

GREAT MEDIEVAL BATTLES

STANDARD RULES for the games

KING ARTHUR • ROBERT AT BANNOCKBURN
THE BLACK PRINCE • TAMBURLAINE THE GREAT

Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
↓
Primary Case Number
↓
Secondary Case Number
↓
[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
Rules Questions Editor for
Great Medieval Battles
257 Park Avenue South
New York, N.Y. 10010

- 1.0 INTRODUCTION
- 2.0 HOW TO PLAY THE GAME
- 3.0 GAME EQUIPMENT
 - 3.1 The Game Map
 - 3.2 Game Charts and Tables
 - 3.3 The Playing Pieces
 - 3.4 Inventory of Game Parts
- 4.0 SEQUENCE OF PLAY
- 5.0 MOVEMENT
 - 5.1 How to Move Units
 - 5.2 Facing
 - 5.3 Cavalry Charges
 - 5.4 Changing Mode
- 6.0 STACKING
 - 6.1 Stacking Restrictions
 - 6.2 How Stacking Affects Movement and Combat
- 7.0 TERRAIN EFFECTS ON MOVEMENT AND COMBAT
 - 7.1 Terrain Features
 - 7.2 How Terrain Affects Movement
 - 7.3 Moving Units off the Map
 - 7.4 Terrain Effects Chart
- 8.0 FIRE COMBAT
 - 8.1 Line of Sight and Other Restrictions on Fire Combat
 - 8.2 Fire Combat Results
 - 8.3 Fire Combat Results Table
- 9.0 MELEE COMBAT
 - 9.1 Restrictions on Melee Combat
 - 9.2 Melee Combat Results
 - 9.3 Lances
 - 9.4 Melee Combat Results Table
- 10.0 UNIT MORALE
 - 10.1 Morale Effects
 - 10.2 Morale Effects Table
 - 10.3 Morale Die-Roll Modifications
- 11.0 ROUT MOVEMENT
 - 11.1 Movement of Routed Units
 - 11.2 Blocked Rout Movement
- 12.0 LEADERS
 - 12.1 Movement of Leaders
 - 12.2 Effect of Leaders on Routed Units
 - 12.3 Disobedience to Leaders and Its Effects
- 13.0 FATIGUE
 - 13.1 Effects of Fatigue on Movement
 - 13.2 Effects of Fatigue on Morale

[1.0] INTRODUCTION

The diversity of doctrines, weapons, training methods and leadership qualities in medieval armies was a function of the geographical and cultural diversity of the settings from which those armies stemmed. Consequently, these systems developed along divergent lines until the widespread use of gunpowder, which dominated Renaissance warfare. The *Great Medieval Battles QuadriGame* reflects this diversity by simulating four battles, each of which represents a clash of distinct weapons and tactics.

Each game uses this common set of Standard Rules, as well as its own Exclusive Rules, a game map, and counters representing the military units and leaders which fought in the battle. In each game, the Players command the actual forces available to the historical army commanders

[2.0] HOW TO PLAY THE GAME

The Players set up their units. After the Players have decided which side each will play, they set up on the map the pieces (*counters*) which represent their units and leaders. The counters are placed as

indicated in Case 15.1 of the Exclusive Rules of each game and the set-up positions printed on the maps. Lance counters are placed on units so designated in the Exclusive Rules. The Player who is to go first in the game is indicated in Case 15.1 of the Exclusive Rules.

The sequence of activities in the game is based on a three-tiered structure. These tiers are the Game-Turn, the Player-Turn, and the Phase. Each game consists of the play of 10 complete Game-Turns. Each *Game-Turn* consists of a first Player's turn and a second Player's turn. Finally, each *Player-Turn* is comprised of a series of six different *Phases* during which certain activities are performed. The following is a description of the play of a Player-Turn. The Player whose turn is currently in progress is referred to as the *Phasing Player*.

The Players rally routed units. Units which have previously been attacked and routed may be rallied if the units are stacked with leaders who are not being *disobeyed*. Each Player may rally all of his units which are stacked with such leaders. Moreover, at the end of the Phase, both Players remove all Disobeyed markers that are stacked with their leaders.

The Players move routed units. The Phasing Player must move all of his routed units toward his designated *Friendly* mapedge. Then, the non-Phasing Player must move all of his routed units toward his own *Friendly* mapedge. Rout movement is unrelated to normal, voluntary movement of units. Basically, routed units are moved a number of hexes equal to the rout level they have suffered in combat. Each Rout Movement Phase, a routed unit is moved toward the designated mapedge until the unit is either rallied or moved off the map and thereby eliminated from play.

The Phasing Player moves his units. The Phasing Player may now move any or all of his leaders and unrouted units. In general, a Player moves his units in order to improve their positions for attacking. During the Movement Phase, the Phasing Player may change the *combat mode* of his units which possess two modes. Since the different modes represent different combat capabilities, the Player must plan his attacks during the Movement Phase. Cavalry units may execute charges, which increase the likelihood of success in the attacks they make in the Melee Combat Phase. Leaders should be moved on to routed units so that those units may be rallied.

The Players simultaneously conduct fire combat attacks. Each unrouted unit which is in Fire Combat mode may attack an Enemy unit that is within its range. During this Phase, both Players may make attacks with all of their units which are in Fire Combat mode. The outcome of a fire attack depends upon the weapon type of the attacking unit, the armor type of the defending unit, and the range in hexes from the attacking unit to the defending unit. The Players cross-reference these three factors on the Fire Combat Results Table, roll two dice, and compare the die-roll result with the results on the table. If the defending unit has been hit, the defending unit's morale must be checked. To check a unit's morale, one die is rolled and the result is cross-referenced with the unit's Morale rating on the Morale Effects Table. If the morale check indicates that the unit has been routed, a Rout marker is placed on the unit.

The Phasing Player conducts melee attacks. The Phasing Player may conduct melee attacks against Enemy units which are adjacent to his unrouted units in Melee Combat mode. The outcome of a melee attack depends upon the type of the attacking unit and the type of the defending unit. The Player cross-references these two factors on the Melee Combat Results Table, rolls two dice, and

compares the die-roll result with the results on the table. If necessary, the Players check the morale of the defending unit and apply any rout results.

The non-Phasing Player conducts melee attacks. The non-Phasing Player now conducts melee attacks as described in the preceding paragraph.

The Players maneuver their units and conduct attacks with the aim of destroying their opponent's army. The Players are awarded *Victory Points* for each Enemy unit they destroy and each Enemy leader they capture. At the completion of the tenth Game-Turn, the Players compare their Victory Point totals and determine the victor by consulting the Levels of Victory Case in the Exclusive Rules.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

Each 22" x 17" mapsheet portrays the battlefield on which the battle was fought. A hexagonal grid pattern is printed on the map to regulate movement and location of the playing pieces and to calculate ranges which affect fire combat. There are several different types of terrain and terrain elevations indicated on each map, all of which are explained in the Terrain Section of the rules and the Terrain Key printed on the map.

[3.2] GAME CHARTS AND TABLES

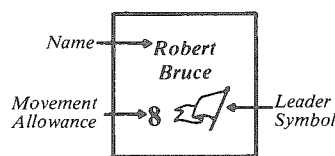
Various charts and tables are provided in the Standard Rules and with each game to simplify and illustrate certain game functions. These include the Terrain Effects Chart and the Morale Effects Table in the Standard Rules, and charts and tables which are specific to each game.

[3.3] THE PLAYING PIECES

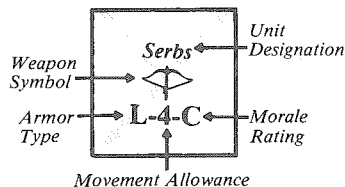
There are 40 single ($\frac{1}{2}$ " x $\frac{1}{2}$ ") and 30 double-sized (1 " x $\frac{1}{2}$ ") backprinted playing pieces called *counters* included with each game of the *Medieval Quad*. The actual military units in the game — the infantry, cavalry, and historical commanders — are represented by combat unit counters. In addition, informational counters are included to convey information about the status of a given combat unit.

[3.31] Sample Units

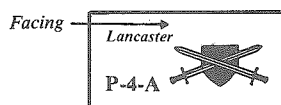
LEADER UNIT (Front only)



SINGLE-COUNTER COMBAT UNIT (Front)



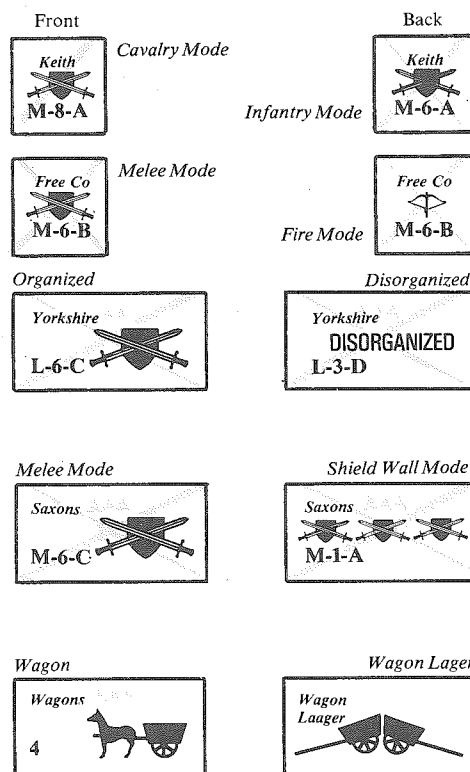
DOUBLE-COUNTER COMBAT UNIT (Front)



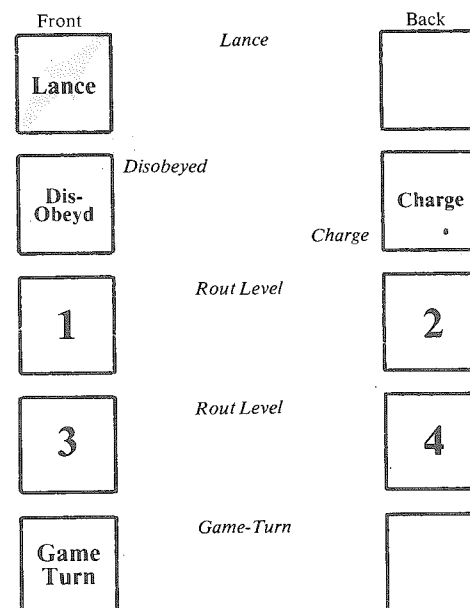
Note that many unit types are represented by both single and double counters.

[3.32] Summary of Unit Types and Modes

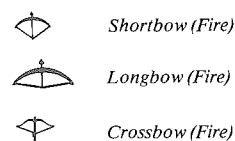
Note that many units are printed on both sides, representing two possible modes.

