

Chain Shirt – Abridged Rules for Miniatures Combat

Turn Sequence

The Move/Counter-Move System

1. Both opponents roll a die; the higher score chooses to move first (Move) or last (Counter-move).
2. The first-move side moves its figures and makes any split-moves and missile fire, taking any pass-through fire at the same time.
3. The last-move side does likewise.
4. Artillery fire is taken.
5. Missile fire is taken.
6. Melees are resolved.
7. Repeat steps 1–6 for the remainder of the game.

Note: Missile fire from split-moving troops and pass-through fire takes effect immediately during movement. All other fire takes effect simultaneously just prior to melee resolution. Morale checks occur during whichever fire or melee segment the rules require.

Movement

Troop Type	Move	Road	Charge	Missile
Armored Foot	3"	—	3"	—
Heavy Foot	4.5"	—	6"	1.5" [†]
Landsknechte/Swiss	6"	—	7.5"	—
Light Foot/Archers	4.5"	—	6"	7.5"
Arquibusers/Crossbow	6"	—	7.5"	9"
Longbowmen	6"	—	7.5"	10.5"
Turk Archers	4.5"	—	6"	10.5"
Heavy Crossbowmen	4.5"	—	4.5"	12"
Heavy Horse	6"	1.5"	9"	—
Medium Horse	9"	3"	12"	7.5"
Light Horse	12"	3"	15"	9"
Catapults/Cannons	3"	1.5"	—	<i>see text</i>
Wagons	3"	3"	—	—

[†] Applies to troops armed with throwing axes or spears (Vikings, Saxons, etc.).

Terrain

- **Difficult Terrain:** Slows movement 50%, prevents all charge moves. Movement downhill is at normal speed. Counts double for purposes of fatigue.
- **Hill, Ditch, or Rampart:** Difficult terrain.
- **Wooded:** Difficult terrain. Cannot move formed bodies of troops. Prevents indirect fire.
- **Marshy:** Difficult terrain. Prevents entrance of heavy equipment, catapults, and guns.
- **Rough:** Prevents charge moves (but does not count as difficult).
- **River and Stream:** Treat individually as to fordability and crossing penalty. A typical stream costs 3" to cross and prevents charge moves; a typical river requires troops to halt before and after crossing and costs an entire move to cross.

Formation & Facing

Units must pay a movement penalty to change formation and/or facing.

Formation Changes

Change	Cost
Column → Line	1 Move
Line → Column	1 Move
Column → Square*	1 Move
Line → Square*	2 Moves

*Foot only. Units caught in melee during a formation change are considered flanked.

Facing Changes

Change	Cost
Oblique	¼ Move
Left/Right Face	½ Move
About Face	1 Move

Double all penalties for poorly trained troops; halve for horse.

Fatigue

Troops become fatigued when any of the following conditions are met:

1. Moving 5 consecutive turns.
2. Moving 2 consecutive turns, charging, then meleeing.
3. Moving 1 turn, charging, then meleeing 2 rounds.
4. Meleeing three rounds.

Fatigued troops:

1. Attack and defend at the next lower class.
2. Morale drops -1 on all values and dice rolls.

Movement uphill counts as two normal moves. One turn of non-movement fully restores fatigued troops.

Missile Fire

Excluding gunpowder and catapults. You may not fire into melee.

Casualties

Number Firing	Unarmored		Number Firing	$\frac{1}{2}$ Armor or Shield	
	Die 1-2	Die 3-6		Die 1-3	Die 4-6
1-2	0	1	1-2	0	0
3-4	1	2	3-4	0	1
5-6	2	3	5-6	2	2
7-8	3	4	7-8	2	3
9-10	4	5	9-10	3	3

Number Firing	Fully Armored	
	Die 1-4	Die 5-6
4-8	0	1
9-12	1	2
13-16	2	3
17-20	3	3

Groups cannot be divided unless they exceed maximum, in which case they are divided into equal sub-groups.

Rate of Fire

Stationary Fire Archers & Longbowmen: Fire 2/turn. Can use indirect fire (see below). Crossbowman: Fire 1/turn. Heavy Crossbowman: Fire every other turn, but gain +1 to missile fire die rolls.

All troops may perform *Pass-through Fire*. At the half-move point of the turn, they may fire at any enemy unit within range, including split-moving, passing, or charging troops. These shots count against their normal limit.

Moving Fire Archers & Longbowmen & Crossbowmen:

- If moved $< \frac{1}{2}$ movement, fire 1/turn.
- If moved $> \frac{1}{2}$ move, 50% chance to fire once.

Heavy Crossbowmen:

- If moved $< \frac{1}{2}$ movement, may fire or reload.
- If moved $> \frac{1}{2}$ movement, 50% chance to fire and may not reload.

