

# Dark Age Kingdoms



Bound Sequence - Order of Phases			
<b>1</b>	<b>Action Cards</b>	renewal phase	replenish <b>all</b> actions cards for actions
<b>2</b>	<b>Command Orders</b>	renewal phase	replenish command order cards to maximum of <b>six</b>
<b>3</b>	<b>Faith Tokens</b>	renewal phase	replenish Anglo-Saxon faith tokens
First Action Round			
<b>4</b>	<b>Initiative</b>	initiative phase	determine initiative
<b>5</b>	<b>Veteran</b>	1 <sup>st</sup> action phase	veteran warriors execute <b>one</b> action by initiative
<b>6</b>	<b>Seasoned</b>	1 <sup>st</sup> action phase	seasoned warriors execute <b>one</b> action by initiative
<b>7</b>	<b>Blooded</b>	1 <sup>st</sup> action phase	blooded warriors execute <b>one</b> action by initiative
<b>8</b>	<b>Tenderfoot</b>	1 <sup>st</sup> action phase	tenderfoot warriors execute <b>one</b> action by initiative
<b>9</b>	<b>Death Toll</b>	removal phase	remove <b>any</b> fatally wounded warriors and action cards
Second Action Round			
<b>10</b>	<b>Initiative</b>	initiative phase	determine initiative
<b>11</b>	<b>Veteran</b>	2 <sup>nd</sup> action phase	veteran warriors execute <b>one</b> action by initiative
<b>12</b>	<b>Seasoned</b>	2 <sup>nd</sup> action phase	seasoned warriors execute <b>one</b> action by initiative
<b>13</b>	<b>Blooded</b>	2 <sup>nd</sup> action phase	blooded warriors execute <b>one</b> action by initiative
<b>14</b>	<b>Tenderfoot</b>	2 <sup>nd</sup> action phase	tenderfoot warriors execute <b>one</b> action by initiative
<b>15</b>	<b>Death Toll</b>	removal phase	remove <b>any</b> fatally wounded warriors and action cards
Third Action Round			
<b>16</b>	<b>Initiative</b>	initiative phase	determine initiative
<b>17</b>	<b>Veteran</b>	3 <sup>rd</sup> action phase	veteran warriors execute <b>one</b> action by initiative
<b>18</b>	<b>Seasoned</b>	3 <sup>rd</sup> action phase	seasoned warriors execute <b>one</b> action by initiative
<b>19</b>	<b>Blooded</b>	3 <sup>rd</sup> action phase	blooded warriors execute <b>one</b> action by initiative
<b>20</b>	<b>Tenderfoot</b>	3 <sup>rd</sup> action phase	tenderfoot warriors execute <b>one</b> action by initiative
<b>21</b>	<b>Death Toll</b>	removal phase	remove <b>any</b> fatally wounded warriors and action cards
Closing Action Round			
<b>22</b>	<b>Recovery</b>	action phase	recover fatigued warriors
<b>23</b>	<b>Reserve</b>	action phase	determine if any reserve warriors arrive
<b>24</b>	<b>Victory</b>	conquest phase	check the victory conditions of the encounter

Initiative Phase	Normal Action Card	Special Action Card	Command Action Card
D6 dice roll	+1	+2	+3

**IMPORTANT:** action card **must** be played prior to rolling for initiative.



# Dark Age Kingdoms



Skill Roll	Leader	Veteran	Seasoned	Blooded	Tenderfoot
2D6 dice roll	5	6	7	8	9

Movement in Inches	Mounted	No Armour	Leather Armour	Mail Armour
Run Move	24	16	12	8
Normal Move	12	8	6	4
Restricted Half Move	6	4	3	2

Charge to Contact	Contact Weapon	Shield Rush	*Charge Attack	*Impact Attack
Attacker	# Attack Roll -2	Shield Rush Roll	Attack Roll -1 Reactions -1	Attack Roll +1 No Reactions
Defender	*Reaction Roll -1	Shield Rush Roll -1	Armour Save -1	All Reactions -1 Armour Save -2

Charge Reaction	Evade	Snap Shot	Counter Charge	Brace Shield	Set Spear	Turn Facing
2D6	Dodge +2	Counter Attack Roll	Skill Roll	Shield Rush Roll +1	Counter Attack Roll	Skill Roll +1