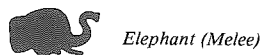
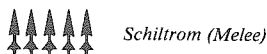
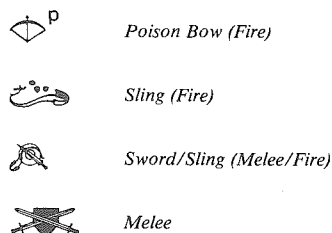


MARKERS



WEAPON SYMBOLS





[3.33] Armor Types

Armor types are represented on the counters by the following letter codes: **P**=Plate; **M**=Mail; **L**=Leather; **N**=Non-armored.

[3.4] INVENTORY OF GAME PARTS

Each game of *Great Medieval Battles* should include:

	Indiv. Game	Quadri- Game
Maps	1	4
Unit counters sections	2	5
Standard rules booklet	1	2
Individual game rules booklet	1	4
Dice	0	2
Historical article	0	1
Game box or softpack	1	1

If any of these parts are missing or damaged, fill out the Complaint Card enclosed in the game and return it to SPI with the appropriate items checked on the card. **Note:** The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The game is played in a sequence of ten Game-Turns. Each Game-Turn is divided into two Player-Turns. Each Player-Turn consists of a sequence of Phases. There are two types of Phases which occur in a Player-Turn: those in which only the Player whose Player-Turn is in progress is active, and those in which both Players are active. Of the Phases in which both Players are active, there are two Phases during which both Players perform

activities simultaneously: the Rout Removal Phase and the Fire Combat Phase. Both Players are also active during the Rout Removal Phase, although they do not move their units simultaneously. To determine which Player is the first Player, consult Case 15.1 of the Exclusive Rules. Remember, the Player whose Player-Turn is in progress is referred to as the Phasing Player; the other Player is called the non-Phasing Player.

GAME-TURN SEQUENCE OUTLINE:

A. FIRST PLAYER-TURN

1. Simultaneous Rout Removal Phase

Both Players remove all Rout markers from their combat units which are stacked with leaders who are not being disobeyed (see Section 12.0). All Disobeyed markers are removed at the end of the Phase.

2. Rout Movement Phase

The First Player moves his combat units which have Rout markers on them. Then the second Player moves *his* units which have Rout markers on them. This is done according to the rules for rout movement (Section 11.0).

3. Movement Phase

The first Player may move all, some, or none of his unrouted combat units and leaders within the restrictions of movement. Units which have two modes may change mode. Routed units may not be moved during this Phase (see Section 5.0).

4. Simultaneous Fire Combat Phase

Both Players may direct fire combat at each other's units. Only unrouted units in Fire Combat mode may conduct fire combat attacks. Note that though combat is resolved sequentially, all results are applied simultaneously at the end of the Phase (Section 8.0).

5. First Player Melee Phase

The first Player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. *Individual melee results are applied immediately* (see Section 9.0).

6. Second Player Melee Phase

The second Player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. Individual melee attack results are applied immediately.

B. SECOND PLAYER-TURN

The second Player now executes his Player-Turn in a sequence identical to that of the first Player's turn, except where otherwise noted.

1. Simultaneous Rout Removal Phase

2. Rout Movement Phase

The second Player moves his combat units which have Rout markers on them. Then the first Player moves *his* units which have Rout markers on them.

3. Movement Phase

4. Simultaneous Fire Combat Phase

5. Second Player Melee Phase

6. First Player Melee Phase

GAME-TURN INDICATION INTERPHASE

The Game-Turn marker is advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn.

[5.0] MOVEMENT

GENERAL RULE:

During his Movement Phase, the Player may move as many of his leaders and unrouted combat units as he desires according to the movement rules.

Single counter units may be moved in any direction or combination of directions. The movement of double-counter units is restricted by their facing. The distance in hexes that each unit may move is restricted by the unit's Movement Point Allowance. Certain cavalry units may conduct charges which favorably affect the probabilities for success when those units attack in the Melee Combat Phase.

PROCEDURE:

During the Movement Phase, the Phasing Player may move his units in any order he desires. Combat units may be moved either individually or with leaders (see Section 6.0). During the Movement Phase, the Phasing Player must complete the movement of each unit or stack before moving another unit or stack.

Each unit or stack is moved separately, tracing a path through contiguous hexes on the mapsheet hexgrid. As each unit enters a hex (or hexes for a double-size unit), a portion of its Movement Point Allowance must be expended. The number of Movement Points expended varies according to the type of terrain in the hex. The cost for each type of terrain is listed on the Terrain Effects Chart (7.4).

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Movement Phase, only the Phasing Player's units may be moved. He may choose to move all, some, or none of his eligible units and leaders according to the rules for movement. Units controlled by the opposing Player must remain stationary during the Movement Phase.

[5.12] Movement is calculated in terms of Movement Points. The number of Movement Points expended by a unit during a Movement Phase may not exceed that unit's Movement Point Allowance. Unused portions of a unit's Movement Point Allowance may never be accumulated from one Movement Phase to another or transferred between units.

[5.13] The total distance (in hexes) which a given unit may be moved in a single Movement Phase varies according to the terrain in the hexes the unit enters in tracing its path of movement through the hexgrid. See the Terrain Effects Chart (7.4) for a summary of how terrain affects movement.

[5.14] A combat unit may be moved freely into a hex containing a leader (Enemy or Friendly) at no additional Movement Point cost (see Case 6.15).

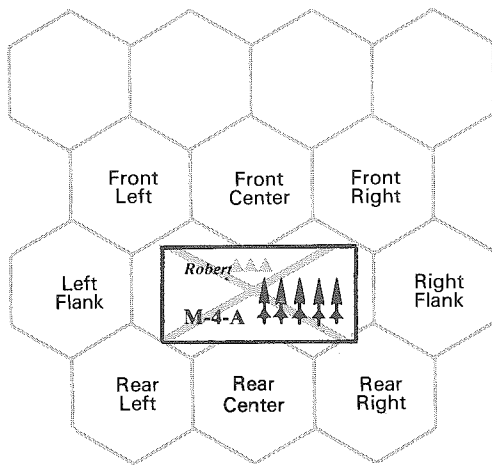
[5.15] A Friendly unit may never be moved into or through a hex containing another combat unit (Enemy or Friendly) during the Movement Phase.

[5.2] FACING

To represent the ability of both large cohesive formations and masses of feudal levies to maneuver, we have used double-sized counters.

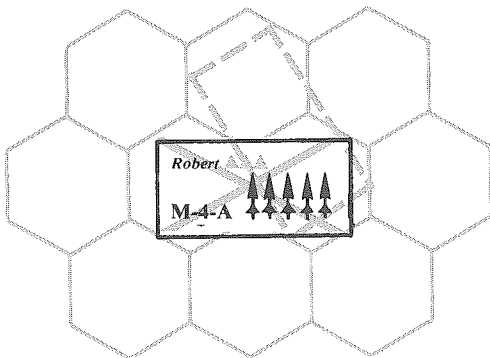
Facing represents the orientation of a double-sized counter unit within the hexes it occupies. The direction in which a unit is faced indicates the unit's general direction of march for movement purposes. All double-sized counter units on the map must be oriented in a single, unambiguous direction. Each double-counter unit must be oriented so that the front (the top of the counter when placed right side up) faces toward three front hexes. If the positioning of a Player's double-counter is ambiguous, his opponent may decide its exact position. Single counter units have no facing for any game purpose.

See diagram next page →



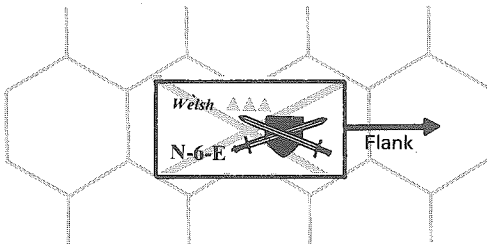
[5.21] During the Movement Phase, a double-counter unit may reverse direction (turn about face) within the two hexes it occupies at a cost of two Movement Points.

[5.22] A double-counter unit may pivot its facing by having one half of the unit enter the hex directly in front of the center of the double-counter unit (never the rear center hex). To do so, the entire unit must pay the cost of the terrain that the one-half unit enters.



[5.23] At all times during play, a double-counter unit must clearly occupy two adjacent hexes.

[5.24] A double-counter unit may be moved sideways into an adjacent flank hex. To do so, the entire unit must pay one Movement Point in addition to the cost of the hex the unit enters.

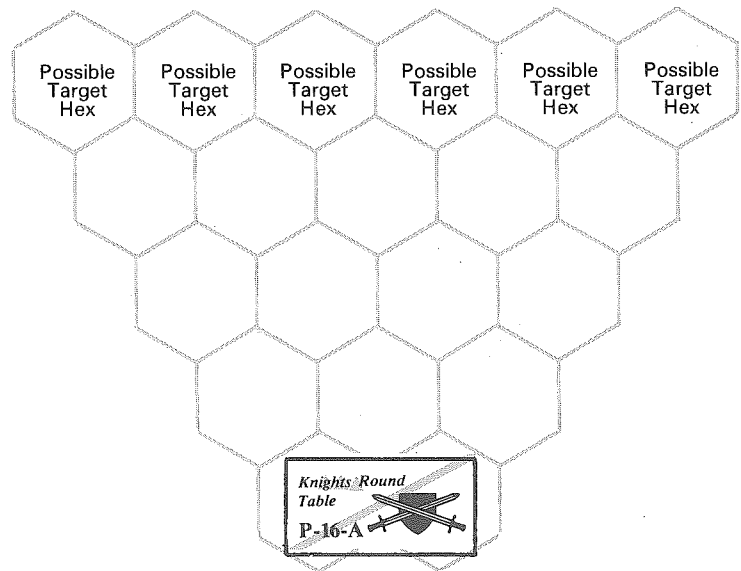
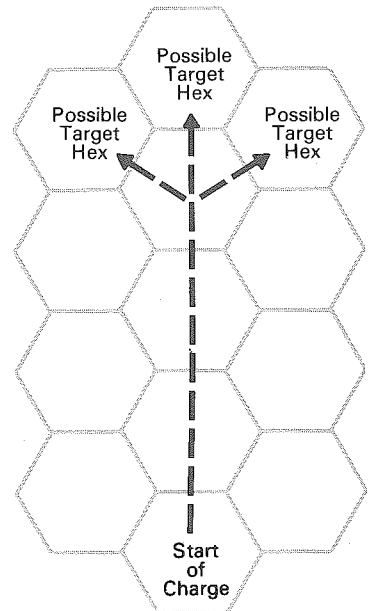
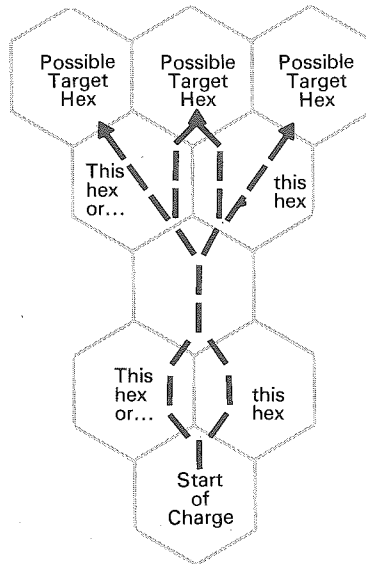


[5.25] Since single-counter combat units and leaders have no facing, they may be moved into any of the six hexes which surround the hex the combat unit or leader occupies.