Special Fire Types

Arc of Fire: Footmen — 45° left or right. Horsemen — 180° left, 45° right.

Ranks: Two ranks of missile troops may fire, provided the first rank are missile troops. Range is measured from the first rank.

Indirect Fire: Archers and Longbowmen may fire over intervening troops more than 1.5" distant. Indirect fire reduces range by one-third and moves the target to the next higher armor category. Fully Armored targets are immune to indirect fire.

Cover: Soft cover reduces missile casualties from direct fire by half (drop fractions). Hard cover such as mantlets or arrow-slits prevent direct fire. Woods and overhead cover prevent indirect fire.

Throwing Axes, Spears, and Javelins: May fire once per turn only; may always fire at charging enemies; may not fire indirectly.

Melees

Only one rank fights. Casualties determined by rolling on the Melee Table. Troop classifications:

- **Light Foot**: Missile troops, Peasants, Crews
- **Heavy Foot**: Normans, Saxons, Turks, Vikings, Men-at-Arms
- **Armored Foot**: Dismounted Knights, Sergeants, Italian City Levies, Condottiere
- **Light Horse**: Magyars, Mongols, Saracens, Spanish, Turks, Hobilars
- **Medium Horse**: Norman Knights, Esquires, Saracens, Turcopoles
- **Heavy Horse**: Knights, Reiter, Gendarms

Melee Mechanics

Charge: Charges are permitted when melee contact is expected during the turn. A unit that charges must move at normal speed the following turn. Cavalry charges must follow a (45° curve maximum). If a charging unit wins in the first round of melee, they continue their charge.

Missile Troops: Missile troops interspaced with other footmen forming a defensive line may refuse combat and move back 1.5" out of melee range. However, if the other footman in melee are killed or driven away and the attackers continue a charge move, the missile troops must fight.

Drawn In Units: Units within 1.5" of a melee which have moved <½ of their move may move up to 3" into the melee.

Excess Troops: After the first round of melee, unopposed troops from the flanks or rear may move up to ½ to join the combat.

Melee Resolution: After both players roll their allotted dice, casualties are removed and morale is checked for both sides.

Post-Melee Morale

1. Look up the Morale Rating for each troop type involved:

Troop Type	Rating	Troop Type	Rating
Peasants	3	Light Horse	6
Light Foot and Levies	4	Armored Foot	7
Heavy Foot	5	Medium Horse	8
Elite Heavy Foot	6	Heavy Horse	9

2. Each side multiplies their surviving figures by their Morale Rating.
3. Find the difference between casualties between sides. The side with more kills multiplies that difference by a die roll and adds it to their score.
4. The side with more survivors adds the positive difference in survivor counts to their score.
5. Total all scores. The side with the lower total reacts:

Difference	Result
0–19	Melee continues
20–39	Back ½ moves, good order
40–59	Back 1 move, good order
60–79	Retreat 1 move, back to enemy
80–99	Rout 1½ moves, back to enemy
100+	Surrender*

*Victorious side may continue a charge.

For melees with fewer than 20 figures per side, double all totals.

Post-Melee Morale Example

Suppose Gary's 10 Heavy Horse charge Jeff's 20 Heavy Foot, killing 8 and losing 2 of their own.

1. Heavy Horse have a morale rating of 9; Heavy Foot a rating of 5.
2. Gary's 8 surviving Heavy Horse score $8 \times 9 = 72$. Jeff's 12 surviving Heavy Foot score $12 \times 5 = 60$.
3. Gary inflicted more casualties: the difference is $8 - 2 = 6$. He rolls a 3, giving $6 \times 3 = 18$, added to his score.
4. Jeff has more survivors on the field: $12 - 8 = 4$, added to his score.
5. Gary totals $72 + 18 = 90$; Jeff totals $60 + 4 = 64$. Gary wins the morale contest by $90 - 64 = 26$. Since fewer than 20 figures per side are involved, this is doubled to 52. Jeff's Heavy Foot must fall back 1 move (4.5") in good order, while Gary's Heavy Horse must continue their charge, possibly meleeing again that same turn.

Flank & Rear Attacks

Flank: Attacker counts as the next higher class (Heavy Foot = Armored Foot; Heavy Horse = +1 per die).

Rear: Attacker delivers casualties with no return. Also receives the flank bonus above.

Retreat & Rout

Retreating/routing troops must remain unmoved the following turn to rally. A score of 1–2 is required to rally if attacked while doing so; else, they suffer casualties while dealing none.

If a retreating unit contacts other troops, the retreat is stopped but both groups must spend the next turn rallying. If a routing unit contacts other troops, they will rout and must spend the next turn rallying.

If a retreating or routed unit continues to retreat or rout (i.e., because they were attacked and failed to rally), they may roll to rally each round with diminishing chances.

