CHAINMAIL TEST GAME #1:
Orcs vs. Charlemagne

I want to use *Chainmail* in the upcoming Starkpool campaign to handle the larger battles. I haven't actually played a full battle with the game yet, nothing more than a few test-turns here and there. So, I've put together my first full-fledged test battle. It is an invading orc army against my Carolingian miniatures, who haven't gotten a real chance to play despite the fact I find them cool. I didn't use the Orc statistics from the Fantasy Supplement, just treated them as regular troops.
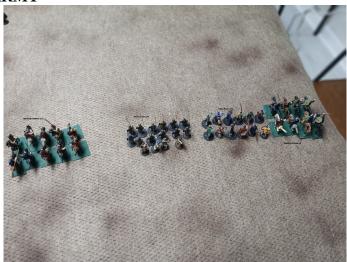
ORC ARMY

Order of Battle (left to right):
Heavy Foot x20; Light Foot x12, Heavy Foot x15, Heavy Foot x6, Archers x8, Light Foot x10, Goblin Light Foot x12

CHARLEMAGNE'S ARMY

Order of Battle (left to right):
Medium Horse x10, Heavy Foot x16, Light Foot x12, Medium Horse x8

THE BATTLE IS SET:

TURN 1:

Initiative: Orcs win and choose Move.

Move Phase: All the orc heavy and light foot on the left and center surge forward. The archers make a half-move forward, hoping to get some arrow shots off. The goblins and their orc light foot back-up circle around the yellow-brown rock formation on the right.

Counter Move Phase: the Carolingian infantry in the center surges forward but doesn't make contact. The two infantry squadrons on the wings charge to contact. The Right into orc heavy infantry near the black rock formation, the Left into the archers. The orc archers get Pass-Through shots at the charging cavalry. The cavalry have mail armor and shields so count as fully armored. The archers roll a "4" which, for 8 shooters indicates 0 casualties.

Missile Phase: none

Melee Phase:

Melee 1: The Carolingian Cavalry on the right charges the heavy orcs on the left. The orcs must make an 8+ (2d6) morale check to withstand the charge: they roll a 9 and stand firm. 4 Cavalry figures are engaged with 5 orcs. The cavalry rolls 3 dice per man (including 1 bonus for the charge) needing 5-6 to kill. They score 5 kills, wiping out the first rank. The 5 orcs, attacking simultaneously, roll 1 die per 3 men, (so 1), needing a 6 to kill and they do score 1 kill. The cavalry advances to contact the second rank. Post Melee Morale:

      1—Cavalry +4 for inflicting 4 more casualties times a die roll (1).

      2—Orcs: +7 for having 7 more figures than the cavalry after the melee.

3—Orcs 7x5(HF morale number)= 35.   Cavalry 4x8(MH morale number)=32

Both numbers are doubled, since there are fewer than 20 men per side.

Orcs: 70, Cavalry 64

4—Since the difference is less than 19, melee will continue next round.

Melee 2: Cavalry vs. Archers. The 8 archers must make a Morale Check (9+ 2d6) to withstand the charge. They roll a 10 and stand (idiots). The 5 cavalry in the first rank roll 3 dice each, killing on a 4-6. They kill 6 of the archers. I ALLOWED THE CAV TO KILL 6 ARCHERS WHEN THEY ONLY WERE IN CONTACT WITH 4, FIGURING THAT THEY STILL HAD CHARGE MOVEMENT LEFT AND WERE CLEARING A SPACE TO GET TO THE SECOND ROW. The archers roll 1 die per 3 men, killing on a 6 and don't make any kills.

POST MELEE MORALE:

1 Cavalry +12 for inflicting 6 more casualties times a die roll (2).

2 Cavalry +8 for having 8 more men.

3 Archers: 2 figures x4 morale= 8

Cavalry: 10 figures x 8 morale=80

4: Cavalry Total: 100;   Archer Total: 8; Double totals since less than 20 men per side; so

Cavalry 200, Archers 16.   The difference is 100+ so the archers surrender.

Archers are removed, and Cavalry continues its charge move 4 more inches.

Cavalry Break Through, Turn 1

POST MELEE MORALE REALLY IS A COMPLICATED PROCESS. I WISH THERE WERE A SIMPLER WAY TO DO WHAT IT INTENDS TO SIMULATE.

TURN 2

Initiative: Orcs win and choose Move.

Move: The orc LF on the right turns around toward the cavalry. The goblin LF move forward around the yellow rocks. The small group of orc HF in the center turn around toward the cavalry. The large group of orc HF charges the Carolingian HF in the center. The orc LF on the left charges the Carolingian LF. The leftmost orc HF are still in melee with the Carolingian right MH.

Counter-Move: The Carolingian Medium Cav archer-slayers about face and swarm around the front and flanks of the 6-orc heavy foot in the middle. All other Carolingian units already in melee.