[5.3] CAVALRY CHARGES

[5.31] To have a plate or mail cavalry unit perform a charge, a Player must move the unit during his Movement Phase through at least three clear terrain hexes in a straight line and end its movement adjacent to an Enemy unit which is the object of the charge (see illustration). If a charge is executed, a Charge marker with the arrow of the marker pointing at the target unit is placed on the charging unit. In the subsequent Melee Phase, the

Phasing Player may perform a melee attack against the target unit using the die-roll modifier listed for charges on the Melee Combat Results Table (9.4). A Charge marker is removed from play immediately after the melee attack is executed.



[5.4] CHANGING MODE

Some combat units in the *Medieval Quad* are backprinted with a different status or *mode* (weapon type, etc.); these modes operate differently in each game and their use is explained in the Exclusive Rules for each game. Not all combat units have the capability of changing modes.

[6.0] STACKING

GENERAL RULE:

The placement of more than one counter in a hex is called *stacking*. In the *Medieval Battles QuadriGame*, no more than one combat unit may be in a hex at any given time. One or more leader units may be stacked with a Friendly combat unit.

[5.32] When a charging cavalry unit is the object of a fire combat attack, one is added to the number rolled on the dice when consulting the Fire Combat Results Table.

[5.33] Leather armored and non-armored cavalry may never charge.

CASES:

[6.1] STACKING RESTRICTIONS

[6.11] A combat unit may not be moved through or into a hex containing another combat unit at any time during any Phase.

[6.12] Leaders are not considered combat units and may be stacked freely with Friendly combat units and other leaders. Note that a leader counter which is stacked with a double-counter unit must always be placed clearly in one of the two hexes occupied by that double-counter unit.

[6.13] Any number of informational markers may be freely stacked in hexes occupied by combat units and leaders.

[6.14] Friendly leaders may never be moved into a hex containing an Enemy combat unit or leader.

[6.15] A combat unit may be moved into a hex containing only an Enemy leader. When a combat unit is moved through or into a hex with an Enemy leader, the Enemy leader is immediately captured and removed from play.

[6.2] HOW STACKING AFFECTS MOVEMENT AND COMBAT

[6.21] There is never any additional Movement Point cost to stack combat units with leaders and informational markers within a given hex.

[6.22] Only a combat unit under attack in a specific hex is affected by melee and fire combat. Leaders stacked with a combat unit that suffers an adverse combat result (i.e., an increase in that unit's rout level) are disobeyed (see Case 12.3). If a combat unit which is stacked with a leader is eliminated, the leader is disobeyed and remains in the hex.

[7.0] TERRAIN EFFECTS ON MOVEMENT AND COMBAT

GENERAL RULE:

The terrain features printed on the map represent the physical characteristics of the given battlefield. These terrain features have various effects upon the movement and combat capabilities of combat units and leaders.

CASES:

[7.1] TERRAIN FEATURES

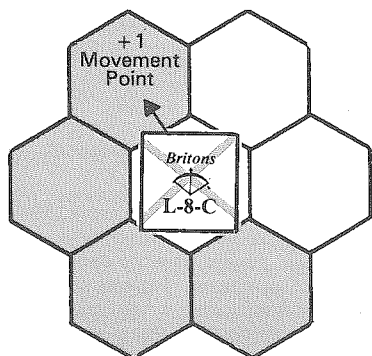
[7.11] All of the terrain features depicted on the map are identified on the Terrain Key (see map).

[7.12] To clarify the ground contour, terrain is divided into distinct levels of elevation, each distinguished by a different shade of color. The edges which divide different levels of elevation are called *contours*. Each contour indicates a three-yard difference in ground elevation. **Note:** A hex is considered to consist entirely of the highest elevation represented in that hex.

[7.2] HOW TERRAIN AFFECTS MOVEMENT

[7.21] There is a cost of one Movement Point to move a unit into a clear terrain hex.

[7.22] One additional Movement Point must be expended to cross a contour hexside if, and only if, the unit is moving from a lower level of elevation to a higher level. If, for example, an entire (or one half) double-counter unit was moved across a contour hexside from a lower to a higher elevation level, then one additional Movement Point from that double-counter's Movement Point Allowance would have to be expended. There is no additional Movement Point cost to move a unit (or half of a double-counter unit) across a contour level to a lower level, or along a contour line.



[7.23] Roads have no effect on movement.

[7.24] Cavalry units may not charge through a contour hexside from a higher to a lower elevation. Once a cavalry unit begins to charge, it may be moved across a contour hexside into a higher elevation for the duration but it cannot be moved into a lower elevation (see Case 5.3, Cavalry Charge).

[7.25] Certain terrain features are indicated to be prohibited for movement on the Terrain Effects Chart. No unit may ever move into or through hexes containing prohibited terrain. Moreover, prohibited terrain blocks rout movement (see Case 11.2).

[7.3] MOVING UNITS OFF THE MAP

Units may never voluntarily leave the map. Units which leave the map as a result of rout movement are considered eliminated for Victory Point purposes. Units which leave the map may never return to play.

[7.4] TERRAIN EFFECTS CHART (see charts and tables)

[8.0] FIRE COMBAT

GENERAL RULE:

Fire combat takes place during the Fire Combat Phase of each Player-Turn. Only units in Fire Combat mode may fire (see Case 3.31). In general, a fire unit may fire attack any unit within range to which an unblocked line of sight may be traced. Fire combat is always voluntary and all results are applied simultaneously, after all fire combat has been resolved. Each unrouted unit in Fire Combat mode may make one attack per Fire Combat Phase. However, an Enemy unit may be attacked by each Friendly unit in Fire Combat mode capable of attacking it.

PROCEDURE:

The owning Player announces at which Enemy unit a unit is firing and consults the Fire Combat Results Table (8.3). The Player cross-references the target unit's armor type with the firing unit's weapon type and range. This will yield the basic chance of affecting the target unit. Two dice are rolled, and if the number rolled is within the range indicated on the Fire Combat Results Table, the target unit must check morale on the Morale Table (10.2). **Note:** Fire combat results are not applied until all fire combat has been resolved. Players will have to remember which units must check morale. In practice, the Players will find it convenient to alternate their fire combat attacks (and if successful the target unit checks morale). If a target unit suffers an adverse result during a preceding fire combat attack during that Fire Combat Phase and that unit is also a fire unit which was eligible to fire, that unit may fire since fire combat is considered to be simultaneous.

CASES:

[8.1] LINE OF SIGHT AND OTHER RESTRICTIONS ON FIRE COMBAT

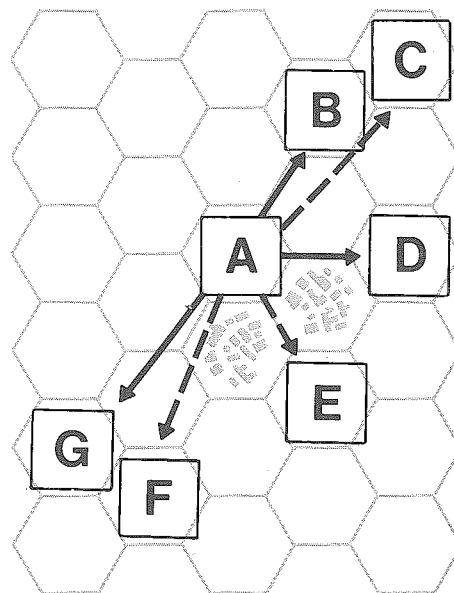
In order for a unit to be able to fire, the firing Player must trace a line of sight from the firing unit to the unit at which the fire is directed. Terrain and combat units may prevent fire combat by blocking the line of sight between a firing unit and its target.

[8.11] A fire unit may never fire at a target unit it is unable to observe. To observe a target, a unit must be able to trace a line of sight free of blocking units and terrain. The line of sight is traced from the central point of the hex occupied by the firing

unit to the central point of the hex occupied by the target unit. For double-counter units, the line of sight may be judged from the central point of either of the two hexes the unit occupies. If the line of sight passes through any part of a hex occupied by a combat unit or by blocking terrain (see Case 8.16), the line of sight is considered blocked and the attack impossible.

[8.12] If a line of sight passes along a hexside between two hexes, only one of which contains blocking units or terrain, the line of sight is not blocked.

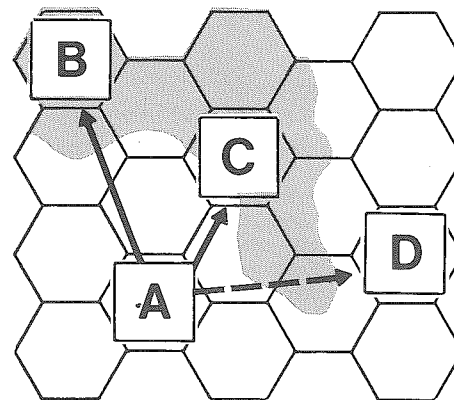
[8.13] A line of sight is always blocked by combat units, villages and groves, regardless of the elevations of the target and firing unit. Leader units alone do not block line of sight.



Unit A has a clear line of sight to units B, D, and G, and thus may fire attack any one of them. The line of sight to Unit C, however, is blocked by Unit B. The lines of sight to both Unit E and Unit F are blocked by the village. Consequently, Unit A may not fire attack Units C, E, and F.

[8.14] If the firing and target unit occupy hexes which are at the same level of elevation, and the line of sight traverses any hex which is on a higher elevation than either of the two units, the line of sight is blocked.

[8.15] If the two units occupy hexes on different levels of elevation, the line of sight is blocked if it traverses any hex which is on a higher elevation level than *both* of the units.



Unit A has a clear line of sight to both Unit B and Unit C, and may therefore attack either one. The line of sight from Unit A to Unit D is blocked, however, by the intervening high ground. Consequently, Unit A cannot fire attack Unit D in this position.

