

CHAINMAIL BATTLE TEST 2

LATE MEDIEVAL (=LAWFUL) VS. FANTASY CHAOS ARMY

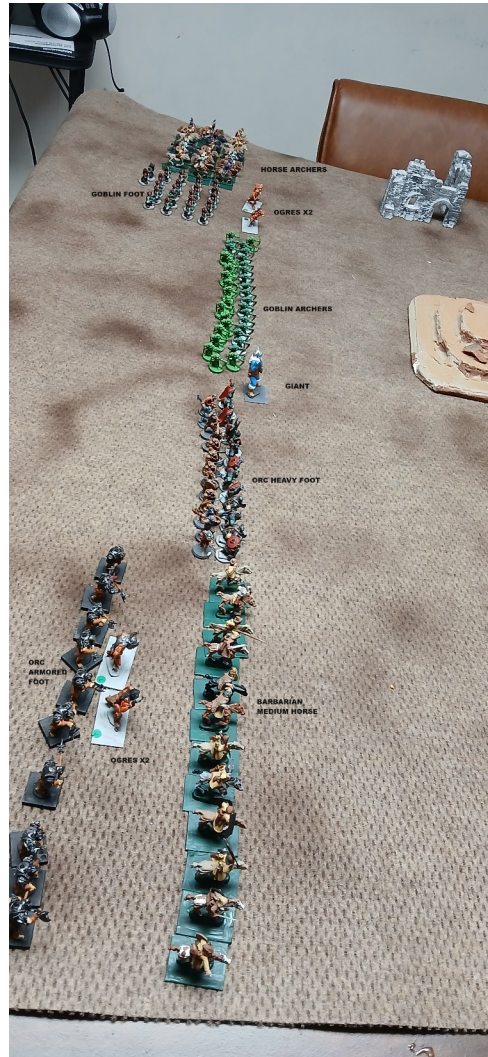
LAWFUL ORDER OF BATTLE: 543.5 pts, 149 miniatures

Swiss Pike x14 (3pts)	42pts	
Heavy Crossbow HF x16 (3.5pts)	56pts	
Longbow LF x12 (5pts)	60pts	
HF Spear and Shield x20 (2pts)	40pts	
HF Billmen x35 (2pts)	70pts	
Armored Foot x15 (2.5 pts)	37.5pts	
Heavy Cavalry x12 (5pts)	60pts	
Medium Cavalry x22 (4pts)	88pts	1 unit of 12, 1 unit of 10
Hero x2: Green, Blue HC (20pts)	40pts	Sir Garn and Sir Bors
Superhero x1: Red HC (50pts)	50pts	Duke Edward the Tiger



CHAOS ARMY ORDER OF BATTLE 549.5 pts, 127 miniatures

Goblins Attack HF, Defend LF x22 (1.5pts)	33pts
Goblin Archers x35 (4.5pts)	157.5pts
Orc HF x25 (2pts)	50pts
Big Armored Orcs x10 (2.5pts)	25pts
Ogres x4 (15pts)	60pts
Giant x1 (50pts) Jarl Sigbut the Frost Giant	50pts
Barbarian Horse Archers x18 (7pts)	126pts
Barbarian Medium Horse x12 (4pts)	48pts



RULE TEST:

SUBSTITUTE POST-MELEE MORALE

Each unit in the melee notes its melee morale number and adds 1d6

Whichever side inflicted more casualties adds +2, but +4 if it scored twice as many or +6 if thrice. (count 0 casualties inflicted as "1" for double/triple purposes).

Whichever side still has more figures on the board adds +2, but +4 if it has twice as many or +6 if thrice.

Whoever scored higher is the "winner". Compare the scores to find the result of the melee.

Winner had this amount

Result

0-5

Melee will continue next round.

6-10

Loser is placed $\frac{1}{2}$ of its normal move back. Still facing enemy

11-15

Loser retreats 1 full move, back to enemy. Next round it must stay in place, reordering itself.

16+

Loser routs off the board or surrenders (Judges call).

THE BATTLE IS SET:



TURN 1

Initiative: Law wins the roll but chooses counter-move.

Move: The entire Chaos army surges forward, but does not reach encounter or shooting range (the Horse Archers were perilously close to being able to split-move and shoot the knights, but were 1-2 inches short).

Counter Move: Sir Bors and 8 of the medium horse charge into the barbarian medium horse. Duke Edward charges into the Frost Giant Jarl and the Longbow archers are able to shoot at the barbarian horse.