Missiles: All missile troops are dead.

Melee Phase:

Melee 1: Middle: 10 MC vs 6 HF.   3 Cav fight as MC, 4 have flank attacks and fight as HC and 3 are not in contact. 5 of the orcs can attack.   MC: 2 dice per man, 5-6 kills: 6 dice, 3 kills.   HC 3 dice per man 5-6 kills: 12 dice: 4 kills.   5 orcs: 1 die per 3 men, 6 kills: 1 die, no kills. 7 of 8 are killed.

POST MELEE MORALE:

1—Cav +7 (7 kills to 0), x die roll (6): 42

2—Cav +9 (10 cav vs 1 orc): 9

3—Cav 10 men x8(morale number)=80; Orcs 1 man x5 (morale)=5

4—Cav total: 131 x2 (less than 20 men)=262. Orcs 5x2= 10

Total is 100+, last orc gives up.

Melee 2: orc HF vs Carolingian HF in middle. 6 from each side can fight. Orcs get the charge bonus. Orcs: 6 dice, 5-6 kills. Carolingians 6 dice, 6 kills. Orcs kill 3, Carolingians kill 1.

POST MELEE MORALE:

1—Orcs +2 x die roll (2): 4

2—Orcs +1 (14 to 13): 1

3—Orcs 14x5=70; Car 13x5=65

4: Orc total: 75x2=150; Car total: 65x2=130:   The difference is 20, the Carolingians move back a half move in good order. I AM ASSUMING THAT THE DO NOT TURN AROUND, JUST BACK UP.

Melee 3: Orc Light Foot vs Carolingian Light Foot (12 each side, 6 can fight). Light Foot do not get the impetus bonus for a charge, so each side rolls 6 dice, killing on a 6. Orcs kill 1, Carolingians kill 0.

POST MELEE MORALE:

1—Orcs +1 xdie roll (6)=6

2—Orcs +1 (12 to 11): 1

3—Orcs: 12x4=48. Caro: 11x4=44

4—Totals: Orcs: 55 x2: 110; Caro: 44 x2= 88, difference is 22: Carolingians move back a half move in good order.

Melee 3: 7 Carolingian MH, vs 15 Orc HF. Carolingians in a line of 7, 11 orcs normal, 2 orcs get flank attack, 2 cannot attack. MH 2 dice per man 5-6 to kill, 4 orcs killed. 11 orc attack: 1 die for 3 men, 6 will kill. 3 dice: No kills. Flank attack: 1 die per 2 men, 6 kills: 1 roll—no kills.

POST MELEE MORALE

1—Horse: +4 x die roll 5: 20

2—Orcs +4 (11 vs 7)

3—Horse 7x8=56; Orcs: 11x5=55

4—Totals: Horse 76x2=152; Orcs 59x2= 118 Cav +34; Orcs move back half move in good order.

Since the orcs have taken more than 33.3% of their unit as casualties, they must make a Morale Check for Excess Casualties of 7+ on 2d6. They roll a 6 and immediately rout off the field and are eliminated. WOW, CASUALTY MORALE CHECK, REALLY, REALLY BAD.

End of Turn 2—Cavalry Rules

TURN 3

Initiative: 4 Carolingians win, choose move

Move: Center Horse unit arranges ranks, but rests to avoid fatigue. Right Horse, 4 charge rear of the Heavy Orcs, 3 charge rear of the Light Orcs.   Carolingian HF charge front of Orc HF. Carolingian LF charge front of Orc LF.

Counter-Move: goblins move from column to line. Right Light orcs make 2 oblique moves to line up threatening the Medium Horse flank in the center. The other orcs are in the middle of death sammich.

Missile: None

Melee:

Melee 1: Death Sammich-Heavy: 4 MH vs no counterblow from orcs: 4 dice per man, 5-6 kills: 5 orcs die. Carolingian HF charge Orc HF 6 on each side can fight. Carlo HF 12 dice, 6 to kill: no kills. Orc HF: 6 dice, 6 kills: 1 kill.

POST MELEE MORALE:

1—Caro +5x die roll (6)= 30

2—Caro +7 (16 vs 9)

3—Caro 4x8=32 plus 12x5=60 equals 92. Orcs 9x5=45

4—Totals: Carolingians 129x2=258. Orcs 45x2=90 Difference is 100+, Orcs surrender

Melee 2: Death Sammich-Light: 3 MH vs Orc LF, no return blow. 9 dice, 4-6 kills: 7 orcs die. The remaining 3 have no chance and surrender.

Game over man.   The remaining goblin and Orc Light Foot have no hope and flee the field

I MUST SAY, AS A WARNING TO PLAYERS: INVEST IN CAVALRY, THEY REALLY KICK ASS.

DEATH SAMMICH