

Pig Wars Late Medieval Variant

1337 to 1485

Introduction

Pig Wars LMV is a variant of Tod Kershner's Pig Wars Dark Age skirmish rules that covers the period of the Hundred Years War to the end of the Wars of the Roses, 1337 to 1487. While leaving the essence of the rules unchanged, the variant introduces rules or modifies existing ones to take into account changes in armor, weapons, technology and, to some extent, tactics.

Armor

Body armor mostly supplanted shields during this period culminating in the man at arms protected *cap-à-pie* by plate armor and nearly invulnerable to his opponents. The classes of armor remain the same except for the addition of partial plate armor (PP) and full plate armor (FP). The armor classes are characterized as follows:

- UA** troops without body armor apart from possibly a helmet.
- PA** troops wearing any combination of leather jerkin, padded coat, jack/brigantine, mail (either covering their body or just shoulders) usually also wearing a helmet. Also UA troops with shields if defending to their front or shielded flank.
- FA** Mostly PA troops using shields if defending to their front or shielded flank. Could include troops wearing some plate armor in addition to that classified as PA but not providing overall body protection. PP troops mounted on unprotected horses count as FA to missile fire.
- PP** Typical of men at arms in the early part of the Hundred Years War. PP troops have a combination of mail/scale and plate armor providing overall body protection. FP troops mounted on unprotected horses count as PP to missile fire.
- FP** Standard protection for men at arms from the late 14th c. through the 15th c. PP troops are in full plate armor providing overall body protection.

Note: *protected horses are those with full or frontal plate armor protection.*

Movement

Movement distances for Pig Wars remain unchanged with the following additions:

- PP and FP move on foot at 6 inches.
 - FP mounted on unprotected horses move at 12 inches.
 - FP mounted on protected horses move at 10 inches.
 - PP mounted on unprotected horses move 10 inches.
 - PP mounted on protected horses move 8 inches.
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- Formed troops (see below) move at 6 inches per turn maximum.
- Troops in schiltron (see below) move at 4 inches.

Formations

Shield wall (SW) is no longer a viable formation. The period saw a gradual diminishing of shield use while those shields that remained in use were generally smaller than in the Dark Ages. The tactics of the period did not call for massed warriors with interlocked shields bashing the opposing force of massed warriors with interlocked shields. However, to take advantage of the morale benefit of being in formation the following formations can be used by eligible troops:

Formed

All foot troops can take advantage of being “formed.” Like shield wall, troops count as formed if there are at least three figures in base contact, side-by-side, facing the same direction.

- Formed troops are up one grade when checking morale.
- Formed troops move at no more than 6” per turn and cannot use charge bonus (i.e., troops that charge lose benefit of being formed).
- Mounted troops may not count as being formed.

Schiltron

Spear and pike armed troops may form schiltron. This is a sort of “spear wall” formation that relies on a solid front of spear points for offensive and defensive combat. Troops in schiltron count as formed for morale benefit but differ as follows:

- Troops in melee against any figures in schiltron are -2 if attacking the figure frontally. Normal + modifiers apply if attacking flank or rear.
- Pike armed troops may add a third figure behind the first and second figures in a melee combat.
- Troops in schiltron formation may only move 4” per turn and may not use charge bonus.
- Troops in schiltron are denser than normal formations and are more vulnerable to missile fire. Missile troops shooting at troops in schiltron are -2 to hit on their die roll.

Combat

The following new combat modifiers apply:

- Axe/warhammer vs. PP or FP+1
- Vs. FP with shield (front or shielded flank).....-1

Victory Margins

Vs. UA	1
Vs. PA	2
Vs. FA	4

Vs. PP.....	5
Vs. FP.....	6

Shooting

The period was dominated throughout by the English longbow which was primarily responsible for such lopsided English victories as Dupplin Moor, Halidon Hill, Crécy, Poitiers and Agincourt. It also saw the introduction of gunpowder weapons from the outset (Edward III has cannon at Crécy in 1346) which became more common in the later period when field guns and handguns became common in most armies.

Longbows

Troops using the longbow are similar to bows in Pig Wars. They differ as follows:

- Ranges are 10/20
- Troops hit by longbows at short range check for block one armor class lower.
- Longbows can use “arrowstorm” once per game that lets them shoot twice in a turn if they have not moved and are formed.
- If arrowstorm is used the unit must check to see if it has exhausted its arrows. Roll a D12 and modify +1 for every turn the unit has shot (not counting the turn it used arrowstorm). A roll of 6-12 means the unit is out of arrows and must spend one turn resting to resupply (no move, no combat, may be fired upon).

Crossbows

Crossbows of this period were more powerful than Dark Ages versions. They were regarded as being more powerful than longbows with longer ranges and better armor penetration but were slower to reload. The follow rules apply:

- Ranges are 12/28
- Crossbows must spend one turn reloading (no movement or fighting) before they can fire again.
- Troops hit by crossbows check for block one armor class lower.
- Crossbowmen equipped with pavises can benefit from them as cover if they have not yet moved and will not move in the turn. Crossbowmen protected by a pavise count as in cover for being shot at if the shooter is to their front (i.e., no benefit against shots from flanks or rear).

Handguns

Handguns were basically very small cannon operated by a single gunner. At first they were used only from positions such as walls, field defences or wagons (e.g., the Hussites). Later they were used by troops in the open field. Not very accurate and with a slower rate of fire than crossbows, they could penetrate plate armor and had a strong psychological effect.

- Ranges are 6/18
- Handgunners must spend one turn reloading (no movement or fighting) before they can fire again.

