

Heekin Pewter Medieval War Game Rules

Introduction

These are simple rules for fighting battles with my 10mm Medieval figures. They require a board with a field of hexagons on it (hereafter called hexes), two 20 sided dice of different colors and matching 6 sided dice of those same two colors. Hereafter 20 sided dice will be referred to as D20 and six-sided will be D6. If you don't have access to a D20 at the moment you can use playing cards. Use an ace through a 10 of a red suit to be the numbers 1 through 10 and the ace through 10 of a black suit to be numbers 11 through 20. You could even write the numbers 11 to twenty on the black cards to make it less confusing. To use cards as a D20 you must reshuffle the cards each time you need a D20 roll because you need to be able to have every number available. If you are a child and the cards don't belong to you ask permission before you do this.

The board is a sheet of hex paper. You can download as many sheets as you need and you can cut them up and tape them together to make as large a board as you like. You can make woods, hills and swamps by cutting up the hex paper into smaller irregular shapes and placing them on the board exactly on top of hexes on the board. You should color them differently from the board to easily recognize what a hill or swamp or woods is compared to the regular board. Each type of terrain should have a distinct color. You can laminate the board with a laminating machine (a service available at office supply stores) or you can use lengths of clear packing tape to laminate them yourself. This allows you to draw on the board with dry erase markers so you could add rivers or roads or even just draw the other terrain features right on the board with having to make them separately.

You will also need figures for the opposing sides. These figures will be referred to as troops or creatures or units. I have Monsters, Humans and Dwarves. You can mix and match them or each type can make their own army. You can use as many or as few figures as you want. This is a game system that can be adapted to many different game situations. It could be a large battle with many figures on both sides deciding the fate of miniature nations or it can be for a secret mission to get a magic gem back from an evil ogre. It is up to you.

Read the rules once and then try them out with just a few figures so you can understand how combat works. Start off with the same type of troops on both sides till you get use to it. As you become familiar with the system add more troop types and terrain features to add complexity to the game.

Basic Combat

These are the rules for combat in my medieval world. There are three types of combat. Melee, which is hand to hand fighting with swords, spears, axes, claws and other close fighting tools is the first type. The second type is Missile fire. This is firing weapons such as arrows, crossbow bolts and Dragon breath at a distance. The third is Magic. Most Magic is not offensive in nature but is used to help the defense of the Magic-users side or to heal wounded comrades but there are some offensive spells like Fireball that are a type of Missile fire.

The players alternate turns. Each side rolls a D6 to see who goes first. A turn will go in this order.

1 Movement- The player whose turn it is moves as many of his pieces as he wants up to their maximum movement depending on terrain and whether enemy troops are in the way.

2 Magic - The moving player uses any spell he has available. One spell per magic user per turn is allowed. If it is an offensive spell like Fireball or Firewall the results are determined at the same time as missile fire. Otherwise spells like Healing or Strength take immediate effect before combat takes place. Other spell effects may take place at the end of a turn. These are explained on the spell chart.

3 Missile Fire- Both sides may fire all bows & crossbows available. The moving player may fire his offensive Magic spells at this time. If the moving player has a dragon, the dragon can breathe fire at this time if it so desires and if it has a charge left (a dragon has a limited number of fire breaths it can fire a day.) Missile fire is considered simultaneous so even if a unit is killed before it's turn to shoot comes up it gets to shoot

4 Melee- Both sides fight any melees that result. The moving player determines who he is attacking and each individual battle is fought.

