

SAXON SHORE

SEQUENCE OF PLAY

1. Pull command cards or roll dice for movement (highest roll moves first)
2. Arrivals for commands moving on to the table
3. Shoot
4. Melee

MOVEMENT

Mounted and chariots - 12" + 1 d6
Foot - 6" + 1 d6
Non-Combatants - 6", run away 12" (1 turn)
Wagons etc. - 6" (woods & rough ground – use roads)

Herds - 6"
Looters - 6" when carrying loot, leading captives, etc.

Woods, rough ground, fords - _ movement
Mount or dismount - _ movement

Entering buildings - move to a door
- enter next turn

Exit buildings - move outside the door
- move next turn

SHOOTING

1. Roll 1 d6 to hit

Foot archers - 0" to 10", roll 1 or 2
- 10+ to 20", roll 1
Horse archers - 0" to 12", roll 1 or 2
Light artillery - 0" to 20", roll 1 or 2
Heavy artillery - 0" to 30", roll 1

2. Determine effect (each player rolls 1 d10)

Shooter's roll doubles target's roll - kill
(commander's stands must be tripled)
(army commanders must be quadrupled)
Any other result is a wound

MELEE

(Maximum of 2 stands on 1 stand)

(2 hits (wounds) removes a stand, command stands and elites need 3 hits, general stands need 4 hits)

1. Unit Fighting Qualities (type of dice)

- Command stands (Roman, all heavy cavalry, and warbands)	d12
- Command stands (militia, all light cavalry)	d10
- Roman Legionnaires and Auxilia units	d10 + 1
- Warbands, all heavy cavalry	d10
- Limitani (Roman border legions) - variable quality	d10 or d10 -1
- Militia, light cavalry, foot archers, chariots (mounted) Bacaudae (bandits)	d6
- Priests and other "religious" defending religious artifacts	d4
- Unit commander killed/ army general killed	-1 to unit's / -2 to all units' dice roll

2. Roll Appropriate Dice for the Troop Type: 1 dice per stand.

3. Compare Results: Ties - no effect

Higher roll wins, loser takes 1 wound

Double roll, loser dies (commander's stands must be tripled, general stands must be quadrupled)

4. Withdrawing From Melee:

A stand wishing to withdraw from a melee must have a clear escape path the width of its stand. The opposing stand gets a free "hack". Roll as per melee. If the withdrawing stand loses the roll, it is killed. If it wins the roll, it escapes without inflicting a casualty on its opponent.