- Troops hit by handguns check for block two armor classes lower.
- Units that suffer any casualties from handguns must test morale.

Cannon

Cannon were very crude at the beginning of the period and developed very slowly throughout. They were most effective when used to defend or attack defensive positions, being largely immobile once placed. They were inaccurate but had a significant morale effect on troops targeted by them. Shooting procedure:

1. Identify target stand
2. Use Games Workshop hit dice to determine result:
 - “Hit” result means the shot lands on target
 - “Misfire” result means the shot is wasted. Roll a D12, a result of “1” means the cannon has burst and is no longer functional; otherwise the cannon must be reloaded to fire again.
 - Result that shows direction arrow and number indicates deviation from indicated target in inches.
3. Use 2 inch diameter template centered on hit point. All figures within the circle are hit, roll for block as UA (if troops are behind protection that lies between them and the hit point they benefit from it and roll for block as PA if protection is pavise, wooden mantlet or similar. as FA if earth embankment, stone wall, or similar).

Other aspects of cannon are:

- Range is 24/48
- At long range the distance of deviation shown on the hit dice is doubled.
- Cannon must have 2-4 figures crew.
- Cannon take 4 turns to reload with 2 crew, 3 turns with 3 crew, 2 turns with 4 crew.
- Units fired at by cannon must test morale whether or not any hits are made.

Units and Troop Types

The units should normally be based on retinues, the personal following of a nobleman, that would combine different types of troops. However, set piece battles should use units composed of, normally, single troop types, e.g., all archers, all knights, etc. As in Pig Wars, all units should have a designated leader and a standard bearer.

Troop Types

The following are common types of troops for the era:

- Man at Arms (foot)
PP or FP, sword, morale 2 or 3. May have axe/warhammer or 2-handed pole weapon, shield.

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- Man at Arms (horse)
PP or FP, sword, lance, morale 2 or 3. May have axe/warhammer, shield, horse armor.
 - Sergeant/hobilar/Gros Varlets/etc. (foot)
FA or PA, sword, morale 1 or 2. May have axe/warhammer, 2-handed pole weapon, shield.
 - Sergeant/hobilar/Gros Varlets/etc. (horse)
FA or PA, sword, morale 1 or 2. May have lance, axe/warhammer, shield.
 - Foot soldier/Town Militia
FA or PA, morale 0, 1, or 2. May have shield, sword, 2-hand pole weapon.
 - Longbowman
PA or UA, longbow, morale 1 or 0. May have sword, 2-handed weapon (usually a sledgehammer). May also have horse for mobility but cannot fight mounted.
 - Billman
FA or PA, 2-hand weapon, morale 0, 1, or 2. May have sword. May also have horse for mobility but cannot fight mounted.
 - Spearman
FA, PA, or UA, spear, morale 1 or 0. May have shield, sword.
 - Crossbowman
FA or PA, crossbow, morale 1 or 0. May have sword, pavis. May also have horse for mobility but cannot fight mounted.
 - Pikeman
FA, PA, or UA, pike, morale 1 or 0. May have sword.
 - Handgunner
PA or UA, handgun, morale 1 or 0. May have sword.
 - Gunner
PA or UA, morale 0. May have sword. Guns may be protected by mantlets.
 - Irish Kern, bidowers
UA, javelin, morale 0. May have shield.
 - Irish Gallowglas
PA or FA, 2-handed weapon, morale 1 or 2.
 - Irregular Horse
FA, PA, or UA, morale 1 or 2. May have javelin, spear, and/or sword.
 - Jacquerie/peasants
UA, improvised weapon, morale 0. May have 2-hand pole weapon.
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Sample Units

The following are sample retinues for various periods. Troop types listed above as (foot) or (horse) can be either in the retinue. Additionally, troops listed with the option may have horse. Troops listed above with multiple morale grades may not have more than 1/2 of any type in the retinue at the highest grade.

- English 100 years war (early)
1/5 men at arms (PP); 2/5 to 3/5 longbowmen; 1/5 to 2/5 billmen.
- English 100 Years War (late)
1/5 men at arms (FP); 3/5 to 4/5 longbowmen; up to 1/5 billmen.
- English Wars of the Roses
1/5 men at arms (FP); up to 2/5 billmen; 2/5 to 4/5 longbowmen; up to 1/5 crossbowmen; up to 1/5 handgunners; up to 1 gun w/4 crew.
- French 100 Years War (early)
1/5 to 5/5 men at arms (PP); up to 2/5 footsoldiers, up to 3/5 crossbowmen, up to 1/5 Gros Varlets.
- French 100 Years War (late)
1/5 to 5/5 men at arms (FP); up to 2/5 footsoldiers; up to 3/5 crossbowmen; up to 1/5 Gros Varlets; up to 1/5 handgunners; up to 1 gun w/4 crew.
- Irish warband/mercenaries
1/5 to 2/5 gallowglas; 2/5 to 4/5 kern; up to 1/5 irregular horse.
- Scots (early)
Up to 1/5 men at arms (PP); up to 1/5 hobilar; 3/5 to 5/5 spearmen.
- Scots (late)
Up to 1/5 men at arms (FP); up to 1/5 hobilar; up to 1/5 longbowmen; 2/5 to 5/5 spearmen.
- Mercenaries (Wars of the Roses)
Up to 5/5 pikemen; up to 1/5 handgunners; up to 2/5 crossbowmen; up to 3/5 footsoldiers; up to 2 guns and 4 crew (each).