[8.16] A line of sight may never be traced through a grove hex. Similarly, a line of sight may never be traced through a village hex or into a village hex. However, a unit located in a village hex may fire from that hex. All other terrain types have no effect on lines of sight.

[8.17] Facing has no effect on fire combat.

[8.18] A fire unit can only fire at one unit per Phase. A unit may be attacked by more than one unit in a single Phase, in which case each attack is resolved separately.

[8.2] FIRE COMBAT RESULTS

If a target unit suffers a fire combat result, that unit must check for morale (using the Morale Effects Table, 10.2) at the end of the Fire Combat Phase (see Section 10.0).

[8.21] A unit must check morale on the Morale Effects Table for each result it has suffered.

[8.22] If a unit suffers a rout result, any subsequent check on the Morale Effects Table, even in that same Phase, uses the die-roll modifier for the new rout level.

[8.3] FIRE COMBAT RESULTS TABLE

(see charts and tables)

[9.0] MELEE COMBAT

GENERAL RULE:

Melee combat may occur only between opposing combat units which occupy adjacent hexes during a Melee Phase. A unit may never attack more than one Enemy combat unit during a Melee Phase. However, a unit may be attacked by each unrouted Enemy unit in Melee Combat mode that is adjacent to it. Melee combats may be initiated in any sequence the owning Player desires. Melee combat is always voluntary and all the results are applied immediately, unlike fire combat.

PROCEDURE:

First the owning Player announces which unit is to execute a melee attack. The Melee Combat Results Table (9.4) is then consulted. The Player cross-references the target unit's type with the attacking unit's type. This will yield the basic chance of affecting the defending unit. Two dice are rolled, and if the number rolled is within the range indicated on the Melee Combat Results Table, the defending unit must check morale on the Morale Effects Table (10.2). **Note:** Melee combat results are applied immediately (melee combat is not considered to be simultaneous).

CASES:

[9.1] RESTRICTIONS ON MELEE COMBAT

[9.11] A melee unit can only melee once per Phase. A unit may be melee attacked by more than one unit in a single Phase, in which case each melee is resolved separately. If the unit suffers a rout result from an attack, any subsequent check on the Morale Effects Table during that Phase uses the die-roll modifier for the new rout level.

[9.12] A double-counter unit may not melee with an Enemy unit which is in one of its rear three hexes. If the Enemy unit is in the front center hex (the hex into which the double-counter could normally pivot), that double-counter unit attacks normally on the Melee Combat Results Table. If the Enemy unit is in the front left, front right, or a flank hex, that double-counter unit melee attacks with a +2 on the die-roll (indicated on the Melee Combat Results Table).

[9.2] MELEE COMBAT RESULTS

If a defending unit suffers a melee combat result, that unit's morale must immediately be checked (using the Morale Effects Table, 10.2).

[9.3] LANCES

Some cavalry units may be equipped with lances. These units are indicated in the Exclusive Rules for each game. During the set-up for play, Lance markers are placed on top of these cavalry units. Note that Lance markers are not used in *King Arthur*.

[9.31] Lance markers affect the resolution of melee attacks conducted by charging cavalry units in the following manner: When a cavalry unit with a Lance marker charges an Enemy unit, two is subtracted from the die-roll on the Melee Combat Results Table. Note that this is in addition to the modification for making a charge. If the attack results in the defender consulting the Morale Effects Table, two is subtracted from the defender's morale die-roll.

[9.32] A Lance marker may be used only once; as soon as a lance is used in an attack, it is removed from play. If a unit has a lance and charges and melee attacks an Enemy unit, its lance must be used. If a unit charges and does not melee attack the Enemy unit (it might be routed during fire combat), or if the unit melee attacks without charging, the lance is not used.

[9.4] MELEE COMBAT RESULTS TABLE

(see charts and tables)

[10.0] UNIT MORALE

GENERAL RULE:

If a unit suffers a result due to fire combat or melee combat, that unit must check for morale using the Morale Effects Table.

PROCEDURE:

When checking for morale on the Morale Effects Table, find the column corresponding to the Morale Rating of the affected unit. Roll one die adding or subtracting any applicable modifiers as listed on the Morale Effects Chart, and cross-reference the modified die-roll result with the Morale Rating column.

CASES:

[10.1] MORALE EFFECTS TABLE

All results on the Morale Effects Table are expressed in terms of rout levels. A Rout Level marker is placed on the affected unit to note its Rout Level. Routed units may not engage in fire combat, melee combat, or normal movement. Routed units are moved during subsequent Rout Movement Phases according to the rules for rout movement (see Section 11.0). Rout Levels are cumulative; that is, if a unit with a Rout Level of 1 has an additional rout result of Rout-2, the Rout-1 marker would be replaced with a Rout-3 level marker. If a unit is routed above a Rout Level of 4, it is eliminated and immediately removed from play.

[10.2] MORALE EFFECTS TABLE

(see charts and tables)

[10.3] MORALE DIE-ROLL MODIFICATIONS

Under certain circumstances, modifications are made to the die-roll results for the Morale Effects Table. In addition to the standard die-roll modifiers described in the following Cases, there are modifiers exclusive to each game. All such

modifiers are listed with the Morale Effects Table. All die-roll modifications are cumulative.

[10.31] The current Rout Level of a unit whose morale is being checked is subtracted from the die-roll on the Morale Effects Table. For example, if a unit with a Rout Level of 2 were attacked and forced to check morale, two would be subtracted from the die-roll.

[10.32] When fatigue is in effect (Game-Turns 9 and 10), two is subtracted from all die-rolls on the Morale Effects Table.

[10.33] If a double-counter unit is attacked through fire or melee combat, and there is an Enemy unit occupying the *rear center hex* of that double-counter unit, one is subtracted from the die-roll on the Morale Effects Table. The Enemy unit in the rear center hex need not be the unit attacking the double-counter unit in order for this modification to be in effect.

[11.0] ROUT MOVEMENT

GENERAL RULE:

During the Rout Movement Phase both Players in turn must move all units with Rout markers on them. The Phasing Player moves all of his routed units first. When the Phasing Player has finished his rout movement, the non-Phasing Player moves all of his routed units. Each Player's routed units must move toward the designated mapedge by moving in either of the two directions described in Section 15.0 of the relevant Exclusive Rules. Routed units move a number of hexes dictated by their Rout Levels and Movement Point Allowances, regardless of Movement Point costs for terrain. Rout movement is blocked by prohibited terrain and combat units. If a unit's rout movement is blocked, the unit may not be able to move at all or may be forced to deviate from its designated rout directions.

CASES:

[11.1] MOVEMENT OF ROUTED UNITS

[11.11] Routed units with a Movement Point Allowance of 6 or less must be moved one hex (regardless of terrain) toward the owning Player's mapedge for each Rout Level.

[11.12] Routed units with a Movement Point Allowance greater than 6 must be moved two hexes (regardless of terrain) toward the owning Player's mapedge for each Rout Level.

[11.13] Leaders which are stacked with routed units may be moved with those units during rout movement. Such movement in no way affects a leader's movement during the Movement Phase.

[11.14] A routed unit must be moved each Rout Movement Phase, until it is either rallied or eliminated. Moreover, a routed unit must always be moved the full number of hexes dictated by the rules for rout movement or suffer the appropriate rout level increase (see Case 11.22).

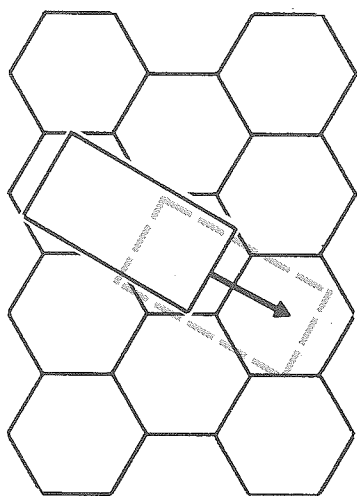
[11.2] BLOCKED ROUT MOVEMENT

[11.21] A unit's rout movement can be blocked by prohibited terrain and other combat units. If a unit is prevented from fulfilling its rout movement, or if the unit must deviate from its designated directions of rout movement, that unit's Rout Level is increased.

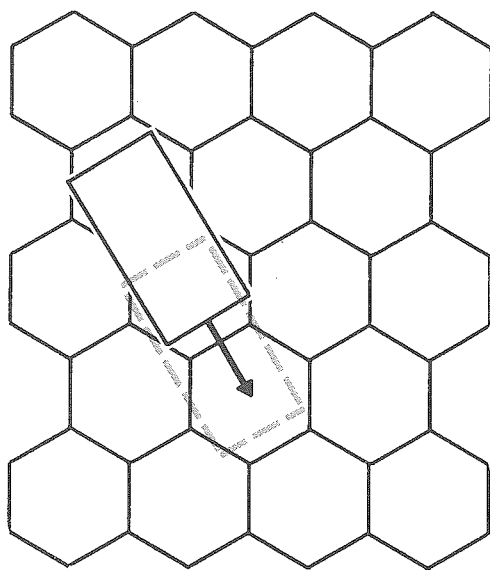
[11.22] If a routed unit with a Movement Allowance of 6 or less cannot fulfill its rout movement or must deviate from its designated directions of rout movement, that unit's Rout Level is increased by one for each hex either not moved, or moved in deviation from those designated directions.

[11.23] If a routed unit's Movement Allowance is greater than 6, its Rout Level is increased by one if it cannot be retreated the full two hexes for each Rout Level. It does not matter whether the unit is not able to retreat at all or is only able to retreat one hex — the unit's Rout Level is increased by one in either case.

[11.24] During rout movement, a double-counter unit must be moved so that both halves of the counter are moved into hexes which are both closer to the designated mapedge. **Note:** This movement may be into a flank hex. A double-counter unit may be pivoted. However, its Rout Level would be increased by one (and one point of rout movement would be satisfied).



FRIENDLY MAP EDGE



FRIENDLY MAP EDGE

[11.25] Facing has no effect on rout movement; i.e., a double-counter may be moved backwards or lengthwise during rout movement.

[11.26] A routed unit must always be moved in the way which causes the least increase to its Rout Level. If there is more than one way to fulfill all the rout movement requirements, the owning Player may choose the path of the unit's rout movement. That is, if a routed unit can be moved in such a way as to satisfy any or all of its rout movement requirement, it must be so moved. If there is no way for a routed unit to be moved without increasing its rout level, the unit may remain stationary, or it may be moved.

[12.0] LEADERS

CASES:

[12.1] MOVEMENT OF LEADERS

Leaders are treated as combat units for all purposes of movement. However, leaders may be moved through and stacked on top of Friendly combat units (see Case 6.12).

