

MAYHEM

WARRIOR KINGS

THE GAME OF ANCIENT & MEDIEVAL COMBAT



Hour Wargames

“What’s with the free games?”

We’re giving away six free games to anyone that wants them. All are available for you to download in PDF form.

“Okay, but why?”

The six games that we’re giving away are all “old school” games from Two Hour Wargames. Each one is a stand-alone game that will give you a glimpse into how the Two Hour Wargames game mechanics work. Especially the unique Reaction System. Each game has been updated and replaced in the lineup by a newer version that can handle more figures and has more detail. But each of these games is good in their own right and will still give you plenty of enjoyment.

“What’s the catch?”

No catch. We just want to provide gamers with a free sample of what Two Hour Wargames is about and these six games cover a wide variety of periods.

“What about figures? Do we have to use yours?”

Heck no. In fact, with all rules from Two Hour Wargames you can use any figures that you want. Even those cool ones from that other set of rules that ended up in your closet. Just dig them out and put them to use.

“Well what if I like them and want to check out more Two Hour Wargames?”

Simple. Just download one or more games and give it a try. Join the THW Yahoo Group by following the link and ask questions. Once you feel comfortable check out the THW site and see if anything is interesting. To make it easy we’ve put together a list of comparable games. Just remember these free games are simplified versions of the current THW games. So what are you waiting for?

“Just play the game!”

- **Two Hour Wargames Yahoo Group** – Around 2000 of the friendliest and most knowledgeable gamers in the world. Got a question? Get an answer!
<http://games.groups.yahoo.com/group/twohourwargames/>
- **Two Hour Wargames** – Here’s the site where you can see all the current games we offer and some more freebies as well! <http://www.twohourwargames.html/>
- If you liked...then you’ll love...
- *Chain Reaction?* Then check out **Chain Reaction 2.0**, **All Things Zombie**, **NUTS!** or **FNG**
- *Mayhem: Warrior Kings?* Then check out **Montjoie!**
- *Mayhem: Wasteland Warriors?* Then check out **5150**
- *Bugs?* Then check out **5150** or **Chain Reaction 2.0**
- *Mayhem: Warring Nations or Muskets and Mohawks?* Then check out **Black Powder Battles**.
- *Six Gun Sound?* Then check out **Six Gun Sound Blaze of Glory**

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INTRODUCTION TO MAYHEM

MAYHEM is a group of wargaming rules for man to man combat. The rules specifically cover individual combat in all its many forms from bare knuckles to magic to "big guns". Currently there are four sets of MAYHEM covering the following time periods.

- MAYHEM: WARRIOR KINGS— Covering both ancient and medieval history.
- MAYHEM: WARRING NATIONS – Covering the Napoleonic era.
- MAYHEM: WARRIOR HEROES – Covering fantasy combat and magic.
- MAYHEM: WASTELAND WARRIORS – Covering gang warfare in the post-apocalyptic near future.

Each set of MAYHEM includes the following.

- Complete rules for individual combat for that period.
- Simple campaign system to link all the battles together.
- Extensive lists of characters for each period.

These rules are made to be fast, fun, and very playable. MAYHEM does not require a large outlay of time or money and will provide countless hours of pleasure. Without further adieu, allow us to present –

MAYHEM: WARRIOR KINGS

EQUIPMENT REQUIRED

To play MAYHEM you will need the following items-

- Two or more six-sided dice (D6)
- One ruler or measuring device.
- Figures in a consistent scale and based alike.
- A flat surface at least 3x3 feet with 4x6 feet being best.
- Material to represent hills, woods, and other terrain features.

SCALE AND FIGURES

The easiest way to mount 25mm figures for MAYHEM is 1 figure on a 1" square base. Horses should be mounted on 1" wide by as deep as needed. Figures previously mounted for other rule systems will work as long as both sides are mounted consistently.

You should mount your figure carefully so that it is facing one flat side. This defines the figure's Front while the opposite side is the figures Rear.

DEFINING CHARACTERS

MAYHEM is played with individual figures referred to as "characters". Before play can start we

must define these characters. There are two types of characters. They are "player characters" and "grunts".

Player Character - This is the head-honcho.

The main character around which the whole MAYHEM campaign revolves. Player characters represent you, the player.

"Grunts" – These are the non-player characters that make up your group or entourage. They will come and go as the campaign progresses. These are pre-generated for you in each set of MAYHEM.

There are five characteristics that define each character whether they are player or "grunt". They are:

- Attributes
- Reputation
- Battlefield Purpose
- Defensive Armor
- Special Characteristics

ATTRIBUTES

Every set of MAYHEM revolves around four basic attributes that define every character. They are

- WEAPON SKILLS – The ability to handle weapons and to place damage upon the target.
- POWER – The overall physical strength of the character.
- WILLPOWER – A combination of desire, training, and experience that combine to determine the characters will to fight.
- STAMINA – The amount of damage a character can sustain before he or she will run from the battle or when death occurs.

The basic attributes of each character are generated as follows.

- Roll 2D6 and add the score together for the Weapons Skill.
- Roll 2D6 and add the score together for the Power attribute.
- Roll 2D6 and add the score together for the Willpower attribute.
- Multiply Power by Willpower to determine the characters Stamina. For larger scale battles and faster play we recommend having this total.

In addition check the "Reputation" section following to see the minimum and maximum attributes for each character. When rolling attributes, if the score is higher than the minimum for that type of character, then the player is allowed keep the

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score. If the score is less than the minimum then increase the score to the minimum. The reverse holds true for Reputation 3 characters.

REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a character's overall fighting quality. There are four possible Reputations-

- "Men of great renown" or Reputation 6 - These are troops of rare and exceptional quality, often elite guards, and very rarely encountered. Their minimum attributes are WS 10/ PW 8/ WP 10/ and they do not have any maximums.
- "Veterans" or Reputation 5 - These are characters of long and successful service, often nobles or hardened, long service, regulars. Their minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.
- "Experienced warriors" or Reputation 4 - These are Reliable men of some experience, the bulk of most forces. Their minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.
- "Raw" or reputation 3 - These are green or poor quality troops with little motivation or desire for combat. Often peasant levies or militia. Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

BATTLEFIELD PURPOSE

"Battlefield Purpose" represents the primary combat action a given character is prepared to perform. This may be due to training, tradition, equipment, attitude, or various other factors. Characters must have one of the following two types of Battlefield Purpose.

Melee: The purposes of "Melee characters" are to close with, engage, and destroy the enemy by means of maneuver and close combat. They are armed with lethal crushing, cutting, or thrusting weapons. They may be additionally armed with weapons that kill from a distance, but this does not change their basic purpose. (See DUAL ARMED).

Missile: The purpose of "Missile characters" are to damage and confuse the enemy by the use of weapons that kill from a distance, such as bows, javelins, slings, darts, etc. They are also armed with melee weapons such as swords or axes, but view close combat only as a secondary activity and not to be actively pursued.

DEFENSIVE ARMOR VALUE

This is a numeric value assigned to different types of armor worn by characters that help to deflect and absorb damage. In this set of MAYHEM armor ranges from none to heavy armor. The numeric values of basic armor is as follows:

- 0 = No armor at all
- 2 = Light armor, usually leather or other similar material
- 4 = Medium armor, usually of a metal nature such as chainmail.
- 6 = Heavy armor, such as plate armor.

In addition characters may use shields. These will protect only their front and left side and cannot be used if wielding a 2 Handed Weapon. There are however two exceptions. Those armed with a pike or those armed with a lance can still count as shielded. Shields have an armor rating of 2, which is added to the armor value of the character.

SPECIAL CHARACTERISTICS

Now we must look at some special characteristics that will further define our characters.