Missiles: The longbow archers have moved only half their move so may shoot at the horse archers. In 2 groups of 6 shooters against unarmored targets, they manage to kill 6 of the barbarians. Since the horse archers moved over half their move, they may shoot if they roll 4-6 on 1 die. They roll a 3 and may not shoot. The horse archers lost exactly 1/3 of their unit, which is exactly the threshold for them

to make an Excessive Casualty Morale check, which they will pass on an 8+. The horse archers roll a 3 and flee from the battlefield.

Melee: there is one Fantasy Combat (Giant vs Superhero) and one Normal Melee (Medium Horse vs Medium Horse and Hero).

Fantasy Combat:

The Giant and Superhero will drive the other back on exactly a 9, and will kill on a 10-12 on 2 dice. The giant rolls a 10 and kills Duke Edward. The Duke rolls a 7 and does not injure the giant.

Normal Melee:

Facing a cavalry charge, the Barbarian horse must roll 5+ to withstand the charge. They roll a 4 and fail, retreating a move and a half, riding around the armored orcs. They will have to spend next turn rallying.

End of turn: the Chaos army's barbarian horsemen have proven themselves weak-willed and cowardly, but the army of Law has lost its legendary leader Duke Edward.



TURN 2

Initiative: Chaos wins the roll and chooses Move.

Move: The barbarian horse rally and re-order. The ogres and armored orcs advance, but can't reach the Lawful medium horse. The orc heavy foot charge the lawful pikes. The giant doesn't move but prepares to throw a boulder. The goblin foot and archers swarm forward as fast as their stubby little legs can carry them. Two ogres charge into the lawful armored horse.

Counter-Move: The first unit of lawful Medium Horse maneuvers out of the way onto the small hill. Sir Bors charges the armored orcs. The second unit of Lawful MH charges the 2 ogres on this side. The pike are locked in melee. The crossbowmen do not move. The large formation of billmen charge the giant. He, however, uses the Pass-Through Shot to throw his boulder at the billmen, killing 6 of them, however since this isn't 1/3 of the 35 billmen, they don't need to check excessive casualty morale. A crowd of billmen swarm around the giant. The longbows don't move. The armored foot and heavy spearmen rush forward. The heavy horse swarm the ogres on this side and Sir Garn charges the goblin foot alone.

Missile Phase: The goblins are unable to shoot at any targets, due to indirect fire range restrictions for the hill. The crossbowmen have no targets. The longbows may shoot at the goblins with indirect fire,

due to their longer range weapons. The goblins count as $\frac{1}{2}$ armor because of the indirect fire. The longbows shoot 2 volleys of 6 shooters each, killing 8 goblin archers total, which is only 23% of the force, so no morale check.

Melee Phase:

Melee 1: Sir Bors vs 3 Armored orcs. The orcs only get 1 die roll and need a 6 to hit, but miss. Sir Bors attacks as 4 Heavy Horse, plus 1 die per “man” because of the charge, so he will roll at total of 12 dice, killing on a 5-6. He kills 2 orcs (no excessive casualty morale).

POST MELEE MORALE:

Sir Bors: $9+6(1d6)+4$ (killed twice as many)=19

Orcs: $7+3(1d6)=10+4$ (has twice as many men)=14

Melee continues next turn

THIS WAS WAY QUICKER AND EASIER

Melee 2: Heavy Orcs vs Pikemen; both sides are treated as HF, orcs get +1 die per man for charge. 10 orcs attack (20 dice), 8 pikemen attack (8 dice). 6 needed to hit. Orcs score 4, pike score 2.

POST MELEE MORALE:

Orcs: $5+1(1d6)+4$ (twice as many hits) +4 (twice as many left)=14

Pikemen: $9+4(1d6)=13$

1 difference, melee continues next turn.

Melee 3:

9 billmen vs. Giant. Billmen get 4 dice plus 4 (charge) for 8 dice, needing 6. Giant gets 12 dice needing 5-6. Billmen score 2 hits on the giant. The giant kills 3 billmen.

POST MELEE MORALE:

Giant $9+4(1d6)+2$ (more kills)=15

Billmen: $5+6(1d6)+4$ (twice as many men)=15

Equal results, melee continues.

Melee 4:

Sir Garn vs Goblin foot. Sir Garn attacks as 4 heavy horse vs light foot—4 dice per man, plus 1 die for charge for a total of 20 dice, needing 5-6 to kill. 4 goblins can attack, but only get 1 die per 4 men, needing a 6. A hero needs 4 hits in 1 turn to be killed, so he is safe. Sir Garn kills 5 goblins (not enough for ex. Cas).