[12.2] EFFECT OF LEADERS ON ROUTED UNITS

If a leader who is not disobeyed is stacked with a routed unit at the beginning of the Rout Removal Phase, the Rout marker on that unit is removed, and the unit is not considered routed for any purpose, regardless of what the unit's Rout Level was.

[12.3] DISOBEDIENCE OF LEADERS AND ITS EFFECTS

If a leader is stacked with a combat unit which suffers an increase in its Rout Level due to combat, then that leader is considered *disobeyed* and a Disobeyed marker is placed on the leader counter to note that leader's status. A disobeyed leader may not remove the Rout marker from a unit with which it is stacked. During each Simultaneous Rout Removal Phase, all Disobeyed markers are removed from the map.

[13.0] FATIGUE

GENERAL RULE:

During Game-Turns 9 and 10 of each game, the effects of fatigue on movement and morale come into effect. All leaders and combat units are considered to be fatigued during those Game-Turns.

CASES:

[13.1] EFFECTS OF FATIGUE ON MOVEMENT

The Movement Point Allowance of each fatigued unit and leader is halved unless the unit or leader is moved toward its Friendly mapedge, as defined in Section 15.0 of the Exclusive Rules. If a fatigued unit or leader is moved parallel to or away from its Friendly mapedge at any point in its movement, then its Movement Point Allowance is automatically halved for that Movement Phase. Thus, a fatigued unit or leader cannot be moved away from its Friendly mapedge, if such movement would cause it to expend more than half its Movement Point Allowance. If a unit or leader is moved *toward* its Friendly mapedge, its Movement Point Allowance is normal. Fatigue has no effect upon rout movement.

[13.2] EFFECTS OF FATIGUE ON MORALE

If the morale of a fatigued unit must be checked, two is subtracted from the die-roll on the Morale Effects Table (10.2).

DESIGN CREDITS

Standard Rules Design and Research:

David Werden

Physical Systems and Graphics:

Redmond A. Simonsen

System Development:

Anthony F. Buccini, Tom Hamilton

Rules Editing:

Eric Goldberg

Production:

Mike W. Barr, Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Bob Ryer

[7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+1	None
River (<i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River (<i>Black Prince</i> only)	(see 18.0)	None
Burn (<i>Bannockburn</i> only)	Prohibited	None
Marsh (<i>Bannockburn</i> only)	+1	see 15.6
Pools (<i>Bannockburn</i> only)	Prohibited	None
Dry River Bed (<i>Tamburlaine</i> only)	+1	None
Camp (<i>Tamburlaine</i> only)	+1	None
Road (<i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge (<i>Black Prince</i> only)	1 (see 18.0)	None
Village (<i>Black Prince</i> only)	1	see 8.16
Grove (<i>Black Prince</i> only)	Prohibited	see 8.16
Barrow (<i>King Arthur</i> only)	+1	see 15.4
Megalith (<i>King Arthur</i> only)	1	see 15.4
Altar (<i>King Arthur</i> only)	1	see 15.4
Ditch (<i>King Arthur</i> only)	1	see 15.4
Ridge Hexside (<i>King Arthur</i> only)	+1 to cross	see 15.4

[10.2] MORALE EFFECTS TABLE

Morale Rating▶	Rout Level Increase				
	A	B	C	D	E
DIE					
-1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. r# = Rout level incurred. Die-roll results of less than -1 or greater than 7 are treated as -1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.

MORALE EFFECTS DIE-ROLL MODIFIERS

Robert at Bannockburn

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is a *schiltrom* in close formation which has just been attacked by *fire combat* by an English *longbow* unit, two is subtracted from the die-roll.

Black Prince

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is a French unit stacked with the leader DuGuesclin, one is added to the die-roll.

King Arthur

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.

Tamburlaine

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is Ottoman or Serbian and is stacked with Sultan Bayazid, two is added to the die-roll.
- If the unit is Tartar, Mongol or Indian and is stacked with Tamburlaine, one is added to the die-roll.
- If the unit has been attacked by a rampant elephant, three is subtracted from the die-roll.

- If the unit is stacked with a hiding leader, one is subtracted from the die-roll.
- If the unit is Christian and in a barrow, megalith or altar hex, one is subtracted from the die-roll.
- If the unit is pagan and in a barrow, megalith or altar hex, one is added to the die-roll.

GREAT MEDIEVAL BATTLES

KING ARTHUR

The Battle of Stonehenge, 536

EXCLUSIVE RULES

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

14.0 INTRODUCTION

15.0 CHANGES AND ADDITIONS TO THE STANDARD RULES

- 15.1 Set-Up for Play
- 15.2 Friendly Mapedges for Routed Units
- 15.3 Special Terrain Effects
- 15.4 Counters

16.0 SHIELD WALL MODE

17.0 LEADERS

18.0 MAN-TO-MAN COMBAT

- 18.1 Challenges
- 18.2 Hiding
- 18.3 Combat Procedure and Resolution
- 18.4 Effects of Man-to-Man Combat
- 18.5 Yielding
- 18.6 Captured Leaders

19.0 NATIONALITY

20.0 VICTORY CONDITIONS

- 20.1 Victory Point Values of King Arthur Units and Leaders
- 20.2 Victory Point Values of Modred Units and Leaders

[14.0] INTRODUCTION

King Arthur simulates the mythical battle of Camlann which, according to medieval legend, took place in 536 A.D. near Stonehenge. The battle was fought between loyal Britons led by King Arthur and the rebel Britons and their Scottish, Irish, Pictish, and Saxon allies, led by Arthur's son, Modred.

The game-scale is 50 feet from hexside to hexside and 10 minutes per Game-Turn. Each single counter represents 200 men. Each double-counter represents 500 men.

[15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

CASES:

[15.1] SET-UP FOR PLAY

After the Players decide who will play King Arthur and who will play Modred, they place their units as indicated on the map. The Modred Player's Saxon units may begin the game in Shield Wall mode. No units receive Lance markers. The Modred Player moves first.

[15.2] FRIENDLY MAPEDGES FOR ROUTED UNITS

[15.21] Modred Player's Units

When a unit controlled by the Modred Player engages in rout movement, it must be moved toward the east mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed units should be moved into hexes which are either northeast or southeast of the units' current position during rout movement.

[15.22] King Arthur Player's Units

When a unit controlled by the King Arthur Player engages in rout movement, it must be moved toward the west mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed units should be moved into hexes which are either northwest or southwest of the units' current position during rout movement.

[15.3] SPECIAL TERRAIN EFFECTS

[15.31] Restrictions on Cavalry Charge

A cavalry unit may not charge through or into a barrow, megalith, altar or ditch hex, nor may it charge through a ridge hexside.

[15.32] Ditch to Ridge Melee Combat

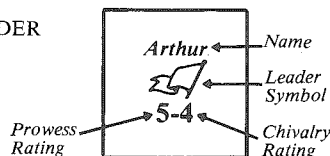
If a unit melee attacks across a ridge hexside from a ditch hex, the owning Player must add *two* to the die-roll on the Melee Combat Results Table.

[15.33] Pagan Shrines

If a pagan unit (see Section 19.0) in a barrow, megalith, or altar hex must make a morale check, add *one* to the die-roll on the Morale Effects Table. If a Christian unit (see Section 19.0) in a barrow, megalith, or altar hex must make a morale check, subtract *one* from the die-roll.

[15.4] COUNTERS

LEADER



MARKERS

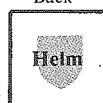


Man-to-Man Combat Chit

Attack

Stun

Defense



Front



Broken Lance

Back



Unhorsed

[16.0] SHIELD WALL MODE

GENERAL RULE:

Saxon units have the ability to enter or leave Shield Wall mode during the Modred Player's Movement Phase. If, at any time during the Movement Phase, a Saxon unit enters, leaves, or remains in Shield Wall mode, that unit's Movement Point Allowance is reduced to one for that Phase. Units in Shield Wall mode attack and defend normally. They never move during the Rout Movement Phase, regardless of their Rout Level, but rather must suffer the Rout Level increase penalties described in Case 11.2. Units in Shield Wall mode have a Morale Rating of "A."

[17.0] LEADERS

GENERAL RULE:

Leader units in *King Arthur* have several important functions in addition to the ones described in the Standard Rules for the *Great Medieval Battles QuadriGame*. The most important of these is *man-to-man combat*, which is described in detail in Section 18.0. Each leader in *King Arthur* has a Prowess Rating, which reflects his skill in man-to-man combat, and a Chivalry Rating, which reflects how noble and inspiring he is. All leaders with a Chivalry Rating of one or greater are Christian. All leaders with a Chivalry Rating of zero are pagan.

Note that no Movement Allowances have been printed on the leader counters in *King Arthur*. The Movement Allowance of each leader is equivalent to the Movement Allowance of the fastest unit of that leader's nationality. Thus, the leaders' Movement Allowances are as follows:

Good Britons: 16

Evil Britons: 12

Scots: 8

Irish: 12

Picts: 8

Saxons: 6

[18.0] MAN-TO-MAN COMBAT

GENERAL RULE:

Man-to-man combat takes place between Enemy leaders during the Man-to-Man Combat Phase, which immediately follows the Fire Combat Phase in every Player-Turn. The Man-to-Man Combat Phase consists of a series of duels between Enemy leaders. Each duel consists of a series of *rounds*.

PROCEDURE:

At the beginning of each Man-to-Man Combat Phase, the Phasing Player may announce that any one of his leaders, who is adjacent to an Enemy leader, is challenging that Enemy leader. If the challenge is accepted (see Case 18.1), the two leaders involved immediately begin a duel. Before each round, either Player may yield his leader (see Case 18.5). If neither Player yields, the round is resolved (see Case 18.3). If neither leader is killed,

play proceeds to another round. A duel continues indefinitely in this manner until either one Player yields or one of the leaders is killed, at which time the duel is ended. At the end of each duel, the Player whose leader was last challenged may cause one of his leaders to challenge any adjacent Enemy leader. Players continue alternating challenges, until both Players successively decline to challenge, at which time the Man-to-Man Combat Phase is ended.

CASES:

[18.1] CHALLENGES

Players alternate making challenges during the Man-to-Man Combat Phase. If a Player does not wish to make a challenge when it is his turn to do so, he may decline to challenge. It then becomes his opponent's turn to challenge. By declining to challenge when it is his turn to do so, a Player in no way restricts his right to challenge later during that Man-to-Man Combat Phase. If, however, both Players *successively* decline to challenge, the Phase immediately ends and neither Player may make any more challenges until the next Man-to-Man Combat Phase.

[18.11] Only one challenge may be issued by a given leader during any given Man-to-Man Combat Phase, regardless of whether or not the challenge results in a duel. One leader may be challenged any number of times.

