



Feudal Skirmish and Tourney Rules

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Initiative

Throw d20, highest has initiative and can move first. If a figure is contacted by a higher initiative figure that figure can not move, combat will be fought.

Characters

Class	Walk	Run / Trot	Mv Charge	Base HTH	Base Def	Wnds	Max No
Knight	4 "	8 "	-	10	8	8	1
Squire	4 "	8 "	-	12	8	7	1
Sergeant at Arms	4 "	8 "	-	14	8	7	1 per 5 MAA
Men at Arms (Armed)	4 "	8 "	-	16	8	6	-
Men At Arms (UnArm)	4 "	8 "	-	16	6	6	-
Archer	4 "	8 "	-	16	6	6	-
Serfs	5 "	9 "	-	18	6	4	-
Horse **	6 "	12 "	18 "	-	-	-	-
Outlaw Leader	5 "	9 "	-	10	8	8	1
Outlaw Sergeant	5 "	9 "	-	12	7	7	1 Per 5 Outlaw
Outlaw	5 "	9 "	-	14	6	6	-
Holy Order Knight	4 "	8 "	-	12	8	7	-
Saracen Leader	4 "	8 "	-	12	8	7	1
Saracen Sergeant	4 "	8 "	-	14	8	7	1 per 5 MAA
Saracen Men at Arms (Arm)	4 "	8 "	-	16	8	6	-

** Requires turning circles to alter course. Each Knight, Squire or Sergeant has a Horse.

Movement	Rate	Turning Circle
Walk	6"	Use Turning Circle 1, or stationary 3" to turn 90 degrees
Trot	12"	7" – 9" mvmt use Turning Circle 2, 10" – 12" use TC3.
Charge	18"	May move 1 base width to either side.

If the wounds amount reaches 0 wounds he is unconscious and requires medical attention. If total number of wounds inflicted is –4 wounds then the character is dead.

Knight

The Knight is the Lord of the Retinue. He will be the most skilled member in the art of warfare. He will be encased in the latest armour, Mail, Helm, Greaves, and Gauntlets. He can be armed with Two – Handed Sword or Axe, Axe, Mace, Chain Mace, Lance, Pole Arm. He will also carry a Sword and a Dagger. A Knight also has a horse (Charger). If the main weapon used is a single - handed weapon a sword may also be utilised.

Squire

The squire is the understudy of the Lord. He will be encased in the latest Armour, Mail, Helm, Greaves, and Gauntlets. He can be armed with Two – Handed Sword or Axe, Axe, Mace, Chain Mace, Lance, Pole Arm. He will also carry a Sword and a Dagger. A Squire also has a horse (Charger). If the main weapon used is a single - handed weapon a sword may also be utilised.

Sergeant at Arms

The Sergeant is in charge of the main body of the retinue. He will be encased in Mail Armour, possibly with an Open - Faced Helm. He can be armed with either Two – Handed Sword or Axe, Sword, Axe, Mace, Chain Mace, Spear, Pole Arm or Dagger. A Sergeant at Arms also has a horse (Charger). If the main weapon used is a single - handed weapon a sword may also be utilised.

Men at Arms (Armoured)

The soldier of the Retinue. He will be protected by possibly a poor quality Mail Shirt, or Leather Armour. He can be armed with Sword, Axe, Mace, Chain Mace, Spear, Pole Arm or Dagger. If the main weapon used is a single - handed weapon a sword may also be utilised.

Men at Arms (Un-Armoured)

The soldier of the Retinue. He will not be wearing any armour. He can be armed with a Sword, Axe, Mace, Chain Mace, Spear, Pole Arm or Dagger. If the main weapon used is a single - handed weapon a sword may also be utilised.

Archer

The missile shock soldier of the Retinue. Usually will be Un-Armoured. He can be armed with a Long Bow, Bow, or Cross Bow, and a Dagger.

Serf

Dragged from the villages and fields to serve the lord and to protect the Lord's Lands. They will not be wearing any Armour. He can be armed with a Staff, Sword, Axe, or Dagger.

