


PLAY SHEET Nr 1

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Flat Ground	1	None	0
	Scrub	2 - Foot 4 - Horse	Light	-
	Tree	2 - Foot Impassable to Horses	Light	-
	Slope	2 - Foot 4 - Horse	Medium if fire crosses the top lip	-
	Marsh	2 - Foot 4 - Horse	Light	-
	Rock	4 - Foot Impassable to Horses	Light	-
	River	4 - Foot Impassable to Horses or characters with armour	Light, except if the shooter is adjacent to the water hex	-
	Bridge Handrail	Impassable from the river	Light if fire crosses the handrail	0

SEQUENCE OF PLAY

Phase of player A



1. OFFENSIVE FIRE: All the missile troops of Side A can fire, with the exception of those that are in contact with an enemy character.
2. ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES: Player A announces one by one the charges that he/she intends to make with his/her cavalry. Player B has, in some cases, the possibility of declaring counter-charges (see § 7.2).
3. MOVEMENT AND DEFENSIVE FIRE: All of the characters of Side A who didn't shoot in the previous phase can move. Others must respect the limitations of their weapon type (see § 5.1). Side B can fire missiles during the movement of characters from Side A, using characters that are not in contact with the enemy. These characters must respect the specifics of defensive fire (see § 5.1 and § 5.3).
4. COMBAT: All the characters of Side A that are in contact with enemy characters can attack, except those missile troops who already fired in sequence 1.
5. STUNNED CHARACTERS: All the characters of Side A that were stunned during the phase of Player B are stood up (turn over the counters concerned).

Phase of player B

This is played exactly in the same way as that of player A, but this time it is Side B that has the initiative and which plays instead of Side A. Player A can intervene in Phase 3 with defensive fire. When Phase 5 is finished, a new Game Turn starts and the player A resumes with the first sequence. Note: It is important to keep strictly to the order of sequence of the Phases. Do not start a new Phase until the preceding one is finished.

TERRAIN TYPES

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	House Interior	Impassable to Horses (except doorway hexes) 1 - Foot	None	+
	Wattle & Daub Wall	Impassable	Infinite	0
	Window in Building Wall	4 - Foot (to cross), Impassable to Horses	Medium	Att. - Def. +
	Door in Building Wall	1	Medium	Def. +
	Staircase	2 - Foot, impassable to Horses	None	-
	Exterior Building Corner	1	Medium	0
	Fence	2 (to cross)	Medium	Def. +
	Hall Entrance	2 - Foot, impassable to Horses	Medium if fire along the axis, infinite otherwise	Def. +
	Throne	2 from the front. Impassable from the sides	Light	Def. +
	Hearth	2	None	Def. -

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Moat	4 (1 from an adjacent moat hex), impassable for horses	None	-
	Filled Moat	2 on foot, impassable for horses	None	0
	Bridge	1, impassable from the moat	None	0
	Gate	Impassable when the gate is closed	Infinite (if fire crosses the gate)	0 if gate open, impossible if gate is closed
	Palisade	1 Crossing impossible	Infinite (if fire crosses the palisade)	Impossible
	Platform	1 - Foot, 4 from a ladder	Heavy	0
	Staircase	2 - Foot, impassable for horses	None	-
	Ramp	2 - Foot, impassable for horses	None	0
	Closed Gate	Impassable	Infinite (if fired through)	Impossible
	Open Gate	2 - Foot, impassable for horses	Light	-
	Destroyed Gate	2 - Foot, 4 - Mounted	-	-
	Upright Ladder	3 - Foot	None	-

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