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# Introduction

**D**uring the 100 Years War between France and England, bands of soldiers from both sides launched raids into enemy held territory, burning, pillaging, and slaying as much as possible before opposition could be mounted in strength. This practice, known as *chevauchee*, is the inspiration for this game of medieval and Renaissance warfare.

Designed for fun and playability, *Chevauchee* is perfect for novice and veteran gamers alike and offers a basic set of man-to-man combat rules, expanded optional rules, and a special system for simple siege warfare.

Besides these rules, you will need some miniature figures, a ruler or tape measurer, and a handful of six-sided dice (referred to hereafter as d6). Virtually any miniature figures can be used, from 1/72 (c. 1") or 1/35 (c. 2") plastic soldiers, to metal models of medieval or Renaissance troops. Smaller figures are usually best for large battles, due to space limitations on the gaming area.

Each soldier can use whatever weapons it is armed with, and is equipped with whatever armor the model wears. This eliminates extensive paperwork and speeds play. If a soldier has more than one weapon, such as a sword in his hand and a bow on his back, the player can decide which weapon it uses that turn.

*Enjoy!*

# Basic Rules

## Setup

.0 Players select comparable, though not necessarily equal numbers of soldiers for simple games. Games portraying historic battles or with complex victory conditions may involve dramatically different troop ratios.

.1 Establish the boundaries of the playing area, whether it be a table-top, section of floor, or a special gaming area. Any scenery, obstacles, buildings, etc., are placed at this time.

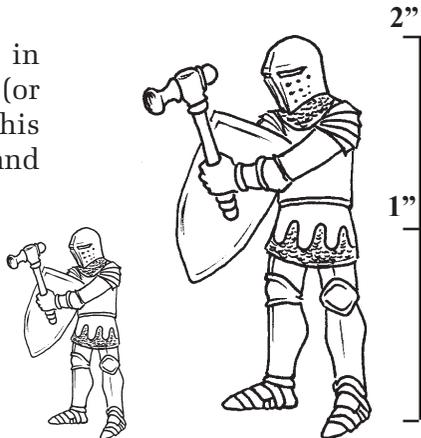
.2 Establish victory conditions. Often these conditions are simply to destroy the opposing force, but battles may be fought to capture a town, seize bridges or key terrain, or fight a delaying action for a certain number of turns.

.3 Place the soldiers on the field. If one force defends a position, it is placed on the field first, so that player can take advantage of the terrain.

## Ranges and Distances

.0 All ranges and distances are in inches, and assume 1/72 scale (or about one inch tall) soldiers. This scale also works well for 15mm and 25mm soldiers.

.1 For larger soldiers, adjust ranges accordingly. For 1/35 scale soldiers (about two inches tall) simply double all range and movement figures. When figures are given in brackets [],



# Optional Rules

## Special Soldiers

.0 Soldiers are assumed to have a certain level of training. Some, however, may be more skilled and experienced than others.

.1 Players may use this ranking system to simulate levels of skill and combat effectiveness among their troops.

.2 Players may decide that easily distinguished groups fall into these categories. For example, it might be stipulated that all soldiers with quarterstaves are -1 peasant Levies; or that all longbowmen are +1 Veterans; or that a unique soldier on each side is Elite or a Hero.

Rank	Attack Modifier	Defense Number
Levy	-1	9
Regular	0	10
Veteran	+1	11
Elite	+2	12
Hero	+3	13

**Levies** are poorly trained and ill-disciplined

**Regular** soldiers have been trained, are fairly disciplined, but have limited experience. Most soldiers, such as feudal retainers, men-at-arms, and city militia, are regulars.

**Veteran** soldiers have seen major action, and include seasoned mercenaries or troops that have taken part in foreign campaigns.

**Elite** soldiers have advanced training and much experience. Examples include royal guardsmen or the best of feudal nobility.

**Heroes** have exceptional training, experience, and ability. The leader of a group of soldiers may be a Hero.

# Siege Rules

## Introduction

.0 Sieges are great fun and present a number of new tactical challenges. Players may fight sieges around prefabricated toy castles, or build their own with toy bricks, cast plaster, or cut and shaped pieces of styrofoam.

.1 The basic Chevauchee siege rules present a simple, streamlined siege system intended to be fun and fast moving.

## Movement in Castles/Buildings

.0 Movement is normal through courtyards and open gates. Passing through a door deducts 1" [2"].

.1 If a door is locked, the soldier must halt and bash it open during the Melee phase. Up to two soldiers may attack a door. A door is destroyed on a d6 roll of 5 or 6. If the soldier is armed with an axe, add +1 to the die roll. A portcullis or reinforced gate may only be destroyed with a siege engine.

.2 Climbing one level of stairs deducts 3" [6"] from movement. Soldiers may end movement part-way up the stairs, if unable to reach the top that turn.

.3 Climbing one level of a ladder