Outlaws

The men and women of the 'Green Wood' outlawed from society. Heroes of the people or just villains? They will be wearing no armour. He can be armed with a Sword, Axe, Mace, Chain Mace, Spear, Pole Arm or Dagger. They can also carry a Long Bow.

Animosity

Between the Knight characters there could be some level of 'Animosity'. This could be because of Saxon vs. Norman, or the Knight is from opposing Knightly Orders, Teutonic, Hospitaller, or Templar.

Skills

Knights, Squires, Sergeant at Arms, and Outlaw Leader can improve their skills by paying the appropriate cost. Any Glory that has been earned by the Knight can be spent on the Knight or any member of the Retinue. Any Glory gained by the retinue can only be spent on the Retinue.

Character	Required per skill	Character	Required per skill
Knight	1000 Glory per Skill	Squire	2000 Glory per Skill
Sergeant at Arms	3000 Glory per Skill	Outlaw Leader	1000 Glory per Skill

The skills available are: -

Skill	Modifier
Sword	Improves Sword HTH skill by + 1
2 – Handed Sword	Improves 2 – Handed Sword HTH by + 1
2 – Handed Axe	Improves 2 – Handed Axe HTH by + 1
Axe	Improves Axe HTH by + 1
Mace	Improves Mace HTH by + 1
Chain Mace	Improves Chain Mace by + 1
Lance	Improves Lance in Jousting by + 1
Spear	Improves Spear HTH by + 1
Staff	Improves Staff HTH by + 1
Poll Arm	Improves Poll Arm HTH by + 1
Dagger	Improves Dagger HTH by + 1
Bow	Improves Longbow by + 1 (Need to specify type of bow)
Crossbow	Improves Crossbow by + 1
Ride	Improves Ride Defence by –1 (Jousting)
Defence	Improves Defence by – 1

Knights Death

On the death of a Knight the heir to the Lordship and Estates will take over. The new Knight will start with the basic stats as per the table; all skill adjustments for skills of the previous Knight will be lost. For each member of the original retinue a d20 roll must be made. On a result of 1 the person leaves the lords retinue, on a roll of 20 the person is extremely honoured to serve the new Lord and brings along an additional Serf. All other results the person remains in the service of the new Knight.

The Ransom

The Honour of Chivalry decrees that the vanquished member of the chivalric class is required to pay a ransom to regain his honour if defeated in combat and to keep his life. At end of the battle and a chivalric character is unconscious and not dead he will have to deduct glory from his total and pay his opponent.

Knight	200 Glory	Squire	100 Glory
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Morale

During the conflict if the Knight, the Squire, and the Sergeant are rendered unconscious then the remaining members of the Retinue need to take a Morale Check. Roll the 'Face' dice or a D6 if not available and apply the following results.



6
Retinue Routs
Animosity
towards enemy



5
Rout



4
Rout



3
Neutral
No Action for
one turn



2
OK



1
Happy
One Serf joins
the retinue
immediately

Spotting

Roll a d20 to see if visible

Visibility	Distance in Inches			
	0 – 20	21 – 50	50 – 100	100 +
Normal	4	6	8	10
Reduced	6	8	10	12
Poor	8	10	12	14
Bad	12	14	16	20

Modifiers to base chance

- 4 Target Running
+ 1 Target Sneaking
+ 1 For Outlaw Woodland

- 1 Target Running
+ 2 Target Prone

+ 2 Light Cover
+ 3 Hard Cover

Combat

Roll d20 to hit, base of 10 or above required to hit, apply skill adjustments and modifiers to ascertain to hit number. A natural 20 is a critical and double damage is applied. A natural 1 is a fumble, see chart. If hit roll the damage dice, a roll of '5' inflicts a wound, a '6' inflicts 2 wounds.