POST MELEE MORALE:

Sir Garn: $9+4(1d6)+6$ (killed 3x)=19

Goblins: $4+3(1d6)+6$ (has 3x)=13

Goblins are driven back 3” in good order facing enemy.

Melee 5:

2 Ogres vs 7 medium horse. Ogres equal 6 HF each, so 12”men” with 1 die per 3 men. They will get 4 rolls, needing 6 to kill. They kill 1. The medium horse get 2 dice per man plus 1 for charge or $3 \times 7 = 21$ rolls, killing on 5-6. They score 6 kills, removing one of the 2 ogres who need 6 hits to kill.

POST MELEE MORALE:

Medium Horse: $8+4(1d6)+6$ (3x kills), +2 (more men left)=20

Ogres: $6+5(1d6)=11$

Ogres move back $\frac{1}{2}$ in good order.

MELEE 6:

Heavy Horse x12 vs Ogres x2. The ogres count a 6 HF each, 1 die per 4 men, plus 1 for charge, so 6 dice, needing a 6 to hit. They kill 2 horse. 12 Heavy Horse attack, six of whom have a flank. They get 3 dice per men, needing 5-6 to kill, with the flankers getting +1. 18 dice needing 5-6, 18 dice needing 4-6. The ogres are wiped out.

End of Turn: Law's right flank is shaping up well, but Sir Garn might be hedged by a pile of goblin archers. Chaos's center is holding strong. The Giant might do some serious rampage. And the pikes are hard pressed by heavy orcs. Law's left is doing better against the chaos right.



TURN 3

Initiative: Law wins and chooses Move

Move: Medium Horse unit 2 swarms last ogre. Medium Horse unit 1 charges down hill against Armored Orcs who must roll 7+ to stand and roll 9. Sir Bors is locked in melee. Billmen swarm Giant. Pikemen locked in melee. Crossbows turn left and start to move toward the small hill. Longbows do not move. Armored Foot advance. Sir Garn closes with Goblin foot. Heavy Horse charge Goblin Foot who must roll 10+ to stand and they fail. They move back 9" backs to enemy, but the Heavy Horse have sufficient movement to catch them, hitting them in the rear. Sir Garn, however, wasn't charging so stays in place. Spearmen advance, 6 goblin archers take pass-through shots, but make no hits.

Counter-Move: Barbarian Horse charge forward and 4 of them meet the 4 men on the right of unit 2 MH charging the orcs. Each unit needs 5+ to withstand the charge and they both do. The goblin archers redress their lines.

Missiles: 6 of the goblin archers have a shot at Sir Garn, but to no effect. 6 others can indirect shoot the advancing Armored foot and manage to kill one. The longbows once again kill 8 goblin archers. This causes an excessive casualty morale check, which the goblins pass.

Melee Phase:

Melee 1

Sir Bors vs armored orcs, he kills one. 8 MH vs 7 armored orcs. The horse get three dice each, including charge, needing 5-6 and kill them all. The orcs get 4 dice, killing on a 6 and kill 2 MH.

Melee 2

4 Barbarian MH vs 4 Lawful MH, each roll 8 dice, 6 to hit. Each side kills 1.

POST MELEE MORALE:

Barbarians: $8+4(1d6)+2$ (more men)=14

Lawful: $8+2(1d6)=10$. 4 difference means melee continues

Melee 3

9 MH vs 1 Ogre: MH gets 23 dice (5 of them attacking as HH due to flank) needing 5-6. Ogre gets 2 dice, killing on a 6. The horse only inflict 2 hits on the ogre. The ogre inflicts none.

POST MELEE MORALE:

Horse: $8+1(1d6)+2$ (more hits), $+4$ (twice as many)=15

Ogre: $6+5(1d6)=11$ MH only wins by 4, so melee continues.

Melee 4:

Orc HF vs Pike. 11 of the orcs can attack, 2 with flank. 10 of the pikes can attack. Orcs get 9 dice needing a 6 and 2 dice needing 5-6. Orcs inflict 4 kills. The pikes get 10 dice, needing 6. They make no hits.

POST MELEE MORALE:

Orcs: $5+3(1d6)+6$ (3x kills)+4 (2x men left)=18

Pike: $9+3(1d6)=12$.

Orcs win by 6, Pikes are pushed back 6", still facing enemy.

Melee 5:

Giant vs Billmen

Giant gets 12 dice, needing a 6. He kills 2. Billmen also get 12 dice, needing a 6. They also make 2 hits (bringing the giant down to 8htk).

POST MELEE MORALE:

Giant: $6+1(1d6)=7$

Bill: $5+5(1d6)+6$ (3x men)=16 Bills win by 9, giant is forced back 6" in good order.