Mounted or Foot - "Mounted" characters include cavalry, camelry, chariots, or mounted infantry. Whether or not a character is mounted may affect movement, missile fire, range, and melee combat abilities. Mounted characters may be dismounted in which case they function as foot troops. All other troops are considered "Foot" troops.

Shock Cavalry - Mounted "Melee" cavalry, chariotry, or camelry are considered Shock Cavalry. They are considered to be charging or countercharging only if they are NOT in wooded or rough terrain, crossing a river, or attacking an enemy that is behind fieldworks. This is important for determining the first strike of a melee.

Dual-Armed Troops (DUAL) - "Melee" troops are sometimes equipped with bow in addition to their standard armament. These characters are referred to as "Dual-Armed". "Dual-Armed" troops may use their missile weapons and their melee weapons in the same turn. They are always considered "Melee" troops for reaction tests.

Combination Weapons (CW) - Some troops historically carried short ranged, throwing weapons that were hurled into the enemy ranks just before contact. For example: the Roman or Spanish Pilum, the Saxon Angon, the Frankish Francisca, or the Byzantine Martiobolus. These weapons may only be discharged once per battle and only prior to the first round of melee.

Fanatics (FAN) - Warriors such as Jewish Zealots, Viking Berserks, or Celtic Gaesati nearly always fought with ferocious courage regardless of the situation and were notorious for their disregard of

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casualties. They should be considered "Fanatics". "Fanatics" never take Reaction Tests. When their Stamina is reduced to "0" they will continue fighting without the normal drop in Willpower. However, their Willpower still may be reduced by damage taken during combat. Mounted units may never be classed as "fanatics". (Horses have a much higher sense of self-preservation than men do!)

Barbarian Frenzy (FREN) - Troops like ancient Celts and Germans were noted for their fierce fighting abilities and were prone to rashly charge whenever possible. This effect is recreated on the Reaction Tables.

Elite Training (ET) - Units that have been given extensive training in either Melee or Missile fire and are noted in the lists will receive a +1 to their WS attribute roll.

DAMAGE AND WEAPONS

There are two basic ways to inflict damage in MAYHEM. The first one is with a hand to hand weapon or hand powered missile weapon. This is the type of damage infliction that is dealt with in this set of MAYHEM. (The other type is damage from projectile weapons which are not hand powered such as a musket or assault rifle. Yes, technically, the crossbow could be classified as a non-hand powered projectile weapon but it fits better in this context.)

Each weapon is defined and in some cases weapons have been lumped into broader categories. These are then allotted a Damage Value equal to 1 to 3 six sided dice (D6). They are –

Lance (LAN) – Used specifically by mounted characters. This weapon is wielded with two hands but the user is still allowed to count as shielded. Lances have a +1 to the dice score when rolling on the Power Table and have a Damage Value of 3D6.

2 Handed Weapons (2H) – Included in this group are any axes, swords, or other weapons that must be swung with two hands and not listed in any other category. 2 Handed Weapons have a +1 to the dice score when rolling on the Power table and have a Damage Value of 2D6.

Hand Held Weapons (HH) – Those used primarily with one hand. This includes spears, maces, hand axes, swords, and due to the type of damage inflicted, pikes used with both hands. Hand Weapons have a Damage Value of 1D6. All missile characters are also armed with a Hand Held weapon in addition to their missile weapon. This is usually a sword serving as a sidearm for melee.

Peasant Weapons (PW) – These include crude farming implements and also daggers. Peasant

weapons have a minus 2 to their dice score on the Power Table and a Damage Value of 1D6.

Long Bow (LB) and Crossbow (CB) – These weapons have a +1 to their dice score on the Power Table and a 2D6 Damage Value. It takes one full turn to load a longbow and two turns to load a crossbow. Characters may do nothing else when reloading and if interfered with must start over.

Other Bows (BW) – This category also includes slings, staff slings, darts, and any missile weapon thrown by hand. These weapons have a 1D6 Damage Value. All except hand thrown missile weapons take one full turn to load. Characters may do nothing else when reloading and if interfered with must start over.

CHARACTER SHEETS

- Each character has a sheet that is used to keep track of their progress in MAYHEM. Follow the sheet in the back of the book as we explain how it is filled out.
- **NAME** – This is the name of the character. Use it to differentiate between figures.
- **GROUP** – This is the group that the character belongs to.
- **HISTORY** – Use this space for any misc. info about the character.
- **WS** – Weapons Skill. Place the Weapon Skill of the Character in this box. The WS will not go up or down.
- **POW** – Power. Place the Power rating of the character in this box. The Power rating will not go up or down.
- **WILL** – Place the characters Willpower in this box. Be sure to write it to the left side of the box because the Willpower may go up and down during the battle.
- **STAM** – Place the characters Stamina value in this box. Again, place it to the left, as the value may be going down as the battle progresses.
- **DAV** – This is where the type of armor is written in and also the armor value. If a character has a shield then also note that in this box by writing a "Sh (2)" – Shield with an armor value of 2.
- **WEAPON** – In this box place the name of the weapon the character is armed with and also it's Damage Value.
- **MOVEMENT** – Place the character's movement rate in this box.

ACTIVATION, WILLPOWER AND VOLUNTARY MOVEMENT

At the start of every turn players should "count down" from the highest to lowest Willpower.

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Whenever a character's Willpower is called he is considered to be "Active".

Those with the same Willpower must roll 1D6 to determine who is Active first with high score going first.

Characters with high Willpower may be designated BEFORE the battle as leaders. When it is their time to "Activate", any friendly characters within 3" of them may also "Activate" but only if they have not been "Activated" earlier in the turn. When "Activating" with a leader they forfeit their "Activation" later on in the turn.

When a non-mounted character is Active he may voluntarily do one of the following actions.

- Move up to full distance
- Stay in place (allowed to change the way faced).
- Stay in place (allowed to change the way faced) and reload.
- Charge into melee at one and a half normal movement rate.
- Attack an enemy either by melee weapon or missile fire

In addition, mounted characters may do any of the above or any of the actions listed below

- Move up to ½ distance and fire
- Mount up or dismount
- Move up to ½ distance and reload

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

HALT – Immediate stop in place. Sometimes the character is allowed to fire if weapon is ready. May not be used to reload missile weapons.

CHARGE – Movement usually up to one and one-half normal to come into contact with enemy character.

RETIRE - When forced to "Retire" a character moves its normal movement plus 1D6" and ends facing the enemy. Those that retire have their Willpower reduced by 1 point. If contacted by Pursuers the character is immediately "Scattered".

SCATTER – When forced to "Scatter" a character moves its normal movement + 1D6" directly away and finishes its move with its back exposed to the enemy. Characters forced to Scatter will have their Willpower reduced by 3 points. If contacted by Pursuers, the Pursuer is immediately allowed a "free hack in the back" (melee attack) on the Scattering

character. In addition the Scattered will immediately rout.

ROUT – When forced to Rout the character will move twice normal move directly away from enemy and face away the first turn. Characters that Rout will have their Willpower reduced to "0". They may never rally. On the second turn he will move one and one-half times normal move. On the third turn he will move normal speed away. Both immediately when the character Routs and anytime contacted by the Pursuer or new attackers, the attackers are allowed a "free hack in the back" on the Routing character.

GIVE GROUND – When forced to Give Ground a character must first be in melee. To "Give Ground" he moves backward 2" and receives 1 reduction to his Willpower. Characters will Give Ground even if they are not Followed Up.

FOLLOW UP - Characters that cause enemies to "give ground" must "Follow Up" 2" and remain in contact. However if they are in melee with other characters they may not Follow Up.