5 New Turn- The other player moves and the whole process starts over.

Movement

The action takes place on a board made of connected hexes that form a field. The figures move about the board going so many hexes per turn. Each type of unit has a movement rate printed on the combat chart. This is how far a figure can move in a turn if it is unimpeded. Each side takes turns moving and attacking. On each turn one player moves all, some or none of his units up to their maximum allowed per turn. Each figure has to take into account the terrain and the opposing troops. Some units cannot enter certain terrain or some are slowed down. Terrain will be represented on the board as clumps of hexes of a different color or in the case of hills it will be a clump of hexes that is raised higher than the board. Additionally every unit has what is known as a zone of control (ZOC). This is made up of the hex he is standing on and all six hexes that surround him. When a unit enters the ZOC of an enemy unit that unit must stop to fight. On his next turn if the opponent is still there the unit may move one hex further in the ZOC of the opponent and fight again. He may elect to stay where he was and fight that opponent or he can move out of the ZOC of the opponent and away in another direction at normal speed thus abandoning the fight. He could leave the first ZOC and enter the ZOC of another opponent and fight him. Any unit may move through a friendly unit's ZOC as long as he has enough movement to occupy a clear hex at the end of his turn. This move cannot violate the ZOC rules but a unit can move through a friend's hex into the ZOC of an enemy you just can't use this rule to get around a ZOC. The only exception to ZOC is for flying creatures such as dragons that can fly over ZOCs.

Magic

The moving player can now cast non-offensive spells like Healing or Resurrect or Strength and their effect if any takes place at this time. The magic-user has a certain number of Magic Points (MP) he can use in a day and once these are gone he can't use magic the rest of the battle or the rest of the day depending on what kind of a game you are playing. The Magic Spells Chart details each spell and what it costs in MP. The moving player determines what spell he wants to use, declares it and marks off that many MPs off his Player Sheet. The MPs are expended whether the spell worked or not. Some

offensive spells like Sleep or Charm allow for a saving throw by the unit that is having the spell thrown at them. This consists of a dice roll outlined on the Magic Spells Chart. If their dice roll succeeds the spell fails against them. Offensive spells are cast at the same time as missiles and are simultaneous with all missile fire.

Missile Fire

After all moves and non offensive magic spells have been made, the combat phase of the turn begins. Any missile user that can shoot on both sides may take part. The only exception is Magic. Only the person whose turn it is may use Magic that turn. All missile fire is considered to be at the same time. There must be at least one hex between your unit and the target, otherwise it would be melee. You cannot shoot into an ongoing melee except at exceptionally large targets such as Giants, Mammoths and Dragons. You cannot shoot through an occupied hex to hit a target beyond that hex. To determine this, draw an imaginary line from the center point of the shooters hex to the center point of the target's hex. If the line crosses through an occupied hex it cannot be fired at. You should agree before the game how picky you will be on this rule because this imaginary line can possibly go through the very edge of an occupied hex but you would have stop the game and get out a strait edge to see if it hit or missed a certain hex and this will slow down the game.

To conduct Missile fire each side goes from left to right on the battlefield and declares who his missile firers are targeting. This is who they must shoot at even if the target is killed by another friendly unit before their turn to shoot. You check the range (which is listed on the combat table) to see if the target is in range or possibly in close range which would give a bonus of +4 to your dice roll. If the target is behind some terrain feature like woods or walls a negative number might have to be subtracted from your dice roll (see Special Circumstances). A target behind a terrain feature such as a wall, hedge or woods can elect to not shoot or otherwise expose himself to your shot so that you cannot shoot at him. Add up the pluses and minuses and that number will be added or subtracted to your dice roll. Roll the d20. If two opponents are shooting at each other both should roll at the same time to speed things up and give it more of a feeling of a duel. To hit an opponent you must roll better than their Defense number (listed on the combat chart) If more than one unit is shooting at the same target you still roll just one d20 but add +2 to the dice roll for one extra shooter and an additional +1 for each additional shooter. If a hit is scored, a unit that has only one Hit Point (HP) is killed and removed from the battle field. All others that are listed on the Battle Chart as having more than one HP have one point ticked of their HP total. I have provided sheets to keep track of multi HP troops. Once all HP are gone a unit is dead. There is a Resurrect Spell that can be used bring a dead comrade back so you may want to leave a valuable unit lying face down on the field if your army has such a spell available.