[18.12] A Friendly leader may challenge only an *adjacent* Enemy leader.

[18.13] Being disobeyed (see Case 12.3) or wounded (see Case 18.4) has no effect on a leader's ability to give and receive challenges.

[18.14] Leaders who have hidden (see Case 18.2) may not challenge for the balance of the Man-to-Man Combat Phase in which they have hidden.

[18.2] HIDING

Whenever a pagan leader is challenged by a Christian leader, the pagan leader must either accept the challenge or *hide*. If a pagan leader elects to hide, his counter is placed under the counter representing the combat unit with which it is stacked. A pagan leader who elects to hide may not initiate challenges for the remainder of that Man-to-Man Combat Phase. Only *pagan* leaders (see Section 17.0) may hide. *Christian* leaders must accept all challenges to fight or must yield (see Case 18.5).

[18.21] Only pagan leaders who are stacked with Friendly combat units may hide.

[18.22] Only pagan leaders who have neither made challenges nor engaged in man-to-man combat during the Man-to-Man Combat Phase in progress may hide.

[18.23] Hiding leaders must remain hidden for the duration of the Man-to-Man Combat Phase in progress and the two Melee Combat Phases immediately following. During the remainder of that Man-to-Man Combat Phase, they may neither initiate nor accept challenges.

[18.24] Combat units which must refer to the Morale Effects Table while stacked with a hiding leader subtract *one* from the die-roll on that table.

[18.25] At the end of the second Melee Combat Phase of each Player-Turn, all leaders who went into hiding during the Man-to-Man Combat Phase of that Player-Turn come out of hiding. The leader counters are then put back on top of the combat unit counters with which they are stacked.

[18.3] COMBAT PROCEDURE AND RESOLUTION

If a leader has challenged an Enemy leader, and the Enemy leader has accepted the challenge, the

first round of the duel begins immediately. Each round of the Man-to-Man Combat Phase consists of the simultaneous execution of the dueling leaders' attacks. The procedure for the execution of the attacks is as follows:

1. Each Player secretly selects two of his four man-to-man combat chits and places them on the map in such a way that his opponent cannot see which chits he has chosen. Each of a Player's four chits represents an attack zone on one side and the corresponding defense zone on the other side. One chit is placed on the map sword side up, representing the attack zone chosen. The other chit is placed shield side up, representing the defense zone chosen. Note that this means that a Player cannot attack and defend in the same zone during a given round.

2. The Players then reveal which attack and defense zones they have chosen and determine the success of their attacks upon each other. Each Player cross-indexes his attack zone with his opponent's defense zone on the Man-to-Man Combat Results Matrix. The matrix provides a number which is then modified by any appropriate modifiers from the list printed on the matrix. Each Player then rolls one die, adding the die-roll result to the modified number derived from the matrix. Each Player then looks up the final number on the Man-to-Man Combat Effects Table to determine the result of his attack. Results are applied simultaneously and immediately. Note that it is possible, although unlikely, for two leaders to kill each other simultaneously.

[18.31] If the number rolled on the die is *one*, the leader's attack has missed completely and has had no effect on the Enemy leader, *regardless of the number derived from the Man-to-Man Combat Results Matrix*.

[18.32] Only leaders with a Chivalry Rating of *zero* or *one* may use the Horse/Legs attack zone. Any leader may use the Horse/Legs defense zone.

[18.33] Between the time that chits are revealed and combat effects are applied, neither leader may yield (see Case 18.5).

[18.34] **Man-to-Man Combat Results Matrix**
(see charts and tables)

[18.35] **Man-to-Man Combat Effects Chart**
(see charts and tables)

[18.4] EFFECTS OF MAN-TO-MAN COMBAT

Effects of man-to-man combat are determined at the end of each round and applied immediately and simultaneously to both leaders. A *wounded* result causes a leader counter to be *permanently* inverted. A *killed* result causes the leader counter to be *permanently* removed from play. All other man-to-man combat results last only for the duration of the particular duel in progress, except for *stunned* results which last only until the end of the next round of the duel in progress.

[18.41] If a leader's Chivalry Rating is *two* or greater *and* he still has an intact lance, he must always allow an opponent with a broken lance to receive a new lance at the end of any round. There is no limit to the number of times a leader may receive a new lance.

[18.42] If a leader's Chivalry Rating is *three* or greater *and* he is still on a horse, he must allow an unhorsed opponent to remount his horse at the end of any round. There is no limit to the number of times a leader may remount his horse.

[18.43] Any leader who is unhorsed and/or has a broken lance at the end of a duel immediately remounts his horse and/or receives a new lance.

[18.44] Results which call for a leader to lose something he does not possess are ignored.

[18.45] All leaders who are unhorsed are assumed to have broken their lances.

[18.46] The only effect of a stunned result is to modify the die-roll if there is another round in the duel in progress. Leaders do not remain stunned or unhorsed from one duel to the next; neither do their lances remain broken.

[18.47] When a leader is stunned, unhorsed, or when he breaks his lance, an appropriate counter is placed on that leader counter to signify that result. Remember, if a leader is *wounded*, his counter is inverted and remains so for the rest of the game. If a leader is *killed*, his counter is immediately removed from play. However, if an already wounded leader sustains an *additional* wound, that wound has no effect.

[18.5] YIELDING

Before any round of a duel, before even the first round, either Player may cause his leader to yield to the opposing leader. If the yield is accepted, the counter of the yielding leader is placed under the counter of the opposing leader and is henceforth considered *captured*. If the yield is not accepted by the opposing Player, the duel continues. If a yield is accepted, the duel is considered ended.

[18.51] Any leader may yield at the beginning of any round.

[18.52] Christian leaders must always accept opponents' yields.

[18.53] Pagan leaders may accept yields if they wish. They are not required to do so and may fight on in the hope of killing their adversary if they so desire. Once a given yield has been rejected, it may not subsequently be accepted, although a new yield at the beginning of another round may be.

[18.6] CAPTURED LEADERS

The counter of a captured leader must remain under the counter of the Enemy unit or leader who captured him. This rule is an exception to part of Case 6.15 of the Standard Rules, inasmuch as in *King Arthur*, captured leaders are not removed from play. A leader can be *recaptured* or freed by Friendly units.

[18.61] If an Enemy leader who has captured a Friendly leader is himself subsequently killed or captured in man-to-man combat, the previously captive leader is considered freed and is stacked with the Friendly leader who was victorious in that man-to-man combat.

[18.62] If a Friendly leader is killed in the same man-to-man combat round in which he kills an Enemy leader holding a captive Friendly leader, the captive is freed and placed in the hex vacated by the recently deceased Friendly leader.

[18.63] If a leader or combat unit with a captive leader is captured or eliminated through means other than man-to-man combat, the formerly captive leader remains in the same hex but is considered freed, *unless* the former captive leader is then still stacked with an Enemy unit. In this case, the freed unit would, of course, become the captive of the surviving Enemy unit or leader.

[18.64] When a captive leader is freed, he again functions normally in all ways but one: a freed leader may not initiate a challenge in the same Man-to-Man Combat Phase in which he was freed. Such a leader may be challenged, however, in that same Phase.

[19.0] NATIONALITY

GENERAL RULE:

All units in *King Arthur* belong to a nationality. All units which are labeled Scot, Pict, Irish, or

Saxon belong to that nationality. All unlabeled Modred Player units are Evil Britons. All of the King Arthur Player's units are Good Britons. A unit of a given nationality can only be rallied by a leader of that same nationality. All Evil Briton, Good Briton, and Scottish units are considered Christian. All other units are considered pagan.

[20.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by totaling the Victory Point value of all Enemy units eliminated and Enemy leaders captured or killed by the end of Game-Turn 10. The game is a victory for the King Arthur Player if the total of the King Arthur Player's Victory Points minus the total of the Modred Player's Victory Points exceeds 20. Otherwise, it is a victory for the Modred Player.

CASES:

[20.1] VICTORY POINT VALUES OF KING ARTHUR UNITS AND LEADERS

The Modred Player receives Victory Points according to the following schedule for eliminated King Arthur units or eliminated or captured King Arthur leaders (**Unit or leader eliminated or captured:** Victory Point award).

Plate armored unit: 10

Any other unit: 2

King Arthur: 50

Any other leader: 10

[20.2] VICTORY POINT VALUES OF MODRED UNITS AND LEADERS

The King Arthur Player receives Victory Points according to the following schedule for eliminated Modred units or eliminated or captured Modred leaders (**Unit or leader eliminated or captured:** Victory Point award).

Plate armored unit: 10

Saxon unit: 10

Any other unit: 2

Modred and Chelric: 25 each

Any other leader: 10

DESIGN CREDITS

Game Design and Research:

Robert Mosca

Physical Systems and Graphics:

Redmond A. Simonsen

Game Development:

Tom Hamilton

Inhouse Playtesting:

Anthony F. Buccini, Michael George,

Brian Gister, David Werden

Blindtesting:

Douglas Wildfong and the

Colorado Military Historians,

Richard Edwards and the

Olympia Simulation Gaming Assoc.

Rules Editing:

Anthony F. Buccini, Eric Goldberg

Production:

Mike W. Barr, Rosalind Fruchtmann, Ted Koller,

Manfred F. Milkuhn, Bob Ryer

[8.3] FIRE COMBAT RESULTS TABLE

Target Unit Type	Firing Weapon Type and Range					
	Sling		Bow		Poison Bow	
Range ▶	1	2	1	2-3	1	2-3
Plate	2...4	2-3	2...5	2...4	2...7	2...6
Mail	2...5	2...4	2...6	2...5	2...8	2...7
Leather	2...6	2...5	2...7	2...6	2...9	2...8

Fire Combat Die-Roll Modifiers:

Defender is charging +2

[9.4] MELEE COMBAT RESULTS TABLE

Defending unit type	Attacking unit type			
	Plate	Mail	Leather	
Plate	2...6	2...5	2...4	
Mail	2...8	2...6	2...5	
Leather	2...10	2...8	2...7	

Melee Combat Die-Roll Modifiers:

Attacker is double-counter unit attacking through front left, front right, or flank hex +2

Attacker is charging -2

Attacker attacks across ridge hex-side from ditch +2

[18.34] MAN-TO-MAN COMBAT MATRIX

Defense Zone	Attack Zone			
	Helm	Right	Left	Horse/Legs*
Helm	2	6	4	7
Right	5	7	0	6
Left	4	2	7	5
Horse/Legs	7	6	5	0

Modify number result according to the list of Man-to-Man Combat Matrix Modifiers and apply the modified number to the Man-to-Man Combat Effects Chart (18.35). * Leaders with a Chivalry Rating greater than one may not use the Horse/Legs attack zone.