PURSUE – All characters that cause an enemy to Retire, Scatter, or Rout may Pursue for at least one turn. The only exception would be if they are still in melee with another enemy. Pursuers will move their full move + 1/2D6". If they remain in contact after moving then they may be allowed to take a "free hack in the back" versus the fleeing enemy.

After one full turn of Pursuit roll 2D6 and compare the total to the current Willpower of the Pursuer. If the score is equal or less than the current Willpower the Pursuer will stop pursuit and behave as desired. If the score exceeds the current Willpower then the character will Pursue another turn but this time at half normal speed.

This check continues each turn until the character either controls himself via the dice roll or his movement is reduced to zero as he is pursuing at a reduction of half from the prior turn.

MOVEMENT RATES

Movement rates are as follows.

- Those with no armor or light armor... 8".
- Those with medium or heavy armor... 6".
- Mounted troops can move double the above stated distances.

SCORING A HIT

The only difference between Melee and Missile Fire when it comes to scoring a hit or inflicting damage is the distance or range of the weapons. All melee weapons may only be used when in contact

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with the enemy. Missile weapons however may be fired up to their maximum range as listed below.

- All non-mounted fired weapons - 16"
- All non-mounted hand thrown weapons - 4"
- Mounted firers do so at ½ the above distances, but they may move up to half their move and still fire, whereas a foot chacter must be stationary to fire.

To score a hit, first declare who the attacker is and who the target is. Immediately roll 2D6 and consult the Hit Table. **THERE IS NO NEED TO CHECK ANY MODIFIERS PRIOR TO ROLLING AS THE MODIFIERS ARE ALREADY BUILT INTO THE HIT TABLE.** Total the dice score and read the appropriate line on the table to see if a hit is scored.

	To Hit Table
Dice	
Score	Results
2	Solid blow!
3	Glancing blow!
4	Miss!
5	Glancing blow!
6	Solid blow!
7	Attacking rear or prone target scores Solid blow, others Miss!
8	2HCW, peasant weapon, or missile fire score Miss - Others Solid blow!
9	Glancing blow!
10	Miss!
11	Glancing blow!
12	2HCW, peasant weapon, or missile fire score Miss - Others Solid blow!

Hit Table results are as follows.

- Solid blow! The attacker has landed a very damaging blow to the target. Damage is calculated as follows. Take the attackers Weapon Skill, add the score from the Damage Value of the weapon used and minus the Defensive Armor Value of the target. This sum is immediately removed from the target's Stamina. In addition the attacker is allowed to roll 2D6 on the Impact Table which is explained elsewhere.
- Glancing blow! The attacker has landed a damaging blow to the target. Damage is calculated as follows. Take the attackers weapon Skill, add the score from the Damage Value of the weapon used and minus the Defensive Armor

Value of the target. This sum is immediately removed from the target's Stamina.

- Miss! The attacker has missed the target or the target has parried or avoided the blow.
- Other results apply to certain weapons or situations. For example a roll of 7 would score a Solid Blow to the target if attacking from behind or against a prone target but in all other cases the result would be a Miss.

After a non-Active character has been attacked in melee and scored a Carry On result from the required reaction test, he may immediately attack the Active character.

MELEE

Characters may be attacked by more than one enemy at a time. Up to three enemies may attack the same target in melee with up to two enemies attacking to their front and one enemy to their rear.

During each round of melee the first attack will always go to the "Activated" character except in the following circumstance –

Charging or counter-charging mounted characters will strike first against non-mounted targets or non – countercharging mounted targets.

IMPACT & POWER

Those delivering a Solid Blow are allowed to roll 2D6 and consult the Impact Table. A Solid Blow is a potentially mortal wound. The attacker totals the score of the dice roll and modifies it by Weapon if applicable. He then checks this score on the column appropriate for his Power rating.

If the result is a number then this sum is immediately subtracted from the targets Stamina and all damage is finished.

If the result is a "W" then 10 points is immediately subtracted from the targets Stamina and the target has been knocked to the ground and must spend his next turn regaining his feet. In addition the target must roll 2D6 on the Wound Table to see if he has sustained a mortal wound.

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IMPACT TABLE

POWER RATING

Die Roll	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

MODIFIERS TO 2D6 ROLL

2HCW +1
Peasant weapon -2
Cbow or Lbow +1

WOUND AND WILLPOWER

After a target has received a Solid Blow and a result of "W" on the Impact Table he must roll 2D6 and total his score. He then checks this score on the column appropriate for his Willpower rating. If the result is a -1 then he immediately reduces his Willpower by 1 point and damage is finished. If the result is a "K" then the character is dead. Dead, dead.

WOUND TABLE

WILLPOWER RATING

Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

DEATH AND STAMINA

When a character's Stamina reaches "0" he or she will immediately Rout. This combination of damage and stress has resulted in the character losing its will to continue. When this occurs the character's Willpower is also reduced to "0".

However, even if the character has a Stamina of zero he may still receive damage. This damage is kept track of by negative numbering. When the total Stamina damage reaches double the character's original Stamina that character is dead. Dead, dead.

ALTERNATE DEATH – For a quicker game or when using lots of figures when a figure reaches "0" Stamina he is disabled and out of the game.

REACTION CHECKS

The "Reaction Check" represents the effect of various stressful situations on a character's ability to perform tasks as desired. The consequences of "Reaction Check" die rolls can often change defeat into victory, or vice-versa!

Taking a "Reaction Check" involves taking the character's current Willpower and applying the appropriate modifiers on the following page:

REACTION CHECK MODIFIERS

Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In fieldworks or in camp.	+1
Outnumbered 2 to 1 or worse	-1
Attacked in "Flank" or "Rear"	-2

Next roll 2D6 and compare the total to the modified Willpower of the checking character.

- If the score is equal or less than the modified Willpower the character is said to have "passed" his roll.
- If it is higher then roll 2D6 again. If the score is equal or less than the modified Willpower the character is said to have "passed".
- If the character "passes" on its 1st roll refer to the appropriate reaction Check under the "Passed 1st roll" section. Immediately carry out the result. Do the same if the character has "Passed the 2nd roll" or "Failed both rolls".

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WHEN TO TAKE A REACTION CHECK

Reaction checks are taken for the following reasons. Refer to the rear of the book for the appropriate tables.

ENEMY THREAT CHECK

Whenever enemy character approaches to within 8" and faces you without making contact you must make an Enemy Threat Check.

RECEIVED FIRE CHECK

Whenever a character is fired at he must make a Received Fire Check whether or not he was hit.

ATTEMPT TO CHARGE CHECK

Whenever a character wishes to charge an enemy character to begin a melee he must take an "Attempt to Charge Check".

BEING CHARGED CHECK

Characters being charged must take a "Being Charged Check".

RECEIVED WOUND CHECK

Whenever a character receives a Stamina loss due to combat he must make an immediate "Received Wound Check"

LEADER LOST TEST

Whenever a character loses its leader to death or rout and the leader is within 12" and visible it must make an immediate Leader Lost Check.

RECOVER DAMAGE

All negative Stamina loss is recovered at the rate of one Stamina point per point of current Willpower until zero is reached. Upon reaching zero the remainder of the Stamina is recovered the following day.

Stamina may be recovered during the battle if a character declares himself to be "resting". After three consecutive turns of rest without any movement or combat the character will recover Stamina equal to his current Willpower each turn until fully recovered. Negative Stamina loss may not be recovered in this way. In addition, the resting character will recover one Willpower point until back to normal.

This is the end of the rules.

What follows is the campaign section.

CAMPAIGN GAME

The following rules will allow players to tie together all of the encounters that they have while playing MAYHEM: WARRIOR KINGS.

CHOOSING A LIST

Players may choose their player character and "grunts" from any army list they desire. The choice of list generally determines the possible enemies that he will face determined by the Army List Group number.

