

Round Of (near) Simultaneous Events  
**(ROSE)**

- 1) Mark ongoing events
- 2) Select dice for next narrator**
  - 2.1) Highest D6 = narrator  
1st roll sets minutes
  - 2.2) Propose event
    - 2.2.1) If disputed**
      - 2.2.2) Resolve argument(s)
      - 2.2.3) Loop to 2.2.1**
    - 2.3) Event happens, scope is fixed
  - 3) Loop to 2, unless all dice spend**
  - 4) Closing step.

Resolving disputed (sub-)events		
probability of success		3D6 Score
Dead certain, but...	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly impossible	NI	16+
A daring attempt	DA	18+

Battlefield & tactical situation		Unit quality & condition		Leadership & others	
TERRAIN	OPEN FLANK/ REAR	MERCENARY	EXPERIENCE	ORDERED	PREV. COMBAT
VISIBILITY	CHARGING	MORALE	FORMATION	HEROIC	PREV. ACTION
WEATHER	SKIRMISHING	COHESION	WEAPON	OPPORTUNITY	THE BIG PICTURE
TIME OF DAY	DISTANCE	FATIGUE	ARMOUR	THREAT	WILDCARD
OUTNUMBERED	DURATION	SURPRISED	UNIT SIZE		

references for IL Condottieri

Movement (100 paces)	Time Check (TC)	Target unit						
		Engaging unit	Eff. range	Elmeti	Light cav.	Close inf.	Other inf.	Artillery
Infantry	3D6	Elmeti	--	50-50	NC	U	VL	NC
Cavalry walk	2D6	Mtd. crossbows	--	NI	50-50	NI	VU	NC
Cavalry trotting	1D6	Eastern light cav.	--	VU	VL	VU	U	NC
Cavalry galloping 50 paces	1D6	Dismounted Elmeti	--	n.a.	n.a.	L	VL	NC
<b>Reforming</b>		<b>Time Check (TC)</b>						
Misaligned	1D6	Inf. polearms	--	n.a.	n.a.	50-50	VL	NC
Disturbed	2D6	Inf. bows	--	n.a.	n.a.	VU	50-50	NC
Unformed infantry	2+1D6/100 men	<b>Shooting unit</b>						
Unformed cavalry	3D6	Inf. crossbows	100	L	L	U	50-50	U
Panic stricken	Reference: VU	Inf. longbows	100	VL	VL	U	L	U
<b>Combat</b>		<b>Time Check (TC)</b>						
Inf. & Cav. shooting	3D6	Inf. handguns	50	VL	VL	VL	VL	U
Inf. longbows shooting	1D6	Cav. (cross)bows	50	VU	50-50	VU	U	U
Bombard reloading	10D6	Bombards*	150	VL	L	VL	VL	U
		All skirmishers	as above	VU	VU	VU	VU	VU

Typical time = number of D6/2

\*Bombard Extreme range = 600 paces.

the  
**MATRIX**

Risk to commanders				Combat result	If unit <b>loses</b> it must.			If unit <b>wins</b> it will.				
Result of nearest friendly unit	Captured (HtH only)	Wounded	Killed		Shooting	Close combat***		Close combat				
MP, Di, FU or Pu	16	17	18	Net score 3D6	Eff.	long	Cav.	Inf.	Art.	Cav.	Inf.	Art.
FB	14	15 - 16	17 - 18	Equal	Di*	--	FB	Di	FL	FB	MP	MP
FL	12 - 13	14 - 16	17 - 18	1 Diff.	Di*	--	FB	FB	FL	FU	MP	MP
				2 to 3 Diff.	FB	Di	FB	FB	FL	Pu	FU	MP
				4+ Diff.	FL**	FB	FL	FL	FL	Pu	Pu	MP

\*Cav: Di => FB. \*\*Skirmishers: FL => FB  
\*\*\*Keyword FATIGUE: Di => FB, FB => FL when both sides exhausted

outcomes & orders

Coup d'oeil	Number of D6	
Hawk eyed	0D6	MP Maintain position. Disturbed in combat
Gifted	1D6	Di Disentangle. Disturbed
Competent	2D6	FB Fall Back. Unformed
Slow witted	4D6	FU Follow Up. Disturbed
Incompetent	8D6	FL Flee. Panic stricken
Has other talents	16D6	Pu Pursue. Unformed

Note any additional scenario specific keywords

Giving orders: D6 = coup d'oeil + recipients/distance (+D6/action)