

ALTERNATE BATTLE SYSTEM

The Basic unit is a lord and his company of troops. Mercenary units have a captain. A group of warriors fighting without their lord would have a captain, as well. Each unit needs some form of marker. I like 1/2" cardboard counters. I also like 5-7mm minis (Warmaster Minis). I disallow units larger than a hundred men (Knights count as twice their number).

Leaders lead from within their own company. I like a Square Flag for Army Commanders, and Pennant (Triangular flag) for Bataille Commanders.

This is a variant from the main KAP4 battle system.

The Battlefield is usually divided into 9 "chunks", or fields. (Occasionally larger battle fields will be used.)

WHO'S WHO

Army Commander - The head of the battle. Almost always the liege of the Bataille commanders, or his marshal or seneschal

Bataille Commander - Usually the Seneschal, Marshal, and a senior Vassal. But could also be three trusted vassals.

Company Commanders - Usually vassals of either the Army or Bataille commanders.

THE TURN PROCESS

Each turn:

- the Army Commanders roll an opposed Battle Roll. This roll determines both who moves first, and the modifier for the Bataille Commander rolls. The bataille commanders are then moved, either 0 or 1 space.
- The Companies are then moved. They may be moved 0 or 1 space.
- In each space, The bataille commanders make their rolls. If they are in the same space as their army commander, or an orthogonally adjacent space, they receive the modifier for the Army Commander's roll (CS +10, S+5, F+0, CF-5).
- The rolls are made. The winner may "react" or "Act" at his whim in each exchange.

- Conduct exchanges. In each exchange, the acting player moves 1 to 3 companies forward. The reacting player may then move 1-3 companies forward. This forms a "knot."
- after one side is out of troops, the remainder may remain out, or be added to existing knots, as the player sees fit.

RESOLVING EACH KNOT

In each knot, total the DV on each side, and the Company Commander makes their roll, modified by the Bataille Commander's Roll (CS+10, S +5, F+0, CF-5). If the Bataille commander was not in this space, the roll is treated as a failure. This does damage in KV to the opposing side.

Look up the unit KV and level of success on the unit commander's roll (CS, S, P; ties are both win). This is also modified by the number of units. The side with more units gains may gain a bonus on +1 per extra unit. Further, if the strongest unit is more than 2x the KV of the best opposing unit, a further +5 is gained.

Reduce the opposing units KV by the damage taken. No unit may be reduced below 0 until all units in the knot have been reduced to 0.

A fumble unit commander roll represents the unit breaking; it will flee the field as best it is able.

Any units reduced to 0 are removed. Units below 0 have guaranteed kills.

Any side which chooses to do so may surrender and end the battle. After 1d6+3 hours of fighting, the armies will retire the field.

Each pass through this turn cycle is 1/2 hour.

ASSESSING CASUALTIES

Lost KV doesn't equate to killed troops, per se. A unit reduced to KV=0 or below is eliminated as a unit.

Any negative KV is an amount of KV killed outright.

A Battle roll is made by the unit commander to determine loss types at the end of the battle:

CS: all are injured but retreated

S: 10% are captured

F: 25% are captured

CF: 25% are captured, and 1d6 x5% are deserters.

Army Strength:	1-3	4-8	9-15	16-25	26-39	40-49	50-74	75-99	100-149	150-199	200-249	250-299	300-399	400-499
CS Damage	1	2	1d3	1d3	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6
S Damage	0.5	1	1	1d2	1d3	1d6	2d6	2d6	3d6	3d6	4d6	4d6	5d6	5d6
PS Damage	0.25	0.5	1	1	1d2	1d2	1d3	1d3	1d3	1d6	1d6	1d6	1d6	2d6

many others. In 6 and 10mm, basing a knight and his squires together is almost a prerequisite. In larger scales, livery of the squires is a better choice.

TURNING THIS INTO MINIATURES RULES

Several issues affect a miniatures conversion. Basing, scale, and damage rules interact to make various considerations needed. I will make two sets of miniatures conversions: Skirmish and Battle. In miniatures scales, knights are readily available in 10mm, 15mm, and 25-30mm. 7mm are also available in a few lines, but not based individually. Footmen are readily available in these scales as well, and

BASING CONSIDERATIONS

Rabble should be mounted in strips of 5, 5 strips to a KV. Men at arms are likewise in strips of 5, should be liveried, and are two strips to the KV, or in one block of 5 wide by 2 deep. Sergeants are mounted individually, as are knights; squires may be based with their knights as

noted above, or liveried and mounted separately. Skirmish works best with 15mm, 20mm, or 25-30mm.

Since the movement rules is based upon 15mm (my preferred scale overall), we'll assume 10x20mm for a horseman, and 10x10mm for a footman. This makes a horse about 9' long, and 4' wide... and a footman taking 4'x 4'. Rabble can be mounted on 8x40 basing for each strip, or a 40x40 base for a KV. Squires should trail their knights.

Leaders should be mounted individually, with squires. Officers (and PC's) should likewise be mounted individually; squires always either individually or with their knight.

Miniature Selection

Finding decent knights is easy; finding decent knights that look vaguely mediævil is not quite so easy... Knights should have lances, and penants. The penant should be small (a real penant was maybe 20cm x 50cm), triangular, and when the lance is presented to charge, display the arms from the Dexter (right hand) side of the wielder. Bannerettes bear a "snipped", usually square "Banner", usually of greater size (30x75cm). Greater lords also bear banners, but theirs are usually larger and carried by a "standard bearer."

Crests on the helms are NOT a realistic knight for battles. That was a tournament thing. (Likewise, horned helmets are an invention of Wagner for his operas.) It works fine for faerie knights, though.

MOVEMENT

Every turn, all units get to move. Knights separating from a unit must take their squires with them. Moves will be based upon the scale used. Sggestions for english units instead are given;

Scale:	6-8mm	10mm	15mm	20mm	25-30mm
Each point of move:	1cm (1/2")	2cm (1")	3cm (1.5")	4cm (2")	5cm (2")

Figures may rotate up to 90° during a move; this can come at any point, and even be split.

Using Battlelore Bits

Battlelore, by Days of Wonder, provides wonderful Bits. Decent knights, cool banners, and (albeit left-handed) miniatures galore. AND a decent map.

One knight figure should be 10-15 KV. One swordsman should be 5-10 KV of footmen. Stacking limit of 4 figures per hex. Rabble are not represented; they would be 1 KV per figure. You can either form BattleLore units from them, and play it out in BL, or use the following guidelines.