

Situation →	Nearest visible enemy facing unit* is mostly:	Losing more from shooting than caused?	Any enemy is to flank or rear?	D6 Roll: 1-2	D6 Roll: 3-4	D6 Roll: 5-6	D6 Roll: -2 to the result if in cover Troops occupying fortifications ignore any advance order. *Units which can see no enemy, and missile troops over medium range, will advance towards the nearest unseen enemy, unless these are in ambush positions, in which case they will advance on the next nearest enemy. Units unaware of enemy will advance down a road they are on or across the table by the shortest route. Missile troops only retreat from enemy melee troops within 24", otherwise they use order (H).
Testers ↓							
Armoured Melee troops	Armoured Melee troops	Yes	Yes	A	B	I	(A) Advance on nearest enemy and charge if in reach (B) Advance on enemy to front, charge if in reach. (C) Stand in current position. (D) Move into nearest cover facing the nearest enemy within 1 move. Or action (J) (E) Advance at half speed toward nearest enemy and shoot if able, or stand to reload if needed before shooting. (F) Retreat at half speed away from nearest enemy. and shoot if able, or stand to reload if needed before shooting. (G) Advance towards nearest enemy keeping in as much cover as possible from shooting. (H) Stand and shoot, Evade if charged if unarmoured. (I) Advance on and charge nearest missile troops. (J) Retreat away from nearest enemy at half speed, shooting if possible, or stand to reload. Evade if charged if unarmoured . (K) Advance, shooting, to medium range if at longer range or perform action (H). (L) Advance, shooting, and charge nearest missile troops.
			No	A	A	B	
		No	Yes	A	B	C	
			No	A	A	B	
	Unarmoured Melee troops	Yes	Yes	A	B	C	
			No	A	A	B	
		No	Yes	A	B	C	
			No	A	A	B	
	Missile troops	Yes	Yes	A	A	C	
			No	A	A	G	
		No	Yes	A	A	C	
			No	A	B	B	
Unarmoured Melee troops	Armoured Melee troops	Yes	Yes	B	I	F	
			No	A	D	F	
		No	Yes	A	B	D	
			No	A	B	C	
	Unarmoured Melee troops	Yes	Yes	A	B	F	
			No	A	A	B	
		No	Yes	A	B	C	
			No	A	A	B	
	Missile troops	Yes	Yes	A	A	D	
			No	A	A	D	
		No	Yes	A	B	C	
			No	A	B	G	
Armoured Missile troops	Melee troops	Yes	Yes	C	D	F	
			No	C	D	J	
		No	Yes	C	F	H	
			No	C	F	H	
	Missile troops	Yes	Yes	D	E	H	
			No	D	F	J	
		No	Yes	E	C	H	
			No	E	E	C	
	Unarmoured Missile troops	Melee troops	Yes	Yes	H	J	J
				No	H	H	J
			No	Yes	H	H	J
				No	K	K	H
Missile troops		Yes	Yes	C	J	J	
			No	K	J	K	
		No	Yes	H	H	H	
			No	H	K	K	

Situation →	Nearest visible enemy facing unit is mostly:	Losing more from shooting than caused?	Any enemy is to flank or rear?	D6 Roll: 1-2	D6 Roll: 3-4	D6 Roll: 5-6
Testers ↓						
Armoured Melee Cavalry	Foot Spears	Yes	Yes	B	F	C
			No	K	J	C
		No	Yes	H	I	A
			No	H	E	A
	Missile troops	Yes	Yes	K	F	A
			No	K	D	C
		No	Yes	F	J	A
			No	I	B	A
	Other troops	Yes	Yes	H	B	A
			No	K	J	A
		No	Yes	F	B	A
			No	I	B	A
Unarmoured Melee Cavalry	Foot Spears	Yes	Yes	K	H	F
			No	K	H	B
		No	Yes	H	F	I
			No	H	E	I
	Missile troops	Yes	Yes	K	F	C
			No	K	D	C
		No	Yes	E	F	A
			No	I	B	A
	Other troops	Yes	Yes	K	H	F
			No	K	D	C
		No	Yes	I	F	A
			No	I	B	A
Missile armed Cavalry	Foot Spears	Yes	Yes	K	D	G
			No	K	H	G
		No	Yes	E	G	E
			No	E	G	G
	Missile troops	Yes	Yes	K	D	G
			No	H	I	D
		No	Yes	D	H	E
			No	E	G	D
	Other troops	Yes	Yes	H	E	G
			No	K	H	E
		No	Yes	D	G	H
			No	E	G	I

Cavalry will always move in company with troops between them and the enemy, at 10" distance behind them. Once they can see an enemy unit with no intervening friends, they act according to this chart.

(A) Advance on and charge nearest enemy.

(B) Advance to front and charge if in reach.

(C) Advance and charge nearest enemy, keeping in as much cover as possible en route.

(D) Move Behind nearest friendly troops

(E) Stand in current position. Evade if charged.

(F) Turn and attack nearest flanking enemy.

(G) Move to medium range of nearest enemy and shoot.

(H) Fall back at half speed away from nearest enemy, evade if charged.

(I) Stay in current position, Charge if in reach of nearest enemy.

(J) Advance on and charge nearest shooting troops.

(K) Retreat at full speed from nearest enemy.

Medieval – Renaissance skirmish game solo system

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Solo rules system for Dark ages to Renaissance games

Notes:

Armoured means wearing metallic body armour. If the nearest unit to testers are at least 50% stronger than the testing unit, count them as armoured!

Unarmoured means wearing no body armour-- or fabric / padded types.

Testers type indicates the composition of the majority of the unit, or the front rank.

If there are several units of a similar type, in line, within 2" of each other, throw a single dice and calculate the result as though all the units were a single unit -- This works better and speeds the game up!

Solo armies are deployed however the players think sensible, by default however, make a line of troops with the best quality in the centre, the heaviest armoured troops will normally be in the front rank.

Skirmishers will deploy in cover if possible to shoot from there if in shooting range. Alternatively, they will deploy behind shielded figures in a shield wall

Forces able to deploy on a hill or ridge, will do so. They will stand and hold until the enemy are within charge range, then will dice as normal. In a turn they take more missile casualties than they inflict, they also dice as normal on a 6 (D6).

The commander, and any cavalry will normally deploy behind the line, I suggest you dice for where exactly!

In Melee Figures will move to get multiple figures on one enemy figure wherever possible when charging.

Once in melee figures will always try to maximise odds in this way. Figures will always try to engage in their turn.

Units engaged in melee do not dice on this chart again until all their melee opponents are dead or fled.