LOCALES

MAYHEM: WARRIOR KINGS takes place in three locales. The choice of Army list will determine the real geographical location but the three locales are universal. They are enemy territory, on the border, and friendly territory.

Enemy Territory – These encounters take place in the enemy's own back yard.

On the Border – This is the area between both lands. No man's land as it's called.

Friendly Territory – The piece of land you call home.

TERRAIN SELECTION AND EFFECTS

Each player rolls 1D6 with the total being divided by two, rounding up. This is the number of terrain points allowed for deploying terrain features for the battle. One player decides to place the terrain and the other decides from which direction he will arrive. Terrain is as follows –

Terrain at one (1) point

- **Light Woods / Rough Terrain / Soft Ground** - All characters suffer a 1D6 movement reduction in inches if they enter or cross this type terrain. Characters may see and fire through no more than 2" of wooded terrain. The feature may cover no more than 12" X 36" or 24" X 24".
- **Gully** - Characters outside a gully may see and fire no more than 2" into a gully. The feature may cover no more than 12" X 36" or 24" X 24".
- **Dwelling** – This may be a hut, house, tavern, keep, etc. All characters must stop at the door or window prior to entry or exit. This feature may cover no more than 6" x 12".
- **Road** - Roads must enter from one edge of the board and either exit at an opposite edge or stop at a settled area. Roads are from one inch wide (a trail) to up to four inches wide (large roadway) and may be placed over any terrain except water. Movement on roads negates any terrain movement normally required. Example: A road running through the woods.

Terrain at two (2) points

- **Gentle Hill** - A spot should be marked at the center of the hill denoting it's summit or crest. Characters nearer the dot are considered to be "uphill". If the crest is between two characters they are on "opposite" sides of the hill. Hill crests block line-of-sight and units cannot fire through

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them. (Characters may, however, always fire at 1".) The feature may cover no more than 12" X 36" or 24" X 24".

- **Heavy Woods** - Visibility as Light Woods. All may enter or pass through but at 2D6" penalty. The feature may cover no more than 12" X 36" or 24" X 24".
- **Steep Hills** - Only unarmored and lightly armored may enter or pass through at ½ speed - 1D6". The feature may cover no more than 12" X 36" or 24" X 24".

Terrain at four (4) points

- **Lake / Sea** - Impassable. Sea must be placed along edge of battlefield. The feature may cover no more than 12" X 36" or 24" X 24".

Terrain at six (6) points

- **River** - This terrain feature must be 3" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at the beginning of another river, or at a "free" lake or seashore.

After placing a river roll 1D6. On a roll of 1 the river is not fordable and a bridge three inches wide must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length.

Fording is performed as follows:

- The character must stop at the river's edge and forfeits any remaining movement.
- Next turn, the character moves to the opposite edge and stops inside the river.
- On subsequent turns, the character moves out of the river at the normal rate minus 1D6".

Characters in rivers are considered "downhill" of those on the river's bank and none may ever fire while in a river.

Terrain may be of "mixed" types, such as "wooded hills" etc. All terrain features "sizes" are based on 25mm figures and the use of other scales will require adjustments.

ENCOUNTERS AND PASSAGE OF TIME

MAYHEM: WARRIOR KINGS is played in seasonal turns starting in winter of the appropriate year. This is followed by spring, summer, and lastly fall. At the start of each season each player rolls 2D6. If a player rolls a 7 then there is an encounter. Any other roll results in no encounter.

After an encounter is determined to happen, roll 2D6 to determine which locale the encounter will

take place in. A score of 2 – 5 means it will take place in friendly territory, 6 – 8 on the border, and a 9 –12 in enemy territory.

Then roll 2D6 for each possibility on the table below. Apply any locale modifiers to the appropriate roll which are under the appropriate locale. High score is the encounter with ties being re-rolled.

ENCOUNTERS			
	Friendly	Border	Enemy
Ambush	+1	0	0
Open Battle	0	+2	+2
Pursuit	0	-1	-2
Raid - Loot	-1	0	+2
Raid - Hostage	-2	-2	+1

Each encounter has two sides. The player rolling the encounter can choose which side of the encounter to be when on the Border.

However, in Friendly territory the player will be the Ambushers, the Pursuers, and the Defenders in Raid encounters. In Enemy territory the player will be the Ambushed, the Pursued, and the Raiders.

ENCOUNTERS

Encounters are the scenarios for MAYHEM. They form the basis of the campaign. All encounters follow a similar pattern. It is:

- 1 – What the Encounter is.
- 2 – Who is involved in the Encounter.
- 3 – Where the Encounter will occur and what the terrain is like.
- 4 – How victory is determined.

AMBUSH

In this encounter a party of characters is moving from one edge of the board (entry point) to the other opposite edge (exit point) while the other side lay in ambush.

The non-player side consists of 2D6 characters recruited from any desired list. The player side player may recruit as many "grunts" from his list as desired.

The ambush will take place in the countryside. Roll terrain as outlined elsewhere in the rules. One piece of terrain must be a road or trail. The ambushers place terrain and the moving party decides which direction to move from.

The ambushers are allowed to attack first from any suitable cover. They need not be placed on the board at the start but instead should be noted on paper. Ambushers may not spring their ambush closer than 8" from any character of the moving party.

The ambushers will receive full encounter points if the entire enemy party is killed or captured, half points if any escape, and zero points if at least ½ of the moving party leaves by the exit point. The

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ambushed receive encounter points in a similar fashion.

If any of the moving party escape off of the board via the exit point then the next encounter is automatically a Pursuit with the ambushers being chased.

OPEN BATTLE

In this encounter two forces meet in open battle. One party enters from one table edge with the other from the opposite edge.

The non- player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in the countryside. Roll terrain as outlined elsewhere in the rules.

The battle is carried out as per the rules with no special circumstances.

A side will receive full encounter points if the entire enemy party is driven away, killed, or captured. Half points will be given if the party loses more characters than the other side even if the enemy is defeated. Zero points if the side loses.

PURSUIT

This encounter covers all situations where one group is tracking and attempting to catch another. Pursuers can be recruited from any list, however, if the pursued are all mounted, the Pursuers must also be so. Pursuit encounters are sometimes automatic due to the result of a previous scenario. Sides are divided into Runners and Chasers.

The player may choose to be either side unless specified by prior encounter. The non-player side receives 2D6 characters. The player side may recruit as many characters from his list as desired. Terrain is generated as usual. The Pursuit encounter is handled as followed:

1 – The Chasers start at a distance of 50" behind the Runners.

2 – The Runner enters the board from any direction he desires. His objective is to exit the opposite edge of the board.

3 – Roll 1D6 and add 2 to the roll for the Runners. Add this score to the lowest current Willpower of the Runners. Move the Runners this far in inches onto the table. Add this total to the 50" distance between Runner and Chaser.

4 – Roll 1D6 for the Chaser. Add this score to the lowest current Willpower of the Chasers. Subtract this from the distance separating the Runner and Chaser. If the Chaser score exceeded the Runner score then reduce the number added to the Runner's next score

by one. Continue doing this each time the Chaser score exceeds the Runner score. Eventually the Runner will go from +2, to +1, to 0, to -1, to -2 etc.

5 – Place the Chasers on the board whenever the distance between parties allows. If the Runner exits the board on the opposite side that he entered, then note the distance between the parties and have the Runners re-enter the board at the edge to his right. He repeats the above process over and over until the encounter ends.

6 – The encounter will end when a) the distance between Runner and chaser equals 100 inches or more, or b) the distance has been reduced to 16" or c) the Runners decide to make a stand somewhere on the board.