Weapon	Damage	To Hit Roll of '1'	Roll of '20'
Sword	4d	Drop	2 x Damage
2-Handed Weapon	6d	Break	2 x Damage
Axe	4d (+1d vs. Shield)	Break	2 x Damage
Mace	4d (+1d vs. No Shield)	Break	2 x Damage
Chain Mace	5d	Hit self take 5d wounds	2 x Damage
Lance (Mounted only)	7d or 8d (depends on Horse size, see collisions)	Fall, take 3d wounds	2 x Damage
Spear	4d	Break	2 x Damage
Dagger	1d	Hit self take 1d wounds	2 x Damage
Staff	3d	Drop	2 x Damage
Poll Arm	5d	Drop	2 x Damage
Bow	4d	Break	2 x Damage
Crossbow	5d	Break	2 x Damage

Ranges

Weapon	Short	Medium	Long
Longbow *	0 – 10 "	11 – 20 "	21 – 30 "
Crossbow **	0 – 8 "	9 – 16 "	17 – 24 "
Bow *	0 – 6 "	7 – 14 "	15 – 20 "

* Only fire whilst still or walking

** Cannot fire and move

Modifiers to hit base score

Attacker Modifiers		Defender Modifiers	
More than ½ Wounds	+ 2	Shielded	+ 2
Foot vs. Mounted	- 2	Soft Cover	+ 1
Weapon Skill Bonus / Lvl	- 1	Hard Cover	+ 2
Attacking from Behind	- 3	Defence Skill Bonus / Lvl	+ 1
Mounted Vs Foot	+ 2	Medium Range	+ 1
Walking Horse with Lance	+ 2	Long Range	+ 2
Animosity	- 1	More than ½ Wounds	- 2
Fighting from Prone	+ 4		
Using Bow whilst Mounted	- 1		
Walk and Fire	+ 1		
Second Attacker	- 1		

Combat to Hit Rolls

		Defenders Defence with Modifiers																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attackers Base to Hit with Modifiers	20	11	12	13	14	15	16	17	18	19	20	-	-	-	-	-	-	-	-	-	-
	19	10	11	12	13	14	15	16	17	18	19	20	-	-	-	-	-	-	-	-	-
	18	9	10	11	12	13	14	15	16	17	18	19	20	-	-	-	-	-	-	-	-
	17	8	9	10	11	12	13	14	15	16	17	18	19	20	-	-	-	-	-	-	-
	16	7	8	9	10	11	12	13	14	15	16	17	18	19	20	-	-	-	-	-	-
	15	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	-	-	-	-	-
	14	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	-	-	-	-
	13	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	-	-	-
	12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	-	-
	11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	-
	10	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	9	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	8	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	7	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	6	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
	5	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	4	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
	3	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
	1	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11

Parry

Any combatant armed with a sword or staff can reduce his chance of hitting by up to 4 points and in return decrease any one attackers chance of hitting by the same amount. This skill cannot be used against the same target that you are using your Defence Stat against. You can Defend against one attacker and Parry another.

Gaining Glory

Each wound inflicted scores 100 Glory, 200 Glory for unhorsing opponent.
If a Knight rescues a Lady he will receive 100 Glory.

The Tourney

The Tourney takes place over 3 days.

- Day 1 The Joust
- Day 2 The Grand Melee for the Lords
- Day 3 The Grand Melee for The Lord and his Retinue.

Day 1 The Joust

At the start of the Tournament each participating knight will "joust" in a knock out tournament. Knights will be paired of randomly to fight each other, the winner moves on to the next round.

Each round will start with the knights on horse with lances and they will have three attempts to unhorse each other. If neither is unhorsed then the combat will continue on foot until one is declared the winner.

The criteria for winning are decided on between the two combatants before the combat starts. Each fight may be:

- a) First blood;
- b) Until the first person is unhorsed;
- c) Until one combatant cannot continue.

Weapons

During this combat it is assumed that the lances and weapons are blunted and as such only half damage is real, the knight still suffers the effects of the full damage, but sub dual damage is recovered between rounds.

If both Knights agree then they may use un-blunted weapons and inflict full damage. In all cases (except where noted) Knights gain glory in the usual manner for full and sub dual damage. Please see combat section for to hit and damage.

The Arena

Between each round a Knight has the opportunity to drink or gain a lady's favour. All sub dual damage is recovered at the end of each round. If a Knight feels that he is too injured to continue to the next round then he may back out of the Tourney with no loss of face as long as he has lost at least 4 points wounds. If he has not taken 4 wounds then they lose 400 glory points - 100 glory per wound taken, and the Knight he was supposed to face gains 1D6 x 100 glory and progresses to the next round.