Shooters can take advantage of terrain features that make them higher than their target. This includes being on a higher hill contour or on a castle wall. You may add one hex to there range so a 6 hex range becomes 7 hexes and close range becomes 3 instead of 2

Melee

Melee is the last phase of a player's turn. All troops that are adjacent to enemy troops must fight. The moving player determines who fights who for the most part. Most fights consist of how many units the moving player can put on one defending unit, so battles are 1 to 1 or 2 to 1 etc. If the moving player has two or more units adjacent to an enemy unit

he declares which of his units is the main fighter and who are just helping. This is important because the main fighter is the one who will lose HPs if the enemy scores a hit. The helping troops are usually not affected unless the defender is able to make multiple attacks. If the attacker can get more than one unit in on the fight he adds a bonus for having extra attackers. The bonus is on the Battle Chart. If some of the moving player's troops are adjacent to more than one enemy he can't say all of them are on one enemy unit. He has to put at least one unit on each adjacent enemy. Remember all fights are some number of units to one. (see examples)

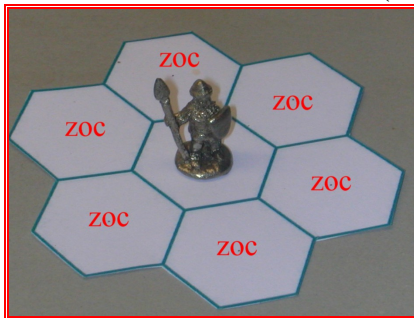


Fig 1) zone of control for any figure



Fig 2) One on one melee



Fig 3) two on one melee. The goblin on the left is being attacked by the dwarf above & knight to the right. The knight is the main attacker so he gets +3 for having 1 helper. He normally gets a +2 in melee so he gets a total of +5



Fig 4) three on one melee. The goblin on the left is being attacked by the dwarf above, the knight & the spearman below. The knight is the main attacker so he gets +3 for one helper & +1 for the 2nd helper for +4 & his normal +2 makes +6.



Fig 5) three on two. The spearman & knight in the foreground attack the goblin in the middle for a 2 on 1 attack while the dwarf on the right attacks the upper goblin 1 on 1.



Fig 6) one on two. The dwarf on the right is attacking two goblins on his movement turn & chooses the goblin on the left as the target who gets a +3 for having 1 helper. On your movement you decide all attacks.

Sometimes the moving player will deliberately attack with one unit against more than one defender. He determines which enemy is the prime target and that is the one who will suffer HP loss if it is hit. The defender adds the bonus for having extra defenders to his dice roll.

Once the battle has been determined both sides add up their bonuses and negatives and roll a d20 and in some cases a d6 also. The bonuses and negatives are added to the dice roll just like in missile fire and if you score better than the opponents Defense number you hit and take at least one HP off your opponent. If the Battle Chart indicates adding a d6 then roll a d6 along with the d20 and add the resulting number to the d20 number along with any other bonuses or negatives. If he has only one HP he is dead and usually removed from the board.

The battle chart describes each troop by their type, movement capability and combat abilities. These abilities are its melee and missile AC and any bonuses it gets in combat. For instance a human foot knight moves 2 hexes per turn maximum. He gets to add +2 to his melee roll. He has a 17 Defense so the enemy must roll a total score of 18 or better to hit him. He cannot shoot missiles.

A minotaur is an example of a creature that gets to add a d6 to its roll. It also gets a +2 and the result of a d6 roll to add to its D20 Melee roll. A giant is an example of a creature that will hit with double damage when it scores a hit so you take 2 HP off the creature that was hit. If it only had one HP than it is dead and that is it. If it had 2 HP it is dead also. If it had more than 2 HP it is still alive. A troll or a human hero is a creature that can make a double attack. If they declare they are doing a double attack (or defend) they lower their bonus as it states on the chart. They only use this to attack two different enemies not two attacks on one enemy. Each attack is considered a separate battle. If the attacker has helpers on either attack he adds the appropriate bonus. If the opponents have helpers that is added to their roll. Terrain bonuses and penalties also apply. If either opponent is hit they lose 1 HP. If either the attacker is hit he loses HP. If both opponents hit the double attacker he takes damage from both hits.