The Runners will receive full encounter points if he escapes. The Chasers receive full encounter points if they capture or kill all the Runners.

RAID - LOOT

In this encounter one party enters from one table edge and attempts to raid a settlement defended by the other party. Players may be either side.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

The battle will take place in a settlement. Roll terrain as outlined elsewhere in the rules. At least one terrain piece must be a dwelling. The defender sets up terrain. The defender is allowed to deploy his characters as desired with those being inside or concealed not placed on the board but instead noted on paper. After the terrain and defenders are placed the attacker chooses which direction he will come from.

The defender cannot gain anything less than full encounter points. Either side will receive full encounter points if the entire enemy party is driven away, killed, or captured. The raiders will gain half points if they enter at least half of all the dwellings and those figures exit the board as they are assumed to have looted the interior. Any other result for the raiders will yield zero points.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

RAID - HOSTAGES

In this encounter one party enters from one table edge and attempts to raid a settlement defended by the other party. Players may be either side.

The non-player side consists of 2D6 characters recruited from any desired list. The player side may recruit as many "grunts" from his list as desired.

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The battle will take place in a settlement. Roll terrain as outlined elsewhere in the rules. At least one terrain piece must be a dwelling. The defender sets up terrain. The defender is allowed to deploy his characters as desired with those being inside or concealed not placed on the board but instead noted on paper. After the terrain and defenders are placed the attacker chooses which direction he will come from.

In addition, the defender must designate one dwelling as containing 1/2D6 hostages from the other sides group. The hostages may not be moved by the defender or on their own until contacted by the raiders. The defenders may not harm the hostages as this would set a bad precedent.

The defenders will receive full encounter points if they succeed in retaining the hostages while driving off the raiders. The raiders receive full encounter points if they enter the dwelling where the hostages are and escort them off the board.

Any survivors of the raid will take part in a Pursuit encounter immediately following.

WINNING THE CAMPAIGN

The MAYHEM system is designed to tie together all of the encounters played into a continuous campaign. Encounter points are designed to determine how well you have done.

Encounter points are given out as follows.

1 – Regardless of the outcome of the encounter, every time a character kills an armed enemy he receives 40 points. Every time he causes an enemy to Rout he receives 20 points.

2 – Every time a player completes an encounter successfully he receives up to 400 points modified by the victory conditions. These points are further divided by the total of player characters and “grunts” used by the player, NOT by the number left alive! Example – Sammy uses his player character and three “grunts” in the encounter. During the encounter he kills one enemy and causes one too rout away. The total points won would be 100 points for the successful encounter plus 60 points for the kill and rout.

The higher point total wins the campaign.

It should be pointed out that the player usually has the option to recruit as many characters as he desires. This will allow for the player to outnumber the enemy if so desired. However, it should be noted that each character recruited will reduce the encounter points for the player. When two or more players are playing they are competing against each other and each will garner points. It is important to recruit the right amount of characters to gain the maximum amount of encounter points.

DESIGNER NOTES

If you're a gamer like me sometimes you get tired of playing the major periods like Ancients, Napoleonic, or World War II and want a change of pace. A simple game of something different that doesn't take a large investment in time or money but is still fun to play. (You remember fun, right?) I wanted good, cheap, entertainment in a hobby that at times can be very costly. That's why I wrote the Old West shoot-out game, Six Gun Sound. And from Six Gun Sound came the inspiration for the Mayhem rules system.

I wanted a set of fast play tactical battles linked together in a quick and easy campaign system. That and a man to man skirmish game. I designed the Mayhem system for one-figure one-man scale skirmishes. You won't see large-scale actions on the tabletop and few vehicles if any. Instead each player controls 3 to 6 figures, a small band of warriors. Mayhem is as much a role-playing game (gasp!) as it is a tactical wargame. I wanted to capture the flavor of small, quick, deadly encounters that only man to man battle can provide.

In all of the Mayhem sets combat is short and deadly. There are no “supermen” as anyone has the potential to eliminate anyone with one blow or shot. That's what makes Mayhem so challenging and fun.

Also the game mechanics of Mayhem allow you to personalize each and every character. I can put together a Sharpe's Rifles team or Magnificent Seven. I can give my characters enough “flavor” to make them unique and in some ways that allows me to “care” for them for lack of a better word. They are MY guys!

I noticed with other rules that most of them have all the terrain generated for you, that the order of battle is fixed, and scenarios are laid out. After each scenario has been played the rules usually will get put away and never used again. You know the stuff that collects in the back of your closet? By giving you the tools to generate your own scenarios with clearly defined encounters, Mayhem can be played for years to come. Better yet it allows you to leave the campaign for awhile and come back to it at a later date.

If you have used the Reaction System with the 2D6 Reaction Checks used by 2-Hour Wargames then I'm sure you will see some similarities. I decided to switch to a slightly different system for Mayhem because of the different game mechanics. But the system still allows for realistic responses to situations as they come up. The complaint most often heard about the Reaction Test used in Six Gun Sound and this one that I use in Mayhem is that players do not understand why they follow a reaction instead of doing what they want. (“But I don't want to fire back at that guy.”) That is because the tests are set up for the typical human reaction to what is going on. The split

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second, no time to think reaction that everyone has every day of his or her life. Ever notice how quick you pull your finger away from a hot pan. Later you take a planed action and use a towel to pick it up. The same holds true in the Reaction Tests. After a player has exited a reaction test and becomes ACTIVE he can do what he wants...until someone forces him to react.

Another unique mechanic is the Hit Table used in Mayhem. The typical game requires the players to start with a basic number then modify it up or down by a list of factors until a success number is reached. The player then must roll higher or lower to succeed, score a hit, etc. Breaking from tradition the Mayhem Hit Table is totally different. All you have to do is roll the dice and read the result that applies. Fast and easy.

Mayhem is unique in its mechanics but still holds true to realistic results. You bought these rules to have fun and I believe you won't be disappointed. Now, pull out some figures and get started!

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SAMPLE BATTLE

This is an open battle encounter in Ireland in the 1100's. Loki is returning from town and has run across an Irish lad named Brian. As Loki has the higher Willpower he moves first.

Brian - Irish from Muenster
Weapon Skill (WS) 6
Power (PW) 9
Willpower (WP) 7
Stamina (PW x WP) 63
Weapon sword 1D6 and Javelin 1D6
Armor – Shield only Defensive value of 2
Movement 8"

Loki - Viking – "finn-gall" Norse
Weapon Skill (WS) 9
Power (PW) 10
Willpower (WP) 10
Stamina (PW x WP) 100
Weapon 2 Hand-axe 2D6
Armor – No armor Defensive value of 0
Movement 8"

TURN 1 – Loki takes a CHARGE TEST and passes on the first roll as his dice score is a 7, well under the 10 he needs to pass. Charging forward he forces Brian to take a BEING CHARGED test.

Brian rolls a 3 and passes on the first roll and is allowed to throw his javelin as he is DUAL ARMED. He rolls a 9 on the HIT TABLE and scores a GLANCING BLOW. Adding his WEAPON SKILL of 6 to a die roll of 3 for the weapon he has a total of 9.

Loki has no armor and a DAV of 0 so Brian scores 9 points of damage against Loki's STAMINA. This leaves him with a STAMINA of 91.

Loki now makes a WOUNDED TEST and passes on the first roll. He now closes with Brian and is allowed to make an attack. Rolling a 4, however, he scores a Miss.

Brian is now allowed a return attack and rolls an 11. Although he had thrown his javelin, good for one toss, he still has a sword to fight with. His WEAPON SKILL of 6 is added to a die roll of 5 for the weapon and as Loki has a 0 DAV he receives another 11 points of damage versus his STAMINA which falls to 80.

