

Effect of terrain on combat
 -- = Disadvantage 0 = Neutral + = Advantage
 Attacker in vs Defender in Result
 Move left 2 columns on CRT.
 Move left 1 column on CRT.
 Move right 1 column on CRT.
 Move right 2 columns on CRT.
 Move right 3 columns on CRT.

MISSILE RESULTS TABLES
 Missile against mounted targets

Die roll by weapon type	Cover Type			
	None	Light	Medium	(Heavy cover impassable to horses)
1	F	E	D	
2	E	D	C	
3	D	C	B	
4	C	B	B	
5	B	B	A	
6	B	B	A	
7	B	B	A	
8	B	B	A	
9	B	B	A	
10	B	B	A	

Key
 A - Defender retreats 4 hexes.
 B - Horse killed - Rider stunned and dismounted.
 C - Horse unharmd - Rider wounded and dismounted.
 D - Horse killed - Rider wounded and dismounted.
 E - Horse unharmd - Rider killed and dismounted.
 F - Horse killed - Rider killed and dismounted.

Missile against infantry

Die roll by weapon type	Target type		Other infantry	
	Dismounted knight	Cover type	Light	Medium
1	C	C	C	C
2	C	C	C	C
3	C	C	C	C
4	C	C	C	C
5	C	C	C	C
6	C	C	C	C
7	C	C	C	C
8	C	C	C	C
9	C	C	C	C
10	C	C	C	C

Key
 A - Defender retreats 2 hexes.
 B - Wounded.
 C - Killed.

+ Defender must retreat immediately. He may retreat through friendly characters. He must not retreat through hexes adjacent to enemy characters. If unable to retreat the full distance defender is 'wounded' instead. **Special** - Stunned and wounded characters are considered dead if they receive further injury.

MISSILE WEAPON RANGES

Ranges are given in hexes

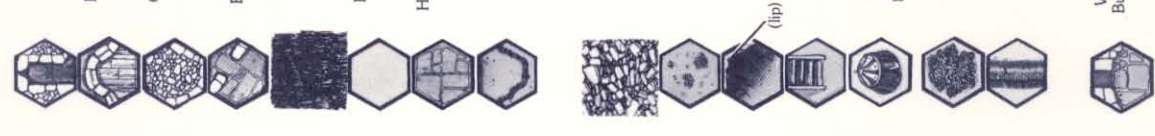
	Short Range	Medium Range	Long Range
SHORTBOW	1-25	26-50	51-75
CROSSBOW	1-25	26-75	76-130
LONGBOW	1-30	31-90	91-150
BALLISTA	1-50	51-100	101-175

Medium range adds one to the die roll; long range adds two.

SEQUENCE OF PLAY

Each player's Phase of a Game Turn is divided into six distinct Steps. In each Phase the term 'all' refers to all the characters of one player/side.
 The Sequence of Play is as follows:
First Player/Side
 1. All longbowmen and shortbowmen may shoot; EXCEPTION: characters who engaged in combat in the previous Game Turn may not shoot.
 2. All crossbowmen may shoot; EXCEPTION: crossbowmen who engaged in combat in the previous Game Turn may not shoot.
 3. All characters may move; EXCEPTION: crossbowmen who shot in Step 2 may not move.
 4. All longbowmen and shortbowmen may shoot again, INCLUDING those who engaged in combat in the previous Game Turn.
 5. All characters adjacent to enemy characters may engage in combat (and some may then advance after combat).
 6. All friendly characters stunned during opponent's Phase are flipped back over.
END OF FIRST PLAYER/SIDE'S PHASE
Second Player/Side
 Follow the same sequence of Steps as for the first Player/Side.

HEAVY TYPES



COMBAT RESULTS TABLES

Combat against mounted opponents

%Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1+
1	C	C	D	D	E	E	F	F	F	G	G	H
2	B	B	C	C	D	D	E	E	F	F	G	H
3	B	B	C	C	D	D	E	E	F	F	G	H
4	A	A	B	B	C	C	D	D	E	E	F	F
5	A	A	B	B	C	C	D	D	E	E	F	F
6	A	A	B	B	C	C	D	D	E	E	F	F
7	A	A	B	B	C	C	D	D	E	E	F	F
8	A	A	B	B	C	C	D	D	E	E	F	F
9	A	A	B	B	C	C	D	D	E	E	F	F
10	A	A	B	B	C	C	D	D	E	E	F	F

Key
 A - Attacker wounded.
 B - Attacker retreat 1 hex.
 C - Defender retreat 1 hex.
 D - Horse killed rider stunned and dismounted.
 E - Horse unharmd rider wounded.
 F - Horse killed rider wounded and dismounted.
 G - Horse unharmd rider killed and dismounted.
 H - Horse killed rider killed and dismounted.

Combat against infantry

%Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1+
1	C	D	E	E	F	F	F	F	F	F	F	F
2	B	C	D	E	E	F	F	F	F	F	F	F
3	B	C	D	E	E	F	F	F	F	F	F	F
4	A	B	C	D	E	E	F	F	F	F	F	F
5	A	B	C	D	E	E	F	F	F	F	F	F
6	A	B	C	D	E	E	F	F	F	F	F	F
7	A	B	C	D	E	E	F	F	F	F	F	F
8	A	B	C	D	E	E	F	F	F	F	F	F
9	A	B	C	D	E	E	F	F	F	F	F	F
10	A	B	C	D	E	E	F	F	F	F	F	F

Key
 A - Attacker wounded.
 B - Attacker retreat 1 hex.
 C - Defender retreat 1 hex.
 D - Defender stunned.
 E - Defender wounded.
 F - Defender killed.
 + Retreating character may not displace other characters, nor may it move adjacent to an enemy. If unable to retreat, the character is wounded instead.

BATTERING TABLE

Stunned and wounded characters are considered dead if they receive further injury.

Die roll	Number of battering points											
	1	3	6	9	12+							
0												
1	1C	1C	2C	3C	4C							
2			1C	2C	3C							
3				1C	2C							
4					D/2C							
5					D/1C							
6					D							
7					D							
8					D							
9					D							
10					D							

Key
 D - the wall has been damaged.
 C - specified number of battering points lost, because of damage to engines.

FIRE TABLE

Die roll	Spreading Fire	Barrel of oil	Flaming arrow vs.		Dousing Fire
			trebuchets, mangonels, ballista	siege tower, battering ram	
1					D
2					D
3					D
4					DA
5					DA
6					
7					
8					
9					
10					

Key
 F - fire catches (or spreads).
 D - fire has been put out in hex.
 DA - fire caused by flaming arrows only has been put out in the hex.