There are special circumstances that add or subtract from your attack dice rolls or determine how special circumstances like flying are dealt with. These are on the Battle Chart. Things like being uphill of your opponent or in woods or behind walls are all examples of these special circumstances. They add tactical variety to the game.

Special Circumstances

Uphill

A unit that is uphill of its opponent adds +3 to its melee dice roll. This only applies to the main attacker, not units that are helping in the battle. A missile firer on a hill shooting at a target below him adds 1 hex to its range. A bowman for example would have a range of 7 hexes while on a hill if he was shooting at targets below him. A unit can shoot over units below at targets further away as long as the target is not in melee.

Walls and Hedges

Units that are shooting at an enemy behind a wall or hedge get a -4 to their dice roll. A unit behind a hedge or wall can also declare that they are ducking behind the wall and thus cannot be shot at. They can't shoot while ducking. This includes offensive spells like Fireball. In melee both sides are at -4 in their attacks unless one side is also uphill behind

the wall or hedge. In this case the downhill unit is -4 and the uphill unit is +3 for being uphill.

Woods

Units in woods cannot normally be seen by their opponents until they choose to expose themselves by shooting or leaving the woods. However an outside unit can see into the woods once they are 2 hexes from a woods. A unit in the wood can avoid being shot at by those outside as long as they don't fire themselves and they are more than 2 hexes from their opponent. Units inside woods shooting at other units inside the woods have a range of only 2 hexes with no bonus for short range. All shooting into woods or inside woods is -4. Light troops (human spearmen, all bowmen, wizards & all goblins on foot are considered light troops) are +4 in melee against non-light troops inside woods and against all units attacking from outside the woods. Mounted troops cannot enter or melee units in woods unless they dismount. Spearmen can't use the optional shield wall bonus in a woods.

Swamps

Swamps slow movement by one hex. If your unit doesn't have at least 2 hexes worth of movement left on its turn it has to stop at the edge and can't enter till next turn. Shooting into swamps or inside of swamps is -2 though the target unit can't duck. Light troops in melee in swamps get +4 versus non-light units also in the swamp and +4 versus all units attacking from outside the swamp. Mounted troops can't enter swamps unless they dismount. Spearman can't use the shield wall bonus in a swamp.

Castle Walls

Units scaling a castle wall to melee with the castles occupants is at -5 while the walls defenders get a +3. If no one is defending that part of the wall the attacker automatically occupies the top of the wall and can attack any enemy adjacent to him normally. It is assumed ladders have been provided to the attackers but you could limit the number of ladders so only a few could attack a castle wall at a time. Shooting at castle defenders is at -5 and castle defenders can shoot one hex further just like being uphill. A unit in the castle can avoid being shot at by those outside as long as they don't fire themselves. Spearmen can't use the shield wall bonus in a castle or against one

Buildings

Units in buildings cannot normally be seen by their opponents until they choose to expose themselves by shooting or leaving the building. However an outside unit can see into the building once they are adjacent to a building. A unit in the building can avoid being shot at by those outside as long as they don't fire themselves and they are more than 1 hex from their opponent. Units inside buildings cannot shoot at other units inside the building. All shooting into buildings is -5. Both sides are at -4 in melee inside buildings or attacking into or out of buildings. Mounted troops cannot enter or melee units in buildings unless they dismount. Spearmen can't use the shield wall bonus in a building. Large creatures like giants and dragons may not be able to enter a building. This should be determined before the game.