Taking a WOUNDED TEST Loki rolls an 11 and fails the first roll. He rolls a second time and scores a 5, which allows him to pass on the second roll. His result is to GIVE GROUND 2" and reduce his WILLPOWER BY 1. This leaves him with a 9 WILLPOWER.

Still in turn one the next highest WILLPOWER is Brian with a 7. He now becomes ACTIVE and having been forced to FOLLOW UP he is still in melee with Loki. He attacks and rolls a 4, which is a miss.

Loki now attacks back and rolls a 6 for a SOLID BLOW. His WEAPON SKILL is a 9 and he rolls 2D6 for the weapon and scores an 8. This total of 17, is reduced by 2, as Brian has a shield worth a DAV of 2. The remainder, 15, is applied to Brian's Stamina which is now reduced to 48 from 63. But there is more.

As a SOLID BLOW was landed, Loki is allowed to roll on the IMPACT TABLE and add 1 to his dice score because of the TWO HANDED WEAPON he is using. His score is an 8 and with his POWER RATING of 10 this gives a W RESULT. Brian immediately receives ten ADDITIONAL damage points to his STAMINA which is now down to 38.

Brian is now knocked to the ground by the W RESULT and must spend the whole of next ACTIVATION regaining his feet.

Having suffered a W RESULT Brian must now roll 2D6 on the WOUND TABLE. He does and scores 6. A score of 6 with Brian's WILLPOWER OF 7 scores a K RESULT. Brian is killed. If he had scored a -1 RESULT he would have instead reduced his WILLPOWER BY 1 POINT. Instead, he is dead.

Loki now recovers his STAMINA points the following day. He also receives 40 points for killing poor Brian in addition to any other points he may have won for the encounter.

(Note that this was for illustration only as there will almost never be any one on one encounters!)

MORE TITLES FROM TWO HOUR WARGAMES

Two Hour Wargames has a wide variety of titles based on the Reaction Check system used in

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LOA. They range from the ancient time period to the far future.

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NAME	WS	DAV
GROUP	POW	WEAPON
HISTORY	WILL	MOVEMENT
	STAM	

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ARMY LISTS

2ND PUNIC WAR CARTHAGINIAN							Group A
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Heavy Cavalry	Mtd Melee	5	4	2	HH	CW	7 (1 -2)
Gaul Medium Cavalry	Mtd Melee	5	0	2	HH	CW	7 (3 - 6)
Numidians	Mtd Missile	5	0	2	JAV	X	3 or 4
Libyans	Melee	5	4	2	HH	X	10 or 11
Spanish	Melee	4	0	2	HH	CW	2, 5, or 12
Gauls	Melee	4	0	2	HH	CW	8 or 9
Slingers/ Javelimen	Missile	4	0	2	SL/JAV	X	6

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

PUNIC WAR ROMANS							Group A
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Triarii	Melee	5	4	2	HH	ET	7
Roman Cavalry	Mtd Melee	5	4	2	HH	CW	2 or 6
Hastati	Melee	4	4	2	HH	CW, ET	3, 4, or 5
Principes	Melee	4	4	2	HH	CW, ET	9, 10, or 11
Velites	Missile	4	0	2	JAV	X	8
Archers	Missile	4	0	0	BW	X	12

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

GAUL							Group A
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Heavy Cavalry	Mtd Melee	5	4	2	HH	CW	2 or 6
Cavalry	Mtd Melee	5	0	2	HH	CW	8 or 12
Archers	Missile	4	0	0	BW	X	3 or 11
Javelineers	Missile	4	0	2	JAV	X	4 or 10
Warriors	Melee	4	0	2	HH	CW, FREN	5, 7, or 9

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

SPANISH							Group A
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Heavy Cavalry	Mtd Melee	5	4	2	HH	CW	2 or 9
Celt Iberians	Melee	5	0	2	HH	CW, FREN	3 or 11
Cavalry	Mtd Melee	4	0	2	HH	CW	5 or 12
Caetrati	Missile	4	0	2	JAV	X	4 or 10
Scutarrii	Melee	4	0	2	HH	CW	6, 7, or 8

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

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EARLY GERMAN							Group B
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Noble Cavalry	Mtd Melee	5	4	2	HH	CW	3
Medium Cavalry	Mtd Melee	5	0	2	HH	CW	11
Warriors	Melee	4	0	2	HH	CW, FRE	2, 5, 7, 8, or 9
Javelimen	Missile	4	0	2	JAV	X	6 or 12
Archers	Missile	4	0	0	BW	X	4 or 10

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

PONTIC							Group B
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Pontic Cavalry	Mtd Melee	5	4	2	HH	CW	2, 3, or 5
Sarmatian Cavalry	Mtd Melee	5	4	2	LAN	DUAL BW	4 or 12
Cappadocian Cavalry	Mtd Missile	4	0	2	JAV	X	9 or 10
Javelinmen	Melee	4	0	2	HH	CW	6, 7, or 11
Archers	Missile	4	0	0	BW	X	8

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

ANCIENT BRITISH							Group B
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Light Chariots	Mtd Melee	5	0	2	HH	CW	7
Cavalry	Mtd Missile	4	0	2	JAV	X	6
Slingers	Missile	4	0	2	SL	X	2, 3, 4, or 5
Warriors	Melee	4	0	2	HH	CW	8, 9, 10, 11, or 12

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

CESAREAN ROMAN							Group B
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Elite Legionaries	Melee	5	4	2	HH	CW, ET	6
Gallic Cavalry	Mtd Melee	5	0	2	HH	CW	8
Gallic Heavy Cavalry	Mtd Melee	5	4	2	HH	CW	3 or 11
Legionaries	Melee	4	4	2	HH	CW, ET	5, 7, 9, or 12
Archer	Missile	4	0	0	BW	X	2 or 10
Slingers	Missile	4	0	2	SL	X	4

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

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IMPERIAL ROMAN							Group C
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Legionaries	Melee	5	2	2	HH	CW	4, 5, or 7
Equites Alares	Mtd Melee	4	4	2	HH	CW	9 or 12
Borderer Cavalry	Mtd Missile	4	0	0	BW	X	10 or 11
Auxiliary Infantry	Melee	4	2	2	HH	CW	8
Auxiliary Archers	Missile	4	0	2	BW	X	2, 3, or 6

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

PARTHIANS							Group C
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Cataphracts	Mtd Melee	5	6	2	LAN	X	6, 8, 10, or 12
Horse Archers	Mtd Missile	4	0	0	BW	X	2-4, 7, 9, or 11
Skirmishers	Missile	3	0	0	BW	X	5

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

Reputations 3 - Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

SASSANID PERSIANS							Group C
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Clibinarii	Mtd Melee	5	4	2	LAN	DUAL BW	2,3,5,9,11 or 12
Cataphracts	Mtd Melee	5	6	2	LAN	X	7
Chionite Cavalry	Mtd Missile	4	0	2	JAV	X	6
Skirmishers	Missile	4	0	0	BW	X	4 or 10
Levies	Melee	3	0	2	HH	X	8

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

Reputations 3 - Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

PALMYRAN							Group C
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Cataphracts	Mtd Melee	5	6	2	LAN	DUAL BW	6 or 8
Camelry	Mtd Melee	5	4	2	HH	DUAL BW	7 (1-2)
Horse Archers	Mtd Missile	4	0	0	BW	X	2, 3, 4, 5, or 11
Archers	Missile	4	0	2	BW	X	9, 10 or 12
Infantry	Melee	4	4	2	HH	CW	7 (3-4)
Auxiliaries	Melee	4	0	2	HH	DUAL BW	7 (5-6)

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

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NORMAN							Group D
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Knights	Mtd Melee	5	4	2	LAN	ET	5 or 7
Retainers	Mtd Melee	4	0	2	LAN	X	2, 10, 11, or 12
Archers	Missile	4	0	0	BW	X	9
Crossbowmen	Missile	4	0	0	CB	X	3 and 4
Spearmen	Melee	4	2	2	HH	X	6
Heavy Spearmen	Melee	4	4	2	HH	X	8

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

VIKING							Group D
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Berserks	Melee	6	0	0	2H	FREN, FAN	11
Huscarls	Melee	5	4	2	HH	CW, ET	9 or 10
Bondi	Melee	4	2	2	HH	CW	3,6, or 7
Bondi	Melee	4	4	2	HH	CW	8
Bondi Archer	Missile	4	2	0	BW	X	4, 5, or 12
Skirmish	Missile	4	0	2	JAV	X	2 or 6

Reputations 6 - minimum attributes are WS 10/ PW 8/ WP 10/ and they do not have any maximums.

