

The Ruin of Britain Battlefield Playsheet

Battlefield Terrain

Divide battlefield into 24 squares
Deal a card in each
Court Card/ Ace = Terrain Feature
Joker = Village or abandoned villa
Defender places 2 pieces (can be ford & river)
Attacker 1 piece etc. Repeat till all placed

Deployment

Defender own half of the table
Attacker within 1 playsheet length of baseline

Turn Sequence

1. **Dice for Initiative**
2. **Momentum & Move Banners**
3. **Shooting**
4. **Charging Home**
5. **Personal Challenge**
6. **Close Combat**
7. **Rallying**
8. **Casualties**
9. **Morale**
10. **Adjust Momentum**
11. **Army Breakpoint**

Valour Test

Roll 1d6 for the standard in the banner.
Roll 1d6 for each champion in the Banner.
Throw an extra 1d6 if the Banner is Elite.
Throw extra d6 for attached Warlord/Army Commander
If any of the dice rolls are 4 - 6 then the success
If all are 1 - 3 then Failed

1. Dice for Initiative

Each side rolls 1d6, the attacker +1, the higher can go 1st or 2nd. If it is a draw both sides draw an Event Card and then dice again.

Simple Manoeuvres. No Valour Test

- Moving straight ahead, deviating up to 2 bases left or right. __xoo0D__
- Fall Back straight back at half speed if at 1 momentum.
- Expand or contract the frontage by up to 2 bases to fill in gap
- Turn up to 45 degrees and then moving (1 momentum only)

Complex manoeuvres. Do a Valour Test. If Fail take 2 casualties

- Can wheel at some point during the move (1 momentum only)
- Can turn up to 90 on the spot.
- Cavalry and Skirmishers: Cavalry and skirmishers can move in any direction up to their momentum distance, maintaining formation without a Valour Test.
- Withdrawing from a closing enemy: Skirmisher bases will always withdraw behind their banner
- Cavalry can withdraw using their current momentum to avoid close combat, unless charged by chariots, cavalry or in bad terrain.

2. Adjust Momentum & Move Banners

All start at momentum 0, can increase/decrease by 1 each turn
Make a Valour Test: Pass move min of 1/2 speed. Fail: Take 1 Casualty & move

Momentum	0	1	2 (No Shooting)
Foot (Good Terrain)	None	Up to 1 width of playsheet	2 widths of playsheet
Foot (Uphill)	None	Up to 1 width of playsheet	1 length of playsheet
Foot (Bad Terrain)	None	Up to 1 width of playsheet	1 length of playsheet Take 1 casualty
Cavalry (Good Terrain)	Up to 1 width of playsheet	1 length of playsheet	2 lengths of playsheet
Cavalry (Uphill)	None	Up to 1 width of playsheet	1 length of playsheet
Cavalry (Bad Terrain)	Up to 1 width of playsheet	1 length of playsheet	2 widths of playsheet Take 1 casualty
Skirmishers (All Terrain)	Up to 1 width of playsheet	Up to 1 length of playsheet	2 lengths of playsheet
Barrier (wall, stream etc)	None	Cross. Take 1 casualty	Cross, 1 width of playsheet. Take 2 casualties

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3. Shooting

Type	Range	1	2-4	5-6
Javelin Skirmishers (Foot or Cavalry)	Width of play-sheet	Low on projectiles - take 1 Casualty	No Effect	Inflict 1 Casualty
X-Bow, Sling, Bow Skirm. & Chariots	Length of playsheet			
Archers - long range (both ranks)	Width of play-sheet			
Archers - short range (front rank)	Width of play-sheet		Inflict 1 Casualty	Inflict 2 Casualty
All Other front-line bases (darts, axes)	Prior to 1st Contact	No Effect		Inflict 1 Casualty

5. Personal Challenge

If within playsheet width of each other and same or lower status • If accept both get +1 prowess (only once per battle) • If Higher reduce enemy prowess by 1. If no prowess left: Felled! • If Higher reduce enemy prowess by 1. If no prowess left: Felled

Felled Leader	Valour Test (per turn)	Pass	Failed
Warlord	All banners in Warband	Okay	lose 1d6 Casualties
Army leader	All banners in army	Okay	lose 1d6 Casualties

Score	Effect	Elite: 4 Casualties remove a base Levy: 3 Casualties remove a base Skirmishers: 2 Casualties remove a base
1-3	No real effect	If base lost then test, champion/leader/loss on 1 on d6
4-5	Inflict 1 Casualty	
6	Inflict 2 Casualties	

8. Army Breakpoint

If over half the Warlords and the Army Leader are Felled/ Off the field.
If over half the Banners have been Routed / Off the field

Withdraw before Breakpoint? Win Initiative and Army Leader make Valour Test

Result	Effect
Succeed	All Banners withdraw from the field taking 1d3 Casualties
Fail	All Banners Rout the field taking 1d6 Casualties

4. Charging Home

If momentum greater than 0 then test. (If Momentum 2 then no Shooting)

Levy cavalry will not charge Levy/Elite Infantry frontally, Stop and skirmish

Attacker tests first

No test required if attacker charging into flank or rear of enemy banner

If attacker passes then defender tests

If both pass a melee occurs

Banner	Pass	Fail
Attacker	Charge Home	Stops: Momentum 0; Take 1d3 Casualties
Defender	Stand	Fall Back 1 base depth. Take 1d3 Casualties. Enemy momentum increases by 1

6. Close Combat

1 dice per base in the front line and add 1 base overlap on either side.

1 extra dice for the standard base

1 extra dice for each Elite base in contact.

1 dice for each champion in the banner ~

Throw dice equal to the prowess of Warlord/Army Commander

Reduce by 1 dice if 1-2 Casualties, -2 dice if 3-4 Casualties etc.

Reduce by 2 dice if the enemy have a terrain advantage (defences, stream, uphill)

If Banner has 2 momentum OR hit the enemy in flank/rear, double dice. If both then triple.

If the Foot Banner 0/1 momentum then add 2nd rank bases as well

Test Banners in the following sequence: The banner taking most bases lost >

The Attacker > The Defender

7. Rallying

If at momentum 0 and not in close combat this turn.

9. Morale

If Army Leader Felled, Warlord Felled, Close Combat take 1d6 casualties. May have to test multiple times.

Valour Test: Each success

removes a casualty. If all

fail then take 1d3 casualties

as troops lose heart