Glory

The winner of the Tourney gains 200 glory and +1 to the dice roll when next requesting a Lady's favour.

All wounds real or sub dual are recovered before the grand melee starts.

Yielding

At any point a knight can "yield" in which case their opponent is declared the winner. The opponent may ignore the yield and continue to attack, but no glory is awarded for any wounds inflicted and the aggressor loses 100 glory for every wound inflicted. Yielding is also an option in the Grand Melee.

Day 2 The Grand Melee for the Lords

Turn Order

1. Write down orders
2. Movement (Step out if necessary, i.e. to see if collisions occur)
3. Combat

Each wound inflicted scores 100 Glory, 200 Glory for unhorsing opponent.

- Each man has 8 Wounds, when the Knight reaches 0 wounds he is unconscious and has to spend 15 minutes out of the Grand Melee whilst being healed. If a total of 12 wounds are inflicted (i.e. – 4 wounds) the character is dead and all glory is lost.
- If attacker is mounted and uses lance against foot target and kills his opponent he loses all glory acquired and is disqualified from the Tourney.
- If the attacker is mounted and uses hand weapons against foot target and kills his opponent he loses glory won in the current Tourney up to this time.
- If an attacker kills an opponent on equal standing there is no penalty.
- At the end of the Tourney for every 1000 glory attained the Knight may reduce one skill by 1 point. Skills: - Weapon (choose, each weapon has base 10), Ride, or Defence.
- Winner of the Tourney gains – 1 to one skill and a Descrier, second place in the Tourney gains – 1 to one skill

Collisions

If combatants collided a collision test is required.

Sergeant	Size 2	Knight	Size 3
Charger	Size 7	Destrier	Size 8

Each combatant rolls a d10 and the highest score is the winner. The loser automatically falls; the winner will fall on a roll of 1 on a d10. Hit from side modifier – 4.

Riders falling from a horse take 3d6 wounds

Ride Checks

Ride checks are required if 4 wounds are inflicted in a single combat or if an obstacle is hit (wall, fence, or tree etc)

Roll above the ride skill on a d20, base of 10. Base modifier of + 1 for each wound, and - 1 for each Ride Skill bonus.

The Arena

A Knight may leave the arena twice during the tourney; he may stay out of the arena for 3 turns only. While out side the arena he may do 1 action per turn.

1. He may drink a of brandy ROLL ID6 1 Drunk -1D3W 2-4 +1W 5 -2W\6 +3W
2. Get a new mount and lance, or replace a lost or broken melee weapon.

3. Get a lady's favour (Only once) ROLL 1D6 1 Go away -100 Glory 2-4 No Favour 5 +100 Glory (Noble) \ 6+200 Glory (Princess)

Monks

A Monk may be approached before an out of arena die roll is made to give a bonus to the said roll. Paying 100 Glory per modifier will increase the roll by 1. This must be declared before the roll is made and the Glory cost is expended from the amount available.

Priests

A Priest can be approached before a combat roll is diced for to add a modifier to the outcome of a characters roll. Paying 100 Glory per modifier will allow a modifier of + 1 or – 1 to the die roll. This must be declared before the roll is made and the Glory cost is expended from the amount available.

Jesters

A Jester can be approached before a combat roll is diced for to add a modifier to the outcome of an opponents roll. Paying 100 Glory per modifier will allow a modifier of + 1 or – 1 to the die roll. This must be declared before the roll is made and the Glory cost is expended from the amount available.

Heralds

A Knight can buy the services of a Herald during the Campaign Year at a cost of 500 Glory. A Knight can purchase only one Herald and the Herald will remain in the service of the Knights retinue until the ending of the campaigning season. A Herald will allow the Knight to roll at the end of a tournament and receive 1d3 X 100 Glory.

Day 3 The Grand Melee for the Lords and his Retinue

On day three of the Tournament all hell breaks loss, personnel grudges can be fought over, insults exchanged. The Lord and his Retinue can do battle to uphold the honour of the Lords Manorial Realm.