

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.

references for wars of religion

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/reiters	3D6
Unformed inf./reiters	2+1D6/100 men
Unformed other cavalry	3D6
Panic stricken	Reference: VU
Combat	Time Check (TC)
Inf. & Cav. shooting	3D6
Inf. muskets shooting	4D6
Field artillery reloading	6D6

Typical time = number of D6/2

Engaging unit	Target unit							
	Eff. range	Lancers	Reiters	Light cav.	Pikes	Other inf.	Artillery	
Gendarmes	--	50-50	VL	NC	VU	VL	NC	
"Light" lancers	--	U	L	NC	VU	VL	NC	
Reiters	--	VU	50-50	NC	VU	L	NC	
Stradiots/Ginites	--	NI	VU	VL	NI	U	NC	
Mtd. arquebusiers	--	NI	NI	50-50	NI	VU	NC	
Pikes	--	n.a.	n.a.	n.a.	50-50	VL	NC	
Other infantry	--	n.a.	n.a.	n.a.	VU	50-50	NC	
Shooting unit								
Inf. arquebusiers	75	L	L	L	U	50-50	U	
Inf. muskets	100	VL	VL	L	U	L	U	
Mtd. arquebusiers	50	L	U	50-50	VU	U	U	
Reiters (pistols)	25	L	50-50	L	U	U	U	
Field artillery*	200	VL	VL	L	VL	L	U	
All skirmishers	as above	VU	VU	VU	VU	VU	VU	

*Field artillery Extreme range = 1500 paces.

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+

the
MATRIX

Risk to commanders				Combat result	If unit loses it must.			If unit wins it will.				
Result of nearest friendly unit	Captured (HtH only)	Wounded	Killed		Shooting	Close combat***		Close combat				
MP, Di, FU or Pu	FB	FL	12 - 13	Net score 3D6	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

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		

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)