

Against
The
Nature of Gentleness

Umpires' Rules

Nick Luft

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SKIRMISHES

Tactical Factors

- For every "unpaid marker" -1
- If Sallying Forth during a siege -2
- If one side has greater than a 3:2 advantage +1
- If one side has a 3:1 or greater advantage +3
- Enemy foraging +3

Modify the roll of 1xd6 for each side

BATTLES

Tactical Factors

- For every "unpaid marker" -1
- If one or more Lords defects prior to battle (chooses switch sides) -1
- If one or more Lords defects during battle (changes sides after 1st calculation)
-3

- Army size outnumbers enemy's total by 3:2 or more +1
- Army size outnumbers enemy's total by 3:1 or more +2
- Defending a prepared position +2 *

- Add or deduct the best generalship factor available + or -

* if paid for and in movement orders

Modify the roll of 1xd3 for each side

SIEGES

Resistance Rating

A stronghold's Resistance Rating is its Strength Rating multiplied by $1 \times d3 + 1$ – thrown at the point it needs to be determined. Representing readiness of the garrison, its stores and the state of the physical structure.

Storming

1. Add the number of defending units to the Resistance Rating making the Defenders Score
2. The attacker throws a $1 \times d3$ (plus for every Garrison Unit with besiegers) and multiply this by the number of attacking units, making the Attackers Score.
3. If the storming attempt occurs after a breach has been made in the defences (see Besieging rules) add an additional $2 \times d3$ to the score determined in 2 above.
4. Compare the two scores in the following table:

Ratio of Scores (Att : Def)	Outcome
< 1:1	Bloody defeat, <ul style="list-style-type: none">• Attacker loses 20%• Defender loses 0
> 1:1	Attacker repulsed after heavy fighting <ul style="list-style-type: none">• Attacker loses 10%• Defender loses 10%
> 3:1	Attacker takes the stronghold. Roll a 1 d6 <ul style="list-style-type: none">• 1 – All garrison are killed, if stronghold was a town, loot equal to 5 times Strength of Stronghold recovered for Lords to divide between them. Town burned to the ground, strength of stronghold reduced to 0.• 2, or 3 – All garrison are killed during sacking of town, if stronghold was a town, loot equal to 8 times of the original Strength Rating of the Stronghold recovered for Lords to divide between them.• 4 or 5 – 75% of garrison are killed, if stronghold was a town, loot equal to 10 times Strength Rating of the original Stronghold recovered for Lords to divide between them.• 6 – 50% of garrison are killed, if stronghold was a town, loot equal to 15 times of the original Strength Rating of Stronghold recovered for Lords to divide between them.

Besieging

Roll 1xD6 and modify with the following factors and then subtract from the Resistance Rating

Besieged

- 1 for every Garrison Unit
- + 1 for every other Retainer or Mercenary Unit

Besieger

- + 1 for every Garrison Unit

Compare Score to Resistance Rating	Outcome
less than 0	no effect
equal to	- 1 to RR (permanent damage)
+1	- 2 to RR
+2	- 3 to RR
+3 or greater	<ul style="list-style-type: none">• Breach created• Attempt negotiations