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

DARK AGES SCOTS							Group D
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Cavalry	Mtd Melee	5	2	2	HH	CW	5
Highlanders	Melee	5	0	0	2H	FREN, FAN	3, 4, or 6
Skirmish	Missile	4	0	0	BW	X	9
Warbands	Melee	4	0	2	HH	CW, FREN	8, 10, or 11
Lowlanders	Melee	4	0	2	HH	X	2, 7, or 12

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

1066 SAXONS							Group D
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Huscarls	Melee	5	4	0	2H	ET	2, 4, or 6
Spearmen	Melee	4	0	2	HH	X	3, 5, 8, 9, or 10
Skirmishers	Missile	4	0	0	BW	X	11 or 12
Levies	Melee	3	0	2	HH	X	7

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

Reputations 3 - MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

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FATIMID EGYPTIANS							Group E
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Mameluke	Mtd Melee	5	4	2	LAN	DUAL BW	2 or 3
Archers	Missile	4	0	0	BW	X	5, 6, 11, or 12
Turcomen	Mtd Missile	4	0	0	BW	X	7
Askars	Mtd Melee	4	4	2	LAN	DUAL BW	8 or 9
Skirmishers	Missile	4	0	0	BW	X	10
Spearmen	Melee	3	0	2	HH	X	4

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

Reputations 3 - Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

SELJUK TURKS							Group E
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Seljuks	Mtd Melee	5	2	2	HH	DUAL BW	5, 11, or 12
Archers	Missile	4	0	0	BW	X	2 or 3
Skirmishers	Missile	4	0	0	BW	X	4
Turcomen	Mtd Missile	4	0	0	BW	X	6, 7, 8, or 9
Spearmen	Melee	4	0	2	HH	X	10

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

COMNENAN BYZANTINE							Group E
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Varangian Gds.	Melee	6	4	0	2H	ET	9 (1-3)
Clibinarii	Mtd Melee	5	6	2	LAN	X	11
Latinikon Normans	Mtd Melee	5	4	2	LAN	ET	9 (4-6)
Kataphractoi	Mtd Melee	4	4	2	LAN	DUAL BW	6
Turcopoli	Mtd Missile	4	0	0	BW	X	2, 7, or 10
Scutatoi	Melee	4	4	2	HH	CW	8
Peltastoi	Missile	4	0	2	BW	X	5 or 12
Psiloi	Missile	4	0	2	JAV	X	3
Auxillia	Melee	4	0	2	HH	CW	4

Reputations 6 - minimum attributes are WS 10/ PW 8/ WP 10/ and they do not have any maximums.

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

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CRUSADERS							Group E
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Brethren	Mtd Melee	6	4	2	LAN	ET	2
Knights	Mtd Melee	5	4	2	LAN	ET	7
Turcoples	Mtd Melee	4	0	0	BW	X	4, 10, or 12
Spearmen	Melee	4	4	2	HH	X	8, 9, or 11
Crossbow	Missile	4	4	0	CB	X	3 or 6
Marionites	Missile	4	0	0	BW	X	5

Reputations 6 - minimum attributes are WS 10/ PW 8/ WP 10/ and they do not have any maximums.

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

TAIFA MOORS							Group F
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Heavy Cavalry	Mtd Melee	4	4	2	LAN	X	4
Cavalry	Mtd Melee	4	2	2	LAN	X	7
Jinetes	Mtd Missile	4	0	2	JAV	X	2 or 6
Spearmen	Melee	4	2	2	HH	CW	8 or 9
Skirmishers	Missile	4	0	0	BW	X	3, 5, 10, 11, or 12

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

CHRISTIAN SPAIN							Group F
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Knight	Mtd Melee	5	4	2	LAN	ET	8 or 9
Jinetes	Mtd Missile	4	0	2	JAV	X	5 or 6
Spearmen	Melee	4	4	2	HH	X	4
Spearmen	Melee	4	2	2	HH	X	7
Crossbowmen	Missile	4	0	0	CB	X	10
Archers	Missile	4	0	0	BW	X	2 or 3
Slingers	Missile	4	0	2	SL	X	11 or 12

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

100 YEARS WAR ENGLISH							Group F
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Men At Arms	Mtd Melee	5	6	2	LAN	ET	2, 7, and 12
Lesser Men At Arms	Mtd Melee	4	4	2	LAN	X	4
Longbow	Missile	4	0	0	LB	ET	3, 5, 6, 8, and 9
Billmen	Melee	4	4	0	2H	X	10 or 11

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

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100 YEARS WAR FRENCH							Group F
UNIT TYPE	CLASS	REP	DAV	SH	WPN	SPEC	RECRUIT #
Knights	Mtd Melee	5	6	2	LAN	ET	2, 3, 5, and 9
Sergeants	Mtd Melee	4	4	2	LAN	X	7
Crossbows	Missile	4	2	0	CB	X	4, 10, or 11
Infantry	Melee	3	4	0	2H	X	6, 8, and 12

Reputations 5 - minimum attributes are WS 8/ PW 7/ WP 9/ and they do not have any maximums.

Reputations 4 - minimum attributes are WS 7/ PW 6/ WP 7/ and they do not have any maximums.

Reputations 3 - Their MAXIMUM attributes are WS 8/ PW 10/ WP 7/ and they do not have any MINIMUMS.

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REACTION CHECK MODIFIERS

Leader	+2
Leader within 3" and sight	+1
Each friend, up to 3, within 3" and sight	+1
Uphill of all enemies.	+1
In fieldworks or in camp.	+1
Outnumbered 2 to 1 or worse	-1
Attacked in "Flank" or "Rear"	-2

"ENEMY THREAT" TEST

MELEE CHARACTER:

Pass 1st roll

- NON DUAL MOUNTED charge.
- ALL DUAL ARMED will Halt and fire.
- FRENZY charge.
- OTHERS Halt.

Pass 2nd roll

- ALL Halt.
- DUAL ARMED Halt and do not fire.

Fail both rolls

- ALL Retire, -1 Willpower.

MISSILE CHARACTER:

Pass 1st roll

- ALL Fire.

Pass 2nd roll

- ALL Retire, -1 Willpower.

Fail both rolls

- ALL Scatter, -3 Willpower

"RECEIVED FIRE" TEST

MELEE CHARACTER:

Pass 1st roll

- CHARGERS continue.
- DUAL ARMED not charging will fire.
- FRENZY Charge.
- OTHERS advance ½ speed.

Pass 2nd roll

- CHARGERS continue, -1 Willpower. MOUNTED not charging Retire, -1 Willpower.
- DUAL ARMED Halt and may not fire.
- OTHERS Halt.

Fail both rolls

- ALL Retire, -1 Willpower.

MISSILE CHARACTER:

Pass 1st roll

- CHARGERS continue.
- OTHERS fire.