Man-to-Man Combat Matrix Modifiers:

The Prowess Rating of the attacking leader is added. The Prowess Rating of the defending leader is subtracted.

Attacker is mounted +1

Defender is mounted -1

Attacker has unbroken lance +1

Defender is stunned +1

Attacker is wounded -1

Defender is wounded +3

Notes:

If a leader has a Chivalry Rating greater than one and has a lance himself, he must always let his opponent get a new lance between rounds.

If a leader has a Chivalry Rating greater than two and is mounted, he must always let his opponent remount his horse between rounds.

[18.35] MAN-TO-MAN COMBAT EFFECTS CHART

Modified Die-Roll

Effect

2 or less	Attacker breaks lance and is unhorsed
3...7	Attacker breaks lance
8	No effect
9...10	Defender stunned
11	Defender stunned and unhorsed
12...13	Defender stunned, unhorsed, and wounded
14 or more	Defender killed

Notes:

If the number rolled on the dice is one, the result is always "No effect".

A stunned result lasts only for the next round.

A wounded result is permanent.

If a result calls for a leader to lose something he has already lost, that part of the result is ignored.

There is no additional effect from multiple wounds

An unhorsed leader is considered automatically to have a broken lance.

All leaders automatically remount and get new lances between duels.

[7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+1	None
River (<i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River (<i>Black Prince</i> only)	(see 18.0)	None
Burn (<i>Bannockburn</i> only)	Prohibited	None
Marsh (<i>Bannockburn</i> only)	+1	see 15.6
Pools (<i>Bannockburn</i> only)	Prohibited	None
Dry River Bed (<i>Tamburlaine</i> only)	+1	None
Camp (<i>Tamburlaine</i> only)	+1	None
Road (<i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge (<i>Black Prince</i> only)	1 (see 18.0)	None
Village (<i>Black Prince</i> only)	1	see 8.16
Grove (<i>Black Prince</i> only)	Prohibited	see 8.16
Barrow (<i>King Arthur</i> only)	+1	see 15.4
Megalith (<i>King Arthur</i> only)	1	see 15.4
Altar (<i>King Arthur</i> only)	1	see 15.4
Ditch (<i>King Arthur</i> only)	1	see 15.4
Ridge Hexside (<i>King Arthur</i> only)	+1 to cross	see 15.4

[10.2] MORALE EFFECTS TABLE

Rout Level Increase

Morale Rating▶	A	B	C	D	E
<i>DIE</i>					
-1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. *r#* = Rout level incurred. Die-roll results of less than -1 or greater than 7 are treated as -1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.




MORALE EFFECTS DIE-ROLL MODIFIERS

King Arthur

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit is stacked with a hiding leader, one is subtracted from the die-roll.
- If the unit is Christian and in a barrow, megalith or altar hex, one is subtracted from the die-roll.
- If the unit is pagan and in a barrow, megalith or altar hex, one is added to the die-roll.

Great Medieval Battles, Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type in QuadriGame: 1; in TAMBURLANE: 1.
Total Quantity of Sections (all types) in QuadriGame: 5; in TAMBURLANE: 1.
































































OTTOMAN TURKS	Total quantity of Sections (all types) in Quadrangle: 3, in TAMBUKLANE: 1.										MONGOLS
	Sultan Bayazid 8 	Mustafa 8 	Musa 8 	Timarots N-8-D 	Timarots N-8-D 	Mohamd Khan 8 	Abu Bakr 8 	Sistan N-8-D 	Shirvan N-8-D 	Tumans N-8-D 	
	Akinjis N-8-E 	Akinjis N-8-E 	Akinjis N-8-E 	Sarukahn N-8-D 	Sarukahn N-8-D 	Hazaras N-8-D 	Bahatur N-8-D 	Badkshn N-8-D 	Mawmr N-8-D 	Naphtha L-4-C 	
SERBS	Akinjis N-8-E 	Serbs L-4-C 	Peter of Serbia 8 	Tambrln 8 	Prince Mirsa 8 	Nur-ad Din 8 	Khoshun N-8-D 	Khoshun N-8-D 	Khoshun N-8-D 	Persia N-8-D 	TARTARS
	Serbs L-4-C 	Serbs L-4-C 	Serbs L-4-C 	Khorasn N-8-D 	Khorasn N-8-D 	Khorasn N-8-D 	Gilan N-8-D 	Gilan N-8-D 	Gilan N-8-D 	Armenia N-8-D 	
OTTOMAN	Serb Guard P-6-A 	Serb M-6-B 	Wagons 4 	Armenia L-8-B 	Persia M-6-B 						
	Serb M-6-B 	Serb M-6-B 	Wagons 4 	Gd. Czawl P-6-A 	Gd. Czawl P-6-A 						
INDIANS	Spahis of the Port P-6-A 	Spahis M-6-B 	Spahis M-6-B 	Spahis M-6-B 	Manatasha L-8-C 						
	Janissaries M-4-A 	Janissaries M-4-A 	Azab L-4-D 	Azab L-4-D 	Karmia L-8-C 						
INDIANS	Kushite N-4-E 	Hindustan N-4-E 	Mawarnahr M-6-B 	Hazaras M-6-B 	Bahatur M-6-A 						
	Elephants P-4-E 	Sistan L-8-C 	Shirvan L-8-C 	Tumans L-8-C 	Badakshan L-8-C 						
INDIANS			MONGOLS								
Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010											
246P41											

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

246P41

Great Medieval Battles, Counter Section Nr. 2 (100 pieces): Front

Quantity of Sections of this identical type in QuadriGame: 1; in KING ARTHUR: 1.
Total Quantity of Sections (all types) in QuadriGame: 5; in KING ARTHUR: 1.

Total Quantity of Sections (all types) in Quadrant: 5; in KING ARTHUR: 1.											
SCOTS	<i>Heliades</i>  1-1	<i>Scots</i>  M-8-D	<i>Scots</i>  M-8-D	<i>Irish</i>  L-12-C	<i>Irish</i>  L-12-C	<i>Gertus</i>  2-0	<i>Picts</i> p  L-8-D	<i>Picts</i> p  L-8-D	<i>Chelric</i>  4-0	<i>Egbrict</i>  3-0	SAXONS
		<i>Scots</i>  M-8-D	<i>Scots</i>  M-8-D	<i>Irish</i>  L-12-C	<i>Irish</i>  L-12-C	<i>Gil'patric</i>  1-0	<i>Picts</i> p  L-8-D	<i>Picts</i> p  L-8-D	<i>Bruning</i>  1-0	<i>Elaf</i>  2-0	
EVIL BRITONS	<i>Modred</i>  4-1	<i>Sagrmor</i>  1-4	<i>Kabrnten</i>  0-2	<i>Lucan</i>  3-3	<i>Arthur</i>  5-4	<i>Aguisant</i>  3-2	<i>Britons</i>  L-8-C	<i>Britons</i>  L-8-C	<i>Britons</i>  L-8-C	<i>Britons</i>  L-8-C	GOOD BRITONS
	<i>Lucius</i>  0-1	<i>Guivret</i>  2-1	<i>Girflet</i>  1-1	<i>Yon</i>  2-1	<i>Caradoc</i>  2-1	<i>Yvain</i>  2-2	<i>Britons</i>  L-8-C	<i>Britons</i>  L-8-C	<i>Britons</i>  L-8-C	<i>Britons</i>  L-8-C	
EVIL BRITONS	<i>Knights Round Table</i> P-16-A 	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 						
	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 						
	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 									
	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 									
EVIL BRITONS	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 									
	<i>Britons</i> ▲▲▲ P-12-B 	<i>Britons</i> ▲▲▲ P-12-B 									
EVIL BRITONS			<i>Saxons</i> ▲▲▲ M-6-C 	<i>Saxons</i> ▲▲▲ M-6-C 	<i>Saxons</i> ▲▲▲ M-6-C 						
			<i>Saxons</i> ▲▲▲ M-6-C 	<i>Saxons</i> ▲▲▲ M-6-C 	<i>Saxons</i> ▲▲▲ M-6-C 						
SAXONS											

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

246P42

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

246P42
























SAXONS

Great Medieval Battles, Counter Section Nr. 3 (100 pieces): Front

























Quantity of Sections of this identical type in QuadriGame: 1; in BANNOCKBURN: 1.
Total Quantity of Sections (all types) in QuadriGame: 5; in BANNOCKBURN: 1.





















Total quantity of sections (all types) in QuadGame: 3, in DAINOCKBORN: 1.











ENGLISH

 ED/Gl P-6-B	 ED/Seg P-6-B	 ED/Ed P-6-B	 ED/Grey P-6-B	 HE/Lanc P-6-B	 HE/He P-6-B	 HE/War P-6-B	 CL/Linc P-6-B	 CL/Cl P-6-B	 CL/Arg P-6-B
 ED L-6-D	 ED L-6-D	 ED L-6-D	 HE L-6-D	 HE L-6-D	 CL L-6-D	 CL L-6-D	 King Edward 8 	 Clifford 8 	 Hereford 8 











SCOTS

 Keith M-8-A	 Keith M-8-A	 Keith M-8-A	 Keith M-8-A	 Keith M-8-A	 Keith M-8-A	 Robert Bruce 8 	 Eduard Bruce 8 	 Moray 8 	 Douglas 8 
 Robert M-4-A	 Robert M-4-A	 Robert M-4-A	 Eduard M-4-A	 Eduard M-4-A	 Eduard M-4-A	 Moray M-4-A	 Moray M-4-A	 Douglas M-4-A	 Douglas M-4-A

 Robert M-4-A	 Robert M-4-A	 Robert M-4-A	 Robert M-4-A	 Robert M-4-A	 Robert M-4-A	 Moray M-4-A	 Moray M-4-A	 Moray M-4-A	 Moray M-4-A
 Eduard M-4-A	 Eduard M-4-A	 Eduard M-4-A	 Eduard M-4-A	 Eduard M-4-A	 Eduard M-4-A	 Douglas M-4-A	 Douglas M-4-A	 Douglas M-4-A	 Douglas M-4-A

 Highlanders L-6-B	 Gascon M-6-B	 Welsh N-6-E	 Welsh N-6-E	 Durham L-6-D
 Highlanders L-6-B	 Irish M-6-B	 Irish N-6-E	 Irish N-6-E	 Lancashire L-6-C

ENGLISH

 Warw/ Leics L-6-C	 Notts/ Derby L-6-D	 Ches/ Staffs L-6-D	 Lincolnshire L-6-C	 Lincolnshire L-6-D
 Yorkshire L-6-C	 Yorkshire L-6-C	 Yorkshire L-6-C	 Northmblnd L-6-C	 Northmblnd L-6-C

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010









246P43

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

246P43

Great Medieval Battles, Counter Section Nr. 4 (100 pieces): Front

Quantity of Sections of this identical type in QuadriGame: 1; in BLACK PRINCE: 1.
Total Quantity of Sections (all types) in QuadriGame: 5; in BLACK PRINCE: 1.

