Optional Rules for Legends of the Middle Ages

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Introduction

These rules are optional and are intended to modify Legends of the Middle Ages to more accurately reflect some of the warfare techniques used in that era.

Volley Archery

The volley rules given in RotK are an interesting extension, but don't really reflect one of the important aspects of such shooting and contain a logic flaw in that the archery target forms a line, not an area.

Archers of the time would be formed into groups, and the leaders of the groups would be the most experienced archers whose angle of shooting would be copied by the other archers.

A revised volley shooting procedure could therefore be;

The archers may not move.

The initial shot must target a specific figure. The shooting leader must have line of sight to the target, but may ignore intervening units of either side. (They will be shooting over the heads of those figures).

The target figure must lie between the range and the range x2 of the shooting weapon. Only bows/longbows may volley.

The initial shot is taken using the shooting skill of the group leader. If that hits, then for each archer in the group who shoots, roll a D6.

D6	Result
1	Miss.
2-4	Hit existing target.
5-6	Hit new target.

For each 5-6 in the results a new target can be hit which must be within 6" of the original target figure.

For each 2-4 in the results, an additional hit (and hence wounding attempt) is scored on your choice of the existing figures who have been hit.

If the initial shot missed, then this table should be used;

D6	Result
1-3	Miss.
4,5	Hit existing target.
6	Hit new target.

The extra hits should be relatively well distributed. If a figure is already taking 2 hits, it cannot be given a third until all the other figures who will be hit at all are also taking at least 2 hits.

If there are no possible "new targets" then any rolls of that value count as a miss.

Prepared Volleys

If the archers neither shoot nor move in a turn then they may "prepare a volley". A suitable marker for this could be bundles of arrows shoved into the ground where they can be grabbed quickly. A prepared volley means each archer can roll two D6s for shooting. If they do not move from the position, they may continue to shoot prepared vollies in future turns. Any movement from the position loses this bonus.

Arrow Choices

Arrows are by default "long range" broadheads. Alternative designs can be selected. Every archer in a Volley must shoot the same arrows.

Arrow type	Range	Str	Rules
Bodkin	-6"	*as bow*	No volley. No indirect. -1 save modifier.
Swallowtail	-9"	*as bow*	If targ=cavalry: D6>3 throws rider (even if unwounded). If targ charged this turn, +1 to roll.

Stakes

If a mounted figure charges infantry defending a stakes barrier they do not receive the "extra attack" or "knock down" charge bonuses. They keep their lance bonus. Otherwise, stakes count as a barrier as normal.

If a mounted figure is trapped while attacking across stakes, it takes an S3 double-attack from the stakes.

Wars

The medieval era had a lot of them, but these are some notable wars & battles (mostly involving England).

Date	War
1066-1072	Norman conquest.
1095-1099	1st Crusade
1098	Magnus of Norway conquers Scots islands.
1138-1154	The Anarchy (Stephen & Matilda)
1147-1149	2nd Crusade
⚔1166	Renfrew
1166 - 1266	Scottish unification.
1173-1174	Revolt against Henry II
1187-1192	3rd Crusade (Richard's)
1202-1204	4th Crusade
1215	rebellion & *Magna Carta*
1215-1217	1st Barons War
1217-1221	5th Crusade
1228-1229	6th Crusade
1248-1254	7th Crusade
1264-1267	2nd Barons War
1270-1272	8th & 9th Crusade
1277-1283	Conquest of Wales by Edward I
1296-1328	1st Scots War of Independence. (Bruce, Wallace)
⚔1296	Dunbar
⚔1297	Stirling Bridge
⚔1298	Falkirk
⚔1314	Bannockburn
⚔1327	Stanhope Park
1321-1322	Despenser War (Welsh barons' rebellion.
1332-1357	2nd Scots War of Independence.
1337-1453	Hundred Years War.
1341-1364	War of the Breton Succession.
†1347-1351	Black Death kills 1/3 of Britons.
⚔1346	Crecy
⚔1346	Neville's Cross
⚔1356	Poitiers
1377	Great Rumour (feudal revolt).
1381	Peasant's Revolt.
⚔1385	France invade Scotland
⚔1415	Harfleur, Agincourt
⚔1428	Orleans
⚔1453	Castillon
1399-1400	Epiphany Rising against Henry IV.
1400-1415	Owain Glyndwr's uprising in Wales.
1455-1487	Wars of the Roses.
1494-1498	1st Italian/ Charles VIIIth's War.
1499-1504	2nd Italian/ King Louis XII's War.