Shield Rush Roll 2D6	No Shield	Buckler	Round	Oval	Body
Veteran/Leader	8	7	6	5	4
Seasoned	9	8	7	6	5
Blooded	10	9	8	7	6
Tenderfoot	11	10	9	8	7

+1 Impact Charge -1 per **wound** that a warrior is suffering

Missile Range	Throwing Axe	Throwing Spear	Sling	Bow
<b>+2</b> Short	2	3	6	8
<b>0</b> Medium	4	6	18	24
<b>-4</b> Long	8	12	36	48

# **Short Range** also incurs an additional -1 to **any** reactions armour save rolls

Missile Cover Modifier	
<b>-1</b> Soft	hedgerow, fence, bush - long grass or crops
<b>-2</b> Hard	tree, woodland, low stone wall, partially concealed to waist height
<b>-4</b> Extreme	high stone wall, palisade, settlement, partially concealed to chest height



# Dark Age Kingdoms



Missile Actions	Action	Attack Roll	Block	Dodge	Armour Save
Direct Shot	Normal	0	0	0	0
Indirect Shot	Normal	-2	0	0	0
Watch	Normal	Counterattack	0	0	0
Aimed Shot	Special	+2	-1	-1	-1
Moving Shot	Special	-1	0	0	0
Supporting Shot	Special	-1	-1	-1	0
Hurl	Special	-1	-1	-1	-1
Stun Shot	Special	-2	0	0	0
Combat Shot	Special	-2	0	0	0
Head Shot	Command	-3	-2	-2	0

Combat Actions	Action	Attack Roll	Block	Dodge	Parry	Armour Save
Strike	Normal	0	0	0	0	0
Downward Cut	Normal	0	0	0	-1	0
High Jab	Normal	-1	0	-1	0	0
Low Hack	Normal	-1	-1	0	0	0
Thrust	Special	+2	0	-1	0	-1
Cleave	Special	+2	0	0	-1	-1
Slash	Special	+1	-1	-1	-1	0
Sweep	Special	+1	-1	-1	-2	0
Hook	Special	+1	-1	0	0	0
Plunge	Special	+1	-1	0	-2	0
Smite	Command	+3	-2	0	-2	-2

Weapon	Normal Action	Normal Action	Special Action	Special Action	Special Action	Command Action
Sword	Strike	Low Hack	Slash	Cleave	Plunge	
Great Sword	Downward Cut		Sweep	Cleave		Smite
Thrusting Spear	Strike	High Jab	Thrust			
Battle Axe	Strike	Low Hack	Slash	Cleave		
Broad Axe	Downward Cut		Sweep	Cleave		Smite

Armour Save	No Armour	Padded Leather	Leather	All Mail
2D6 dice roll	9	8	7	6



# Dark Age Kingdoms



Block Reaction	Veteran/Leader	Seasoned	Blooded	Tenderfoot
Skill Roll 2D6	6	7	8	9

Parry Reaction	Veteran/Leader	Seasoned	Blooded	Tenderfoot
Skill Roll 2D6	6	7	8	9

Dodge Reaction	Veteran/Leader	Seasoned	Blooded	Tenderfoot
Modified Skill Roll 2D6	6	7	8	9
	No Armour	Padded Leather	Leather	All Mail
Armour Modifier	0	-1	-2	-3
	Buckler	Round	Oval	Body
Shield Modifier	0	-1	-2	-3

Counterattack Reaction	Leader/Veteran	Seasoned	Blooded	Tenderfoot
2D6 dice roll	7	8	9	10

-1 per **wound** for all reaction rolls, including counterattack and charge reaction rolls.

Reserve Table 2D6	Bound One	Bound Two	Bound Three
Veteran	8	6	3
Seasoned	9	7	4
Blooded	10	8	5
Tenderfoot	11	9	6

Out Scouted: +1 Signaller: +1 Scribe: +2 Wounded: -1

## Death Toll Removal Phase

Action Card Removal	Veteran	Seasoned	Blooded	Tenderfoot
Discarded Pile	4	3	2	1

Banner NOT within 6 inches	Veteran	Seasoned	Blooded	Tenderfoot
Active Normal/Special Pile	4	3	2	1

A special character must **permanently** remove the number of cards that it initially contributed to the action cards piles from the **special** action card pile first. Personalities that contributed specific cards will have to remove these as well as the above.

If there are insufficient **normal/special** cards, then remove the remainder from the **discarded** action pile.