Melee 6:

Heavy Horse rear-charges goblin foot. The horse will get 28 dice (4 per man) needing a 4-6 on each. Goblins, being attacked in the rear, get no attack. The horse inflict 15 kills. The goblins fail their excessive casualty morale roll and are eliminated.

End of Turn: The Chaos left has collapsed. The center still holds but the right is outgunned 2-to-1.



TURN 4

Initiative: Chaos wins, chooses Move.

Move: The barbarian horse is drawn completely into the melee with the Lawful horse. The ogre is locked in melee. Orc heavies engage the billmen and pikes. Goblin arches re-order into 2 lines. Giant does not move. Crossbowmen get pass-through shots on heavy orcs killing 5 of them (18 remain), pikemen are now free of contact.

Counter-Move: Medium horse, billmen and Sir Bors are all locked in melee. Sir Garn and the Heavy Horse take a turn to clear potential fatigue. The Spearmen and Armored Foot advance. The Longbows make a half-move forward. The pike charge the Orc HF in the rear.

Missiles: The giant throws a boulder at the Heavy Horse killing 3, just avoiding a morale check. Longbows shoot at goblin archers again getting 12 shots, killing 5, just shy of morale collapse. The goblins attempt to make a missile attack but fail the roll having moved more than half.

Melee Phase

Melee 1: 9 MH vs 1 ogre. Ogre gets 2 rolls needing 6. No kills. MH gets 18 dice, needing 5-6, scores 5 hits, killing the ogre.

Melee 2: 9 MH and Sir Bors vs 11 Barbarian MH. 9 Barbarians vs Lawful MH, both sides roll 9 dice, needing 6 to kill. Barbarians score no kills, Lawful score 2 kills. Sir Bors gets 4 dice needing 5-6, scoring 3 kills. 2 MH vs Sir Bors, miss.

POST MELEE MORALE

Barbarians MH: $8+1(1d6)=9$

Lawful MH: $8+6(1d6)+4(2x\text{ Men})+4(2x\text{ kills})=22$

Barbarians lose by 13, retreat full move, back to enemy—this takes them off board, they're done.

Melee 3: 18 HF Orcs vs 16 Billmen HF. Each gets 1 die per man, hitting on a 6. Orcs kill 2, Billmen kill 1. Pikes attack orcs from rear. 8 pikemen get 3 dice each, needing 6. They kill 5. Orcs must make excessive casualty morale check 7+. They stand.

POST MELEE MORALE:

Law: Pike: $9+1(1d6)+6(3x\text{ kills})+4(2x\text{ men})=20$

Bill: $5+1(1d6)+6+4=16$

Orcs: $5+5(1d6)=10$

End of Turn: The army of Chaos is reduced to 11 Orcs, 14 Goblin Archers and the Giant. Both the right and left flanks are eliminated. Jarl Sigbut decides to flee and fight another day.

THOUGHTS:

- THERE IS NO WAY TO PLAY THIS WITHOUT A REFEREE. THE RULES ARE JUST TOO VAGUE AND SO MANY JUDGMENT CALLS NEED TO BE MADE.
- THE MELEE DICE MECHANICS ARE PRETTY GOOD AND FAST.
- CAVALRY DOES TOTALLY ROCK, MUST KEEP THAT IN MIND FOR SCENARIOS
- ARMORED FOOT AND GOBLINS ARE VERY SLOW, THAT DOES HURT THEIR EFFECTIVENESS.
- VERY OFTEN IT IS DIFFICULT FOR MISSILE TROOPS TO GET SHOTS IN.
- USING IN A D&D CAMPAIGN, MIGHT WANT TO SUBSTITUTE THE EXCESS CASUALTY MORALE NUMBERS WITH THE SYSTEM I TEASED OUT OF OD&D AND

JUDGES' GUILD. ALSO, WON'T USE THE FANTASY SUPPLEMENT AS WRITTEN, JUST D&D HD FOR THE "MEN" A MONSTER ATTACKS AS.

- I MUCH PREFER MY QUICK AND DIRTY POST MELEE MORALE PROCEDURE, MUCH, MUCH FASTER, GETS SOMEWHAT SIMILAR RESULTS.
- I AM REALLY TIRED OF BEING JABBED IN THE FINGERS BY PIKES
- INFANTRY UNITS REALLY BENEFIT FROM BEING LARGE IN NUMBER. IT INCREASES STAYING POWER NOTICEABLY. MISSILE TROOPS NOT SO MUCH, AS THEY NEED TO MANEUVER TO GET GOOD SHOTS AND ONLY THE FIRST TWO RANKS CAN SHOOT.