

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		

the MATRIX

Movement (100 paces) Time Check (TC)

Infantry	3D6
Cavalry walk	2D6
Cavalry trotting	1D6
Cavalry galloping 50 paces	1D6

Reforming Time Check (TC)

Misaligned	1D6
Disturbed	2D6
Disturbed Pikes	3D6
Unformed infantry	2+1D6/100 men
Unformed cavalry	3D6
Panic stricken	Reference: VU

Combat Time Check (TC)

Inf. & Cav. shooting	3D6
Bombard reloading	10D6
Field artillery reloading	6D6

Typical time = number of D6/2

references for the Italian wars

Target unit

Engaging unit	Eff. range	Target unit				
		Heavy cav.	Light cav.	Pikes	Other inf.	Artillery
Gendarmes	--	50-50	NC	VU	VL	NC
Mtd. bow/arquebus	--	NI	50-50	NI	VU	NC
Stradiots/Ginites	--	VU	VL	NI	U	NC
Pikes	--	n.a.	n.a.	50-50	VL	NC
Sword&Buckler men	--	n.a.	n.a.	U	VL	NC
Inf. crossbows	--	n.a.	n.a.	VU	50-50	NC
Inf. arquebusiers	--	n.a.	n.a.	VU	50-50	NC

Shooting unit						
Inf. crossbows	100	U	L	VU	U	U
Inf. arquebusiers	75	L	L	U	50-50	U
Cav. crossbows	50	VU	U	NI	VU	U
Cav. arquebusiers	50	U	50-50	VU	U	U
Bombards*	150	L	L	L	L	U
Field artillery*	200	VL	L	VL	L	U
All skirmishers	as above	VU	VU	VU	VU	VU

*Bombard Extreme range = 600 paces, field artillery = 1500 paces.

Risk to commanders

Result of nearest friendly unit	Captured (HtH only)	Combat result	
		Wounded	Killed
MP, Di, FU or Pu	16	17	18
FB	14	15 - 16	17 - 18
FL	12 - 13	14 - 16	17 - 18

Combat result

Net score 3D6	If unit loses it must.					If unit wins it will.		
	Shooting		Close combat***			Close combat		
	Eff.	long	Cav.	Inf.	Art.	Cav.	Inf.	Art.
Equal	Di*	--	FB	Di	FL	FB	MP	MP
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)