Mounted Units

Units that are riding on something are considered mounted (mtd). If a mounted unit is hit, the thing being ridden (horse, wolf etc.) takes the HP loss. Once the mount is killed the unit uses the foot version's combat capability. A mounted knight becomes a foot knight, a wolf and rider becomes a wolf rider on foot. For each mounted unit a separate

foot unit must be provided which is kept off the board until the mount is killed then the foot unit is placed on the hex the mounted unit had been occupying. You can dismount (or mount up) a unit any time as long as it is not directly into combat and you did not move the mount this turn. Place the foot unit on an adjacent hex to the mount. This counts as one hex of movement. If it has any more movement ability it can move further including into combat. Place a penny or other marker under the mount that is now riderless to indicate this. A mount that is left unguarded can be taken by any unit though it can't be not ridden. A guard can hold up to 6 mounts on the hexes surrounding him. An unguarded mount can't be moved until a guard or rider has control of it. You could optionally have it wander in a random direction like in the Mammoth stampede rules. A mounted knight with a lance (a lancer) has the Charging capability.

Charging

All goblins on foot and mounted knights with a lance are capable of charging. They are able to do this twice a game or twice a day depending on if you are playing a single battle or an ongoing campaign. When you declare a charge, all eligible units can attempt to do so. If some units are not able to charge because they are out of movement range or some other reason, they lose that opportunity and they and those that did charge would only have one charging opportunity left. This means you don't have to keep track of who charged and who did not. If you have both lancers and foot goblins each category can have separate opportunities so the goblins don't have to charge on the same turn as the lancers. In a Charge you move your charging unit into contact like normal. The charging unit gets to add a d6 to its dice roll. If it misses its opponent or if the opponent hit it, the charging units turn is over. If it wins, it attacks again. It must attack its first target if that target is still alive. Otherwise it attacks another enemy it is adjacent to or it can move one hex to acquire a new opponent. If it can't reach a new opponent its turn is finished. If it does not hit its opponent or it gets hit itself, its turn is over. In every battle it fights in its charge turn it gets to add a d6 roll to its attack roll.

The best way to handle the Charge battles is to go left to right and roll all of the initial battles. Any charging units that won their battle should be moved forward so they are partly in the hex of their defeated opponent. This will indicate who can make a second attack. After all the first attacks have been made, go back and declare all of the second attacks and move any units that must move to get to a new opponent. You can make two on one attacks but you can't use any of your units that are not eligible to fight a second time as helpers in a combat. Only units that can continue their charge can help in second and subsequent attacks.

Optional Rules

Morale Rules -Morale for purposes of this game is the willingness of an troops to fight. When bad things start happening to an army their morale is tested. All troops on both sides start with an even morale. As the game goes on casualties will start mounting and it will effect the fighting ability of the army. When leaders are killed it also effects morale

If you choose to fight a battle without morale rules, both sides will fight till most of their troops are gone and even the victor will not have many troops left. In history, there were battles that went on all day with many dead on both sides but such bloodbaths were the exception. Usually one side would break and retreat or flat out run from the battlefield after awhile. These morale rules will attempt to simulate this. Don't add the morale rules till you have mastered basic combat.

Both sides start with an even morale level of 0. Changing morale level can be marked using playing cards or by simply writing it down. If you use playing cards, black would indicate positive morale and red would indicate negative morale. Start by counting the total Hit points of each army. An army with 16 goblin warriors, 6 goblin bows, a 3 HP ogre and 4 wolves & riders would have a total of 33 points. The goblin warriors and bows are 22 points, the ogre gets 3 points and the wolf riders are 8 HP because you would count 1 HP for the wolf and 1 HP for the rider so they are 2 HP per unit. An army will lose morale at 20%, 30%, 40%, and 50%. Calculating these before the game starts will make the game go faster. Multiplying your total HP number by .2 will get you the first percentage of 20%. In our example, the army total is 33 so multiply $33 \times .2$ and you get 6.6. Round this up and you get 7 as the 20% level. At the end of a turn that your total losses for the battle have reached 7 HPs worth of troops you look on the morale chart and apply whatever it says. You only count the HPs of troops that are dead not the Hit Points of wounded troops. 30% would be $33 \times .3$ or 9.9 which would be rounded up to 10. 40% is $33 \times .4$ or 13.2 which would be rounded down to 13 and 50% would be $33 \times .5$ or 16.5 rounded up to 17. Each milestone drops the army one level on the morale chart and the effects may be added to the army's misery. A really bad round of fighting could reduce the army by more than one level so you would go to that level on the chart to see the effect.

