

Guiscard

Terrain Type

Appearance	Hex Type	Movement Point Cost per Hex
	Flat Ground	1
	Mountain	2
	Forest	2
	River	2 to cross
	Road	1
	Village	1
	Village & Priory	1
	Castle	1
	Town	1
	Port	1
	City	1

Hostility Test

Hostility	Index
1	Pragmatic
2	Pragmatic
3	Pragmatic
4	Pragmatic
5	Moderate
6	Moderate
7	Warlike
8	Warlike
9	Fanatical
10	Fanatical

Hostility modifiers

Commander prestige:

Commander prestige	Modifier
1 or 2	-2
3 or 4	-1
5 or 6	0
7 or 8	+1
9 or 10	+2

Number of characters in the group:

Difference between players	Modifier
10 or above	+2
5 to 9	+1
-4 to +4	0
-5 to -9	-1
-10 or less	-2

Refusing Combat

Roll 1D10 with the following modifiers:
Rider: -1; Armoured: -1; Wounded: +2

Die	Result
1	-
2	-
3	-
4	-
5	Character taken prisoner
6	Character taken prisoner
7	Character taken prisoner
8	Character wounded
9	Character wounded
10	Character killed

Capitulation without siege

Calculate the difference between both parties' hostility levels.

Roll 1D6 and add the result above.

Die	% of resources to give
1	10%
2	20%
3	30%
4	40%
5	50%
6	60%
7	70%
8	80%
9	90%
10+	100%

Settlement Management

The number of available fighters is related to the resource level of the town: The higher the resources, the more fighters are available. Double the number of defenders in the case of a city. Divide the number of defenders by 2 (round down) in the case of a village.

Town Defender Table

Resource Level	Shooters	Peasants Light Inf.	Medium Infantry	Light Cavalry	Heavy/Medium Cavalry
1	1	4			
2	1	4	1		
3	1	4	1	1	
4	2	5	1	1	
5	2	5	2	1	
6	2	5	2	2	
7	3	6	2	2	1
8	3	6	3	2	1
9	4	7	3	3	2
10	5	8	4	3	2

Looting table

Resource level	Looting points
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Recruitment table

Resource level	Recruitment
1	0
2	0
3	0
4	1 character
5	1 character
6	2 characters
7	2 characters
8	3 characters
9	3 characters
10	4 characters

Subject to adequate resources, a commander can recruit one or more characters in a town or city of his faction at a cost of 1 denier per light infantryman or 0.5 denier per peasant. He can do the same in a town or city of a different faction if his modified hostility test results in a 4 or less (pragmatic).

The Game Turn

Both factions complete each step before they continue to the next:

- > Checking the supply status of all groups with 10 soldiers or more (see § 8.4)
- > Reorganisation of groups on the same hex (see § 8.1)
- > Payment of ransoms for commanders held prisoner (see § 14.8)
- > Creation of supply convoys in settlements or castle hexes and resource transfer (see § 10)

Movement is then performed, along with any ensuing encounters, according to the prestige of the commanders; the commander with the highest prestige playing first, then the next, etc.

When 2 commanders of opposite factions have the same prestige level, the group with the highest number of characters plays first. Groups with no prestige level play last with priority given to the group with the highest character count. Encounters can lead to tactical battles or sieges.

Relations between the campaign map and tactical maps



> 30 characters or less: 1 map



> from 31 to 60 characters: 2 maps

Combat group headcount

If there are more than 12 characters, simply add the results of two or more lines, using the "10" line for each set of 10 characters.

Normans / Lombards / Germans

Total Headcount	Shooters	Light Infantry	Medium Infantry	Light Cavalry	Medium/Heavy Cavalry
3	1	2			
4	1	2	1		
5	1	2	1		1
6	1	2	1	1	1
7	2	2	1	1	1
8	2	2	2	1	1
9	2	2	2	1	2
10	2	2	3	1	2
11	2	2	3	1	3
12	2	3	3	1	3

Arabs

Total Headcount	Shooters	Light Infantry	Medium Infantry	Mounted Shooters	Medium Cavalry
3	1	2			
4	1	2	1		
5	1	2	2		
6	1	2	2	1	
7	1	2	2	2	
8	1	2	2	2	1
9	1	3	2	2	1
10	1	3	2	3	1
11	2	3	2	3	1
12	2	3	2	3	2

Byzantines

Total Headcount	Shooters	Light Infantry	Medium Infantry / Varangians	Koursors / Horse archers	Heavy Cavalry
3	1	2			
4	1	2	1		
5	1	2	2		
6	1	2	2	1	
7	1	2	2	2	
8	1	2	2	2	1
9	1	3	2	2	1
10	1	3	2	3	1
11	2	3	2	3	1
12	2	3	2	3	2

