

# Skirmish Initiative System Mark VI

## Basic method

Player X makes an action with a body of men (within 4" and line of sight of each other), which must have a single destination or target, though not all the men in a body are required to act. All consequences of this action are resolved, such as melee, morale etc. If some of X's troops have moved to engage Y's troops in melee by this action, then any of Y's *unengaged* troops within 4" of X's newly engaged troops (or others contiguous with them) *may* then make one action, which must be either to advance on and engage these enemy troops, or to run away from them at full speed. If they engage, all the troops involved in that particular melee fight one round of combat. After an action and all its consequences, including any reactive move, have been resolved, Y then nominates an individual fighter on his side and rolls 1d20 in an attempt to snatch away the initiative with him. If he fails the roll, X makes another action, but if he succeeds, Y makes an action with the nominated figure and any of those in his body of men, subject to the restrictions listed below. Subsequent actions by Y (who now has the initiative) may be with any body of his troops, doing anything.

## "To Me!"

A leader may gather up stragglers by standing still and shouting these magic words. Any troops in his command who are more than 4" from the enemy may then move at full speed towards their leader, no matter how far apart

## Base Initiative Rates for Troops

Sub-human	22	Rubbish	21	Poor	20	Average	19
Good	18	Excellent	17	Demigods	16		

To snatch initiative: add up base rate, leadership factor, and tactical factors, then roll 1d20 to equal or beat the total.

## Leadership Factors for Commanders

Useless	0	Adequate	1	Good	2	Heroic	3	Inspired	4
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## Tactical Factors

1. Can engage in melee or reach objective in one move, or shooting within medium range	2
2. Per shooting action by the enemy in its initiative	2
3. Out of line of sight of destination	-2
4. Engaged in melee (unless can automatically break off)	-4
5. Order card (specifying unit and objective)	4

## Troops seizing the initiative must do one of:

1. Move at full speed towards the enemy.
2. Engage enemy with missiles or in melee.
3. Move into or out of line of sight of the enemy.
4. Move at full speed to escape from the enemy and leave the table.
5. Carry out the order specified on an order card if the card was used to help to get the initiative.

## Melee is fought:

1. When troops first move into contact.
2. When a player chooses melee as his action.
3. When an attempt to snatch the initiative rolls a 1, 2 or 3 on the 1d20.

the subordinates are from each other, as a single action, so long as they never by this action come within 4" of the enemy. Friendly troops of other contingents within 4" of these subordinates may join in.

## Shooting

Shooting without moving is an action, and when this action is chosen, ALL of the side with the initiative may shoot once.

Missile armed troops may react ONCE during an opponent's initiative, no matter how long that initiative lasts. They may react to two things: being shot at (they must shoot at those who shot at them), and seeing moving enemy troops (these moving targets may be further away than other enemy troops who are static, contrary to many target priority rules). Reactive shots are -1 to hit, and all the men who are going to react must be declared before the results of their reactions are resolved. If a moving enemy moves out of sight (or range), only one figure may take a reactive shot per inch moved before going out of sight.

Troops armed with bows and slings may move half their movement rate and shoot. Those with javelins may move a full move and throw. Crossbowmen and handgunners must be still to shoot.

## Duelling

If a duel is fought, then the side that loses the duel makes one attempt to snatch the initiative. If this fails, initiative automatically goes to the side that won the duel.