The difference between the morale level of the two opponents is the determining factor for morale effects on the Morale Chart. According to the chart, if you have reached a 20% loss and your opponent has not yet lost enough HP to be at 20% you are at a -1 morale level. Your opponent has a morale level of 0 and you have a morale level of -1. The difference of 1 means all of your 1 and 2 HP troops now get a -1 on their melee attacks unless they are troops that are unaffected by morale like skeletons. If they are fighting they must subtract one from their final dice roll in every melee until their morale level changes. If at the end of a turn your opponent falls below the 20% threshold, his morale would also be -1 so the difference would be 0 again. Both armies would fight normally again until there was another change in morale status.

The second component of morale is leadership. As leaders are killed, it effects the army who has lost a leader negatively and their opponent positively. In our example there is only one obvious leader, the ogre and he would probably also be the general of the army. If we added more multi Hit Point creatures like giants or trolls, they could be leaders also or we could make some one Hit point creatures have multiple Hit Points. You could add some Goblin chiefs with 2 HP or a Minotaur with 2 HP or maybe a wolf rider with a 2 HP wolf and a 3 HP rider. These troops have to be marked in some way so you can tell them from the normal examples of their type. (See Exceptional Troops). One of the multi HP creatures is designated the general and the others are his officers. Leaders and any creature with 3 or more HP are not subject to these morale rules. No matter what the morale of their army, they fight and move normally for you. If the army is called to retreat by their morale loss, the leaders don't have to retreat. They don't get negatives or positives to their fighting capabilities because of morale. Skeletons, werewolves and wraiths are also not affected by morale even though they are 1 HP creatures.

If an officer is killed the army morale drops one level like the loss of a percentage of the army. If the general is killed the army drops two levels. If an army loses all it's leaders

the army flees the field. The army that inflicts the loss of a leader on it's opponent gains a level of morale. This is how morale can go into positive on the morale chart.

If a leader is killed all 1 or 2 HP friendly troops within must 6 hexes must take a Morale Test to see if they keep fighting or retreat. When the army's morale drops to a certain level all of the 1 or 2 HP troops subject to the morale rules in the army must take the Morale Test. The Morale Test is taken at the end of the turn. The test is simple, all 1 HP troops have a basic morale of 6 and 2 HP troops have a 7. Add or subtract the current army morale level and roll a D6. If the number rolled exceeds that troops morale number that troop must immediately turn around and flee back to the side it started on at their full movement. If it goes over the edge of the board it is considered a casualty.

As an example, two goblin spearman are standing two hexes away from an ogre leader (not a general in this case) when the ogre is killed. The goblin's army has lost 20% casualties so it was at -1 level. It now has lost a leader so it is at -2 level (If the ogre was the general it would cause a loss of -2 so the army morale would drop to -3). The goblins have a 6 morale to begin with so you subtract 2 from the goblin's morale leaving a 4. The goblin rolls a 5 so he must be turned around to indicate he has lost morale and he flees the most direct route to his side immediately even though it is the end of a turn and may not even be the goblin's normal turn to move. The goblin spearman next to him has the same morale but he rolls a 3 so he stays where he is and can move and fight normally. On it's next movement turn the demoralized goblin must continue to flee to it's own side at full speed. A retreating troop cannot fight. It can be hit but it can't harm it's opponents.