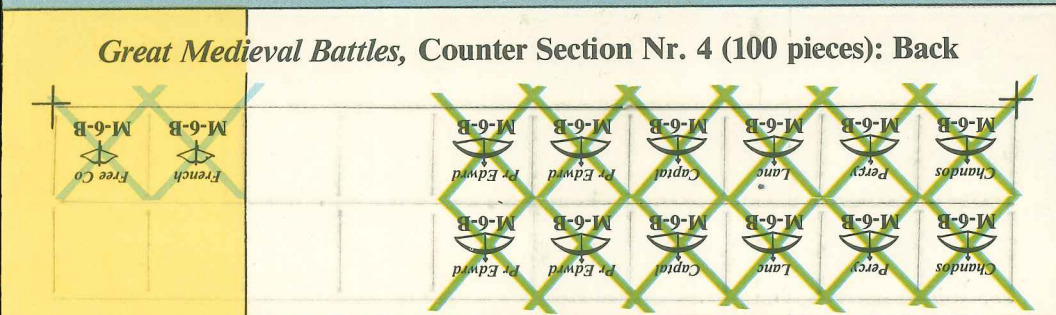
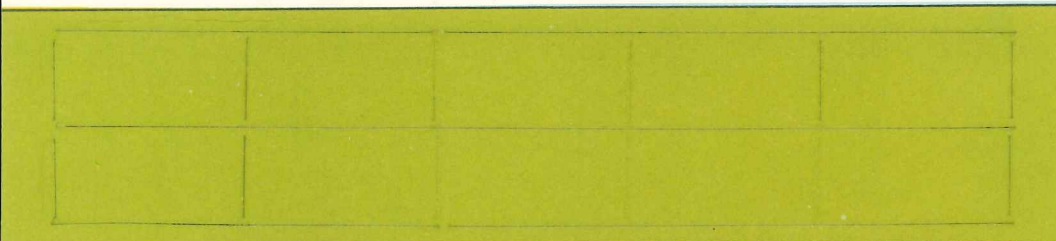
Total Quantity of Sections (all types) in Quadrangle: 3; in BLACK PRINCE: 1.											
ENGLISH	Chandos M-6-B	Percy M-6-B	Lanc M-6-B	Capital M-6-B	Pr Edward M-6-B	Pr Edward M-6-B	Prince Edward 8 	Armagnac 8 	French M-6-B	Free Co M-6-B	FRENCH
	Chandos M-6-B	Percy M-6-B	Lanc M-6-B	Capital M-6-B	Pr Edward M-6-B	Pr Edward M-6-B	Lancster 8 	Pedro the Cruel 8 		Du Guesclin 8 	
	Aragon M-6-D	Bidet L-6-C	Bidet L-6-C	Genitour L-8-D	Genitour L-8-D	Genitour L-8-D	Genitour L-8-D	Genitour L-8-D	Henry Bastard 8 	Count of Denia 8 	
	Castille M-6-D	Bidet L-6-C	Bidet L-6-C	Genitour L-8-D	Genitour L-8-D	Genitour L-8-D	Genitour L-8-D	Genitour L-8-D	Don Tello 8 		
CASTILLIAN											
	Henry the Bastard M-6-A	Don Tello M-6-C	Galicia L-6-E		Burgos L-6-E						
	Henry the Bastard M-6-A	Count of Denia M-6-C	La Mancha L-6-E		Asturias L-6-E						
	Granada L-6-E	Valencia L-6-E	Murcia L-6-E							Du Guesclin P-4-A	
	Cordoba L-6-E	Seville L-6-E	Andolusia L-6-E							Audrehom P-4-A	
ENGLISH	Prince Edward P-4-A	Percy P-4-A	Pedro the Cruel M-6-C	Armagnac P-4-C							
	Prince Edward P-4-A	Capital P-4-A	Chandos P-4-A	Lancaster P-4-A							
Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010 246P44											

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010

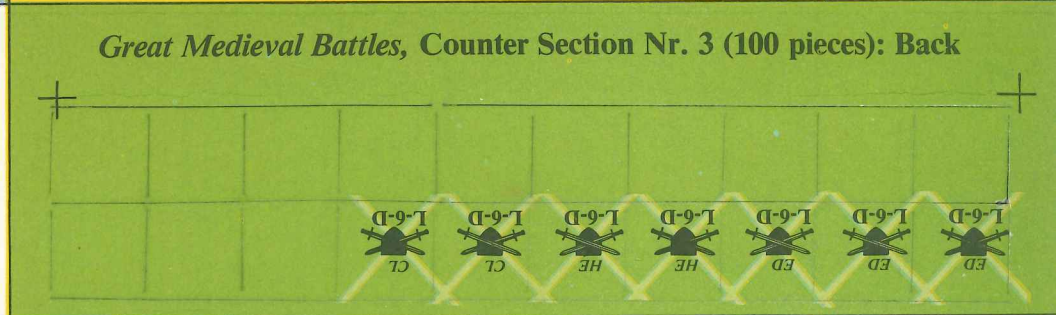
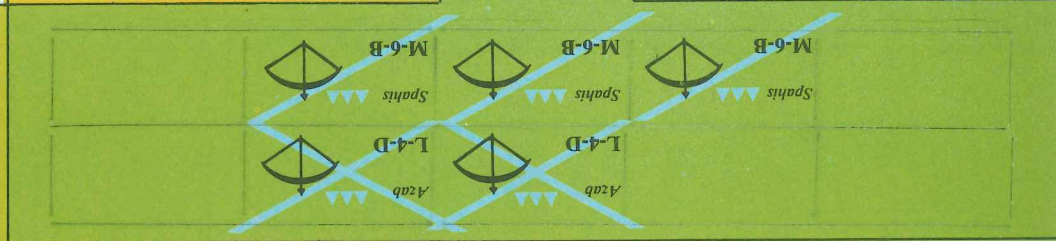
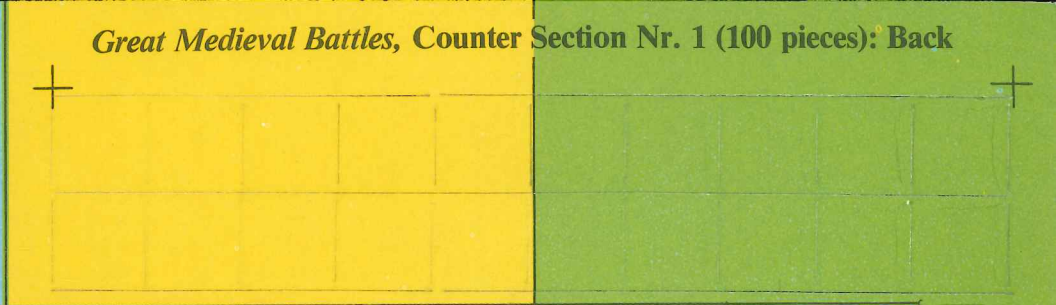
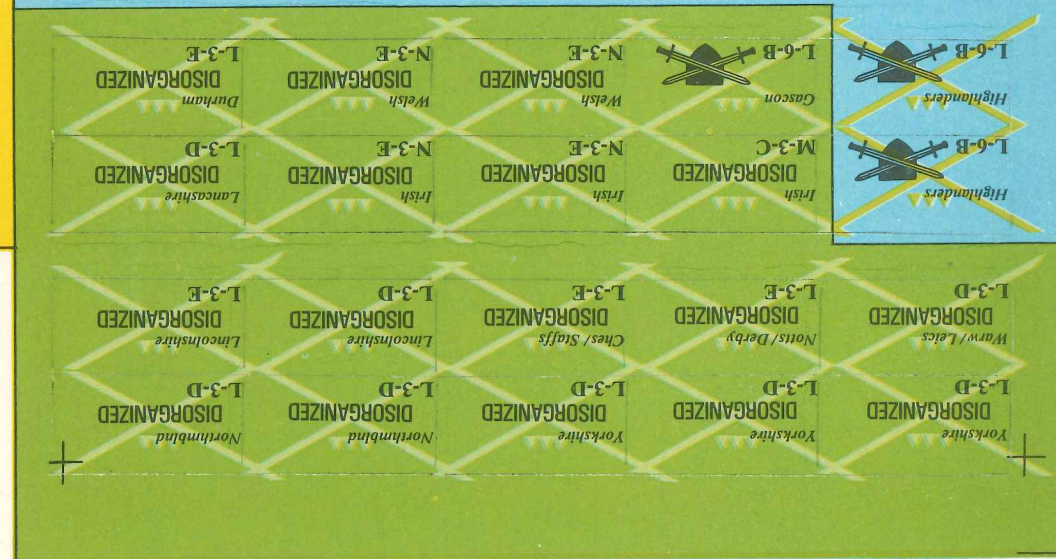
246P44

Great Medieval Battles, Counter Section Nr. 2 (100 pieces): Back

+	3-0 Egbrit	4-0 Chelric	2-0 Gertus	1-1 Helides	+
	2-0 Elaf	1-0 Bruning	1-0 Gilt'parric	1-1 Helides	



The image shows a yellowed, aged map of the Iberian Peninsula, specifically focusing on the regions of Castille and Aragon. The map is divided into a grid of rectangular regions. Two regions in the northwest are marked with a green 'X' and labeled 'P-4-A' with a small icon of a castle and crossed swords. Two regions in the northeast are marked with a green 'X' and labeled 'M-6-D' with a small icon of a castle and crossed swords. The map is heavily stained and discolored, with a prominent vertical crease on the left side.

[illegible]

Great Medieval Battles, Counter Section Nr. 5 (100 pieces): Front

Quantity of Sections of this identical type in QuadriGame: 1; in each individual game: 1.

Total Quantity of Sections (all types) in QuadriGame: 1; in each individual game: 1.

Game Turn	Lance	Lance	Lance	Lance	Lance	Lance	Lance	Lance	Lance
Lance	Lance	Lance	Lance	Lance	Lance	Lance	Lance	Stun	Stun

Brkn Lance	Brkn Lance	Right	Right	Left	Left	Horse Legs	Horse Legs	Helm	Helm
Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd

Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	Dis- Obeyd	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	3	3	3	3	3

3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3

[illegible]

1	2	3	4	5	6	7	8	9 Fatigue	10 Fatigue
---	---	---	---	---	---	---	---	--------------	---------------

TERRAIN KEY

