

MEAD-PRICE

Being a very simple set of early medieval wargames rules by James Morris @mogsymakes.net

FORCES

Each Force has 3 **Leaders** and 6-12 **Units**. One Leader is the **Warlord**. You will need a draw bag with seven tokens – one for each Leader and an additional Event token.

All **Units** must be mounted on bases of the same width. The width of a base is called a **Spear Throw** and is used to measure movement and shooting in the game.

Units are **Hearth Guard** (Strength 3), **Warriors** (Strength 2), **Mounted Warriors** (Strength 2) and **Skirmishers** (Strength 1). **Strength** represents fighting ability, equipment and resilience in combat.

Units are organised into 3 **Commands** (left, centre, right) - one for each Leader.

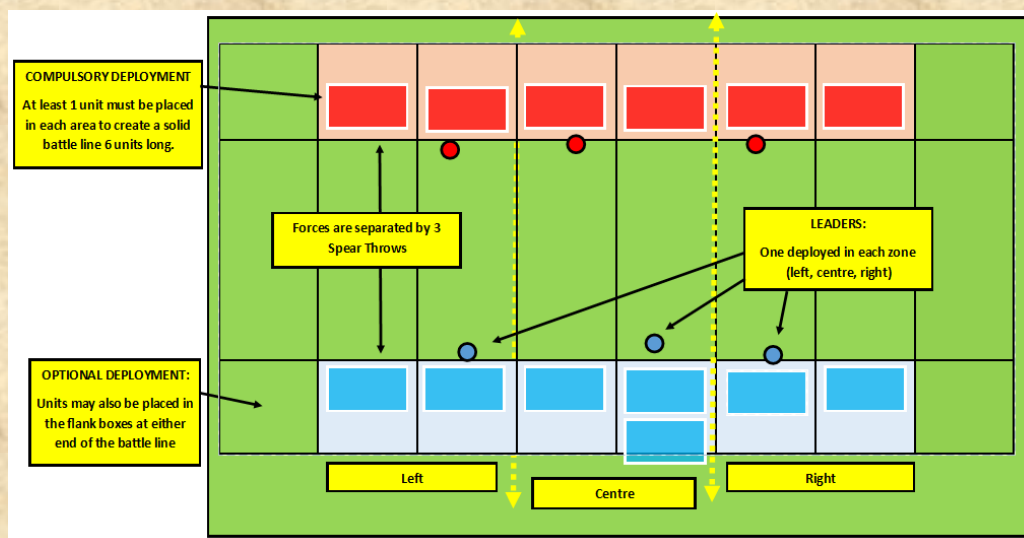
You will also need some ordinary six-sided dice to resolve shooting and combat.



REPUTATION

Each Force starts with 8 **Reputation** tokens in a goblet. As soon as one side's goblet is empty, the game is lost.

THE BATTLEFIELD



ACTIVATIONS

A random token is drawn from the bag, showing which Leader will activate (unless an Event token is drawn).

If a Leader is alive, all their Units may activate. If the Leader is dead, one Unit only from their Command can be activated. Activations are chosen from the following:

MOVE

Foot Units can move 1 Spear Throw; Mounted Units can move 2 Spear Throws. Moves are usually directly ahead without turning. If a Unit turns, it cannot Fight. Skirmisher and Mounted Warrior Units may shoot and move, or move and shoot in a single turn. Skirmishers may move directly backwards through their own troops. When within 1 ST of an enemy Unit that is not in combat, Units may only move directly towards or away from it.

SHOOT

Skirmisher Units and Mounted Warriors may shoot at an enemy Unit within range (1 Spear Throw for Javelins, 2 Spear Throws for Bows).

The shooting Unit rolls just 1 dice; the target Unit rolls dice equal to their current Battle Rating. The highest scores from both Units are compared:

- If the shooting score is higher, the target Unit loses 1 Strength and retreats half a Spear Throw directly back (losing 1 more Strength if it retreats into an enemy Unit). An attached Leader must roll the Risk to Heroes dice. A roll of 1 (a raven) = dead.
- If the shooting scores are equal, the target Unit retreats half a Spear Throw directly back (losing 1 Strength if it retreats into an enemy Unit). An attached Leader must roll the Risk to Heroes dice. A roll of 1 (a raven) = dead.
- If the target's score is higher, the shooting has no effect.

FIGHT

Units may move and then fight in combat. A move into combat must be directly ahead without turning. Units must be aligned to fight one-on-one, adding a pool of dice as follows:

- 1 dice for each current Strength point of the fighting Unit
- +1 dice for an attached Leader (+2 if they are the Warlord)
- +1 dice for each supporting Unit (friends from the same Command within half a Spear Throw who have not fought, shot or supported this turn)
- +2 dice if attacking in flank or rear (completely behind the front line of the Unit)

Both pools of dice are then rolled and the highest scores of both Units are compared. If the two highest scores are equal, those two dice are discarded, and the next two highest compared until a winner is found.

- The higher score wins the combat. The lower score must retreat half a Spear Throw directly backwards and lose 1 Strength (losing 1 more Strength if it retreats into an enemy Unit). Supporting losing Units also retreat half a Spear Throw. The winning Unit and its supporting Units may now advance up to half a Spear Throw but not in contact with the enemy.
- If there is no winner, the two Units separate with no Strength loss.

After combat, all Leaders who were attached to a fighting (not supporting) Unit must roll the Risk to Heroes dice. A roll of 1 (a raven) = dead.

EVENT

If the Event token is drawn, immediately roll a dice to see what event has occurred:

1. A flight of ravens is seen - a dark omen! The next Leader token drawn from the bag loses 1 Reputation token from their Force's goblet.
2. Look out for that arrow! The next Leader token drawn from the bag must immediately roll a Risk to Heroes dice.
3. A flight of swans is seen – a favourable omen! The next Leader token to get drawn from the bag gains 1 Reputation token for their Force's goblet.
4. Battle courage! The next Leader token drawn from the bag may rally 1 Strength point from any damaged Unit under their Command (this has no effect if no Units are damaged).
5. Sweeping advance! The next Leader token drawn from the bag may move their Units double their usual speed.
6. Crush our enemies! The next Leader token drawn from the bag may add 2 extra dice when fighting in combat.

DESTROYED UNITS AND DEAD LEADERS

When a Unit's Strength drops to 0, it is destroyed and immediately removed. Reputation tokens are lost equal to its Strength at the start of the game. If a Leader's Unit is destroyed by shooting or in combat, they must roll 2 Risk to Heroes dice; if they survive, they may move to join the nearest Unit under their Command.

Dead Leaders are immediately removed, losing 2 Reputation tokens for the Warlord or 1 for a lesser Leader.

END OF THE GAME

As soon as one Force's Reputation goblet is empty, that Force loses and the game ends immediately.