When troops are in retreat, leaders can be called upon to stop them. On it's movement turn, a leader can move adjacent to retreating troops and cause them to take a new morale test. This time an officer gets to add 1 to the current morale level of that troop and a general adds 2. So our retreating goblin spearman who has a morale of 4 encounters a troll officer who tries to stop the retreat. The troll adds 1 to the goblin's morale so it is now 5. The goblin rolls a 3 on his morale test so he stops retreating and will now fight as normal and on his next movement turn he can move normally. His figure is turned around toward the enemy to indicate his morale has been restored. The troll can make all of the retreating troops on hexes adjacent to him take the morale test.

Morale Chart

Morale Factors			
<u>Circumstance</u>	<u>Effect on morale level</u>	<u>Circumstance</u>	<u>Effect on morale level</u>
20% loss	-1	loss of officer	-1
30% loss	-1	loss of general	-2
40% loss	-1	Kill opposing officer	+1
50% loss	-2	Kill opposing general	+2

Morale level

<u>difference</u>	<u>Effect on demoralized army</u>	<u>Effect on non demoralized army</u>
-1	-1 on all melee rolls	no effect
-2	-2 on all melee rolls	no effect
-3	-2 on melee & shooting rolls. All 1 & 2 HP troops must move 1 full move to rear*	+1 on melee rolls for 1 or 2 HP troops

-4	-3 for melee & shooting All 1 & 2 HP troops must take a morale test. Each level below -4 means the army has to take another morale test.	+1 on melee or shooting for all 1 or 2 HP troops
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Exceptional Troops

Some people are better than others at doing a task. Warriors are no exception. Therefore you can make some of your troops better than others of the same type. I have included a Monster Sheet and a Human And Dwarf Sheet to keep track of multi Hit Point troop like Ogres, Trolls, Heroes and Wizards. I have included 1 HP creature on these charts so you can have some of these be exceptional types if you wish. They have more HP and they can have better attack bonuses. Maybe they have Magic swords that give a +1 to attack or a magic shield that ups their Defense by 2. These things need to be decided before the battle and these troops need to be marked so both sides can tell if they are dealing with an exceptional type. If you decide there are such things as magic swords or armor these can be used by both sides. If your dwarf warrior kills a goblin chief with a +1 sword the dwarf can pick up the sword and use it in his next melee.

You need to record who has magic weapons and armor or who have exceptional HP or attack bonuses. You can add different colors to the figure or you can make a base for them out of cardboard or wood that is marked with a number or letter to indicate who is who. This would be helpful anytime you have more than one multi HP creature of the same type.

If you use the morale rules another way to make some troops better or worse than others is to give them a higher or lower basic morale number. This can be done whether they are exceptional in other ways or not. Maybe all of your dwarven spearmen are elite so they get a morale rating of 7 or all the goblin wolf riders are hardened veterans so they have a morale rating of 8. Your human spearmen might have just been recruited and are not fully trained so they get a morale rating of 5. It is best if you make a whole group have the same rating to ease record keeping and it is probably more realistic as well.

These next rules should only be added to small battles to avoid over complexity
Battlefield Wound Recovery - A figure with at least 1 hp left can recover 1 hp by retreating out of Combat & resting for one full turn (opponents move and your move so your figure would recover it's HP at the beginning of your next move). Resting means no moving, fighting or spell casting. If the rest is interrupted you have to start over. You can't use the recovery option again till your figure receives a new wound.

Reduced to 0 HP If a multi hp figure is reduced to 0 hp it is unconscious. It can be dragged out of combat & have a Heal spell thrown on it. It needs 2 of the points just to get back to 1 HP then apply more points as usual. The figure cannot fight the rest of the day & moves at 1 hex less per turn unless riding. If it is reduced to 0 while flying it falls out of the sky and is smashed and cannot have this procedure work. Only a Resurrect spell would work.