Pass 2nd roll

- ALL Retire, -1 Willpower

Fail both rolls

- ALL Scatter, - 3 Willpower.

"ATTEMPT TO CHARGE" TEST

MELEE CHARACTER:

Pass 1st roll

- CHARGE.

Pass 2nd roll

- CHARGERS continue, -1 Willpower.

Fail both rolls

- HALT.

MISSILE CHARACTER:

Pass 1st roll

- CHARGE.

Pass 2nd roll

- ALL Scatter, -3 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to "0".

"BEING CHARGED" TEST

MELEE CHARACTER:

Pass 1st roll

- FOOT stand.
- FRENZY charge.
- DUAL ARMED fire and draw sidearm to melee.
- OTHER MOUNTED charge.

Pass 2nd roll

- FOOT charged by Cavalry will Scatter, -3 Willpower.
- ALREADY IN MELEE will -1 to Willpower.
- THOSE CHARGED TO FLANK OR REAR will Scatter, -3 Willpower.
- OTHER FOOT Halt.
- DUAL ARMED Halt, may not fire.
- ALL MOUNTED RETIRE, -1 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to "0".

MISSILE CHARACTER:

Pass 1st roll

- Fire if ready then draw sidearm to melee.

Pass 2nd roll

- FOOT charged by Cavalry will Scatter, -3 Willpower.
- UNITS IN MELEE will Scatter, -3 Willpower.
- UNITS CHARGED TO FLANK OR REAR will Scatter, -3 Willpower.
- FOOT Retire, -1 Willpower.
- MOUNTED Retire, -1 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to "0".

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“RECEIVED WOUND TEST”

MELEE CHARACTER:

Pass 1st roll

- Carry on.

Pass 2nd roll

- FOOT give ground, -1 Willpower.
- MOUNTED Retire, -1 Willpower.

Fail both rolls

- ALL Scatter, -3 Willpower.

MISSILE CHARACTER:

Pass 1st roll

- Carry on.

Pass 2nd roll

- ALL Scatter, -3 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to “0”.

“LEADER LOST” TEST

MELEE CHARACTER:

Pass 1st roll

- ALL carry on.

Pass 2nd roll

- FOOT Give Ground, -1 Willpower.
- MOUNTED Retire, -1 Willpower.

Fail both rolls

- ALL Scatter, -3 Willpower.

MISSILE CHARACTER:

Pass 1st roll

- ALL carry on.

Pass 2nd roll

- ALL Scatter, -3 Willpower.

Fail both rolls

- ALL Rout, reduce Willpower to “0”.

To Hit Table	
Score	Results
2	Solid blow!
3	Glancing blow!
4	Miss!
5	Glancing blow!
6	Solid blow!
7	Attacking rear or prone target scores Solid blow, others Miss!
8	2HCW, peasant weapon, or missile fire score Miss - Others Solid blow!
9	Glancing blow!
10	Miss!
11	Glancing blow!
12	2HCW, peasant weapon, or missile fire score Miss - Others Solid blow!

Hit Table results are as follows.

- Stun! If scored versus opponent then roll 1d6

- Glancing blow! The attacker has landed a damaging blow to the target. Damage is calculated as follows. Take the attackers weapon Skill, add the score from the Damage Value of the weapon used and minus the Defensive Armor Value of the target. This sum is immediately removed from the target's Stamina.
- Miss! The attacker has missed the target or the target has parried or avoided the blow.
- Other results apply to certain weapons or situations. For example a roll of 7 would score a Solid Blow to the target if attacking from behind or against a prone target but in all other cases the result would be a Miss.

IMPACT TABLE POWER RATING

Die Roll	12	11	10	9	8	7	6	5	4	3	2
12	w	w	w	w	w	w	w	w	w	w	10
11	w	w	w	w	w	w	w	w	w	10	9
10	w	w	w	w	w	w	w	w	10	9	8
9	w	w	w	w	w	w	w	10	9	8	7
8	w	w	w	w	w	w	10	9	8	7	6
7	w	w	w	w	w	10	9	8	7	6	5
6	w	w	w	w	10	9	8	7	6	5	4
5	w	w	w	10	9	8	7	6	5	4	3
4	w	w	10	9	8	7	6	5	4	3	2
3	w	10	9	8	7	6	5	4	3	2	1
2	10	9	8	7	6	5	4	3	2	1	0

MODIFIERS TO 2D6 ROLL

- 2HCW +1
- Peasant weapon -2
- Cbow or Lbow +1

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WOUND TABLE
WILLPOWER RATING

Die Roll	2	3	4	5	6	7	8	9	10	11	12
12	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
11	k	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
10	k	k	-1	-1	-1	-1	-1	-1	-1	-1	-1
9	k	k	k	-1	-1	-1	-1	-1	-1	-1	-1
8	k	k	k	k	-1	-1	-1	-1	-1	-1	-1
7	k	k	k	k	k	-1	-1	-1	-1	-1	-1
6	k	k	k	k	k	k	-1	-1	-1	-1	-1
5	k	k	k	k	k	k	k	-1	-1	-1	-1
4	k	k	k	k	k	k	k	k	-1	-1	-1
3	k	k	k	k	k	k	k	k	k	-1	-1
2	k	k	k	k	k	k	k	k	k	k	-1

INVOLUNTARY MOVEMENT

Characters may be forced to move during battle due to Reaction Checks. The procedure to check Reaction will be described later. However, the possible Reaction forced moves are as follows.

1. **HALT** – Immediate stop in place. Sometimes the character is allowed to fire if weapon is ready. May not be used to reload missile weapons.
2. **CHARGE** – Movement usually up to one and one-half normal to come into contact with enemy character.
3. **RETIRE** - When forced to “Retire” a character moves its normal movement plus 1D6” and ends facing the enemy. Those that retire have their Willpower reduced by 1 point. If contacted by Pursuers the character is immediately “Scattered”.
4. **SCATTER** – When forced to “Scatter” a character moves its normal movement + 1D6” directly away and finishes its move with its back exposed to the enemy. Characters forced to Scatter will have their Willpower reduced by 3 points. If contacted by Pursuers, the Pursuer is immediately allowed a “free hack in the back” (melee attack) on the Scattering character. In addition the Scattered will immediately rout.
5. **ROUT** – When forced to Rout the character will move twice normal move directly away from enemy and face away the first turn. Characters that Rout will have their Willpower reduced to “0”. They may never rally. On the second turn he will move one and one-half times normal move. On the third turn he will move normal speed away. Both immediately when the character Routs and anytime contacted by the Pursuer or new

attackers, the attackers are allowed a “free hack in the back” on the Routing character.

6. **GIVE GROUND** – When forced to Give Ground a character must first be in melee. To “Give Ground” he moves backward 2” and receives 1 reduction to his Willpower. Characters will Give Ground even if they are not Followed Up.
7. **FOLLOW UP** - Characters that cause enemies to “give ground” must “Follow Up” 2” and remain in contact. However if they are in melee with other characters they may not Follow Up.
8. **PURSUE** – All characters that cause an enemy to Retire, Scatter, or Rout may Pursue for at least one turn. The only exception would be if they are still in melee with another enemy. Pursuers will move their full move + 1/2D6”. If they remain in contact after moving then they may be allowed to take a “free hack in the back” versus the fleeing enemy. After one full turn of Pursuit roll 2D6 and compare the total to the current Willpower of the Pursuer. If the score is equal or less than the current Willpower the Pursuer will stop pursuit and behave as desired. If the score exceeds the current Willpower then the character will Pursue another turn but this time at half normal speed. This check continues each turn until the character either controls himself via the dice roll or his movement is reduced to zero as he is pursuing at a reduction of half from the prior turn.

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