbered card that confirms their start point.

#### **Moving**

Hedges are low obstacles that can only be crossed by Horse with the usual penalty is applied (p.4) but at least a 3" approach is also required. Low walls similarly require an additional 3" approach are treated in the normal way for foot. High walls cannot be crossed by foot or horse.

Once dismounted, a rider is not permitted to remount. Only unarmoured minis on foot are allowed to CREEP (p.4). Going up or down the two main sets of monastery STAIRS (foot only) to the designated half-height point, costs 3" plus any lateral distance moved. Minis cannot stand on the tops of walls. Only unarmoured minis can JUMP (p.4) up to 3".

DIFFICULT terrain comprises all grassed areas within the monastery grounds and all rubble areas. Minis on foot and without a shield move at their normal rate on DIFFICULT terrain (p.4). Horses can enter the monastery buildings. All areas of DIFFICULT terrain are IMPASSABLE to horses (p.4) by choice. However, horses can be forced onto DIFFICULT terrain (eg, if losing a combat with no other avenue of withdrawal) but are immediately crippled (eg, broken ankle) and removed from the game, being replaced by a foot alternate if one is available.

#### **Shooting**

Shooting will only apply to longbows and crossbows as spears are for thrusting not throwing.

The standard RELOAD (p.3) takes 1 action for longbows and 2 actions in the same turn for crossbows.

Shooting SHORT RANGE is 9" and LONG RANGE 18" but the OUT OF AMMO rule is not used and RELOAD counters are required (p.5). For the longbow only, an unmodified roll of 1 will also indicate that the longbow has fouled (eg, broken string) for which the mini will incur an extra two RELOAD counters that do not need to be cleared in the same turn. No other RELOAD tests (eg, dice rolls) are required.

Armour is treated as if the mini is benefiting from mobile COVER (p.6). The modifiers when SHOOTING at a target are:

- 2 Fully Armoured
- 1 Armoured
- 1 Shield

When shooting at a mounted mini, the larger target is the horse. An unarmoured horse does not benefit from its riders Fully Armoured status. In such circumstances the horse is therefore more vulnerable than the rider. If SHOOTING results in a hit then it is presumed that the horse is brought down with the rider unseated, to be replaced with a dismounted alternate who does not receive a WOUND marker.

Modifiers for terrain cover such as walls are not added to the modifiers for armour but can be used instead of. For example, an Armoured mini without a Shield has a modifier of -1 but if is behind hard cover can take the standard higher modifier for that instead. What the mini cannot do is take the modifiers for both terrain cover and armour. Note that a Knight who is Fully Armoured with a Shield has total modifiers of -3, which is better than being behind hard cover, and which will make the target very difficult to hit at long range.

Based sections of trees and scrub are treated as AREA TERRAIN (p.6). Horses in scrub are subject to unrestricted visibility, as if in the open, but with the benefit of Light Cover.

### **Shaken &/or Wounded Recovery**

The Wound Recovery Test is not used as minis are not laid prone. On being wounded, minis are awarded a WOUND marker while being assumed to have remained standing or otherwise mobile (albeit increasingly less so as wounds accumulate).

Knights are subject to the usual Shaken and Wounded recovery tests (p.7 and p.8 respectively but unlike other minis on the roll of 1 they are not removed from play but treated as if they had simply failed the test (ie, had rolled 2-5).

### **Close Combat**

Minis fight with their primary weapon only. The BETTER WEAPON table (p.10) applies to the mini's primary weapon only and is as follows:

Mounted Lance | 2-Handed Sword, Axe, etc | Longsword, Hand Axe, Mace (Knights, Serjeants) |  
Spear | Sword, Hand Axe, Mace (MAA) | Bow | Unarmed

Much like for shooting (see above) , in close combat any armour is treated as if the mini is benefiting from mobile cover (p.11). Two-handed weapons cannot be used with a Shield. Modifiers are as follows:

- +2 Fully armoured
- +1 Armoured
- +1 Shield

When a MULTIPLE COMBAT takes place (p.10), the outnumbered mini uses its Shield to defend against one attacker only, with this attacker being nominated before the dice are rolled.

Minis with bows cannot SHOOT in close combat but fight in the normal way (p.10); they are assumed to use their bow as a club.

### **Killing a Knight**

Knights can only be killed by the accumulation of WOUND counters, they cannot be killed outright.