Turn of Retreat/Rout	Score to Rally
1st	Automatic (if not attacked)
2nd	3–6
3rd	6
4th	Removed from play

Units retreating or routing off the table are removed from play.

Melee Optionals

Impetus Bonus

Heavy Foot, Armored Foot, and all Horse charging across smooth level terrain or down moderate slopes add an extra die to their normal Combat Table allotment.

Cavalry (Standing)

Standing Horse defend normally but return casualties at the next lower category (Heavy → Medium → Light; Light returns as Armored Foot). This does not apply after the first round of melee. *Standing* means: (A) not ordered to move on the turn attacked (simultaneous system), or (B) not moved the turn melee was originated, or not moved on the turn previous to melee (move/counter-move system).

Morale

Excess Casualties

When a unit's casualties exceed the threshold below, roll two dice. Check before the melee portion of the turn if the loss came from missile fire; check after melee if it came from melee. Units that fail are removed from play immediately. On a pass, no further check is required. However, once total casualties reach double the threshold, the unit is removed from play without a roll (e.g., once 50% of Light Foot are lost).

Unit Type	Casualty %	Score to Remain
Light, peasants or levies	25%	8+
Heavy Foot	33 ¹ / ₃ %	7+
Elite Hv. Foot, Armored Foot, Mongols	33 ¹ / ₃ %	6+
Medium Horse (not Kts.)	33 ¹ / ₃ %	7+
Swiss Pikemen	50%	5+
Heavy Horse, Norman Knights	50%	6+
Mounted Knights	50%	4+

Surrounded units that fail are assumed to surrender.

Cavalry Charge

Defending units must check morale when charged by mounted troops. Failure causes a retreat of 1½ moves with backs to the enemy; these retreating units must rally. If both sides are charging, both check, adding 1 to the score for Foot and 2 for Horse.

Defending Unit (2d6)	vs. Light	vs. Medium	vs. Heavy
Peasants	9	10	11
Light Foot, Levies	8	9	10
Heavy Foot	7	8	9
Elite Heavy Ft., Armored Foot	6	7	8
Light Horse	5	6	7
Medium Horse	4	5	6
Heavy Horse	3	4	5

Units charged in the flank deduct 1 from the dice score; units charged in the rear deduct 2.

Melee Table

Roll the indicated number of dice per the attacker type; the score shown kills. Men armed with pike or halberd add an extra die.

Attacker	Defender					
	LF	HF	AF	LH	MH	HH
Light Foot	1d, 6	1d/2, 6	1d/3, 6	1d/2, 6	1d/3, 6	1d/4, 6
Heavy Foot	1d, 5+	1d, 6	1d/2, 6	1d/2, 6	1d/3, 6	1d/4, 6
Armored Foot	1d, 4+	1d, 5+	1d, 6	1d, 6	1d/2, 6	1d/3, 6
Light Horse	2d, 5+	2d, 6	1d, 6	1d, 6	1d/2, 6	1d/3, 6
Medium Horse	2d, 4+	2d, 5+	2d, 6	1d, 5+	1d, 6	1d/2, 6
Heavy Horse	4d, 5+	3d, 5+	2d, 5+	2d, 5+	1d, 5+	1d, 6

Columns: LF = Light Foot, HF = Heavy Foot, AF = Armored Foot, LH = Light Horse, MH = Medium Horse, HH = Heavy Horse.

Key: **1d** = 1 die per attacking figure; **1d/2** = 1 die per 2 figures; **2d** = 2 dice per figure; etc. Score shown or higher kills. **5+** = score of 5 or 6; **4+** = score of 4, 5, or 6.

Combat Example

Gary's 10 Heavy Horse charge Jeff's 20 Heavy Foot. Heavy Horse attacking Heavy Foot roll 3 dice per man, killing on 5 or 6. Gary rolls 30 dice and scores 8 kills. Jeff's Heavy Foot roll 1 die per four men against Heavy Horse, killing on 6. With 20 men he rolls 5 dice and scores 2 kills.

(This example does not use the impetus bonus.)

Suggested Point Values

Troop Costs

Troop Type	Point Value
Peasant	½ pt
Levee	¾ pt
Light Foot	1 pt
Heavy Foot	2 pts
Armored Foot	2½ pts
Light Horse	3 pts
Medium Horse	4 pts
Heavy Horse	5 pts

Additional Weapon Costs

Weapon	Cost
Pike	1 pt
Arquebus or crossbow	1½ pts
Bow	3 pts
Longbow or composite bow	4 pts
Light Catapult or Cannon	15 pts
Heavy Catapult or Cannon	20 pts
Bombard	30 pts

1. Mercenaries cost one-half of the above points.
2. Swiss or Landsknechte are all equal to Heavy Foot, plus weapon, for point-value cost.
3. Traditional composition of historic forces should be kept in mind